



Clever Cats

Product Notes

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This is a delightful collection designed so that even younger children can enjoy them. The cats are able to be incorporated in the very early stages of control as they have one button to make them go forward and turn. Learning about cause and effect and stimulus response is integral to this resource. Children quickly make vital connections and recognise that if they press a certain button a reaction will occur.

With having one button, the cats form an important part of the programming journey and help to establish a continuity and consistency of skills which can be built upon. The added engagement comes from the fact that you can switch the mode to make the cats have an audio function. Stroke the cats and hear them purr.

- Let the children freely explore using the cats. What happens if I press this button? What happens if I stroke this cat? Can I use any control unit or do I have to find one that matches my cat?
- Enable the children to have a level of independence as they return the cats to the docking station.
- Make small world scenarios for the cats. Perhaps you could place a pretend saucer of milk for them and the children could navigate the cats towards them.
- Design a home for the cats. After scurrying around the scene, ask children to send the cats back home.
- Provide a range of materials so that the children can make their own small world location for the cats to be in.
- Talk about the cats. What do you think they are called? Are they names Connie, Carl, Colin and Craig? How old are they? What do real cats look like and how do they behave? Use the cats as a catalyst for conversations.