



MOXY the mouse



Activity 1: Peepo with Moxy

What to do:

Place Moxy under a cover so she's hidden from view. Encourage children to use the remote control to make Moxy move. As she begins to appear, use playful language like "Where's Moxy?" and "Peepo!" to celebrate her reappearance. Repeat several times, allowing each child to have a turn.

Learning benefits:

- Strengthens understanding of **object permanence**
- Builds **anticipation** and **attention span**
- Encourages **social interaction** and shared laughter through predictable repetition
- Supports **cause-and-effect thinking**

Why practitioners love it:

Moxy responds consistently to each button press, helping children see a clear connection between their action and Moxy's movement. The playful "hide and reveal" adds emotional engagement, supporting both cognitive and social development.



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Activity 2: Follow the Mouse

What to do:

Set Moxy on the floor and press a button so she moves forward. Encourage babies to crawl or toddle after her. Pause and let them "catch" Moxy before restarting.

Learning benefits:

- Promotes **gross motor development** and **coordination**
- Encourages **spatial awareness** and **tracking**
- Builds **anticipation** and **joy in shared play**

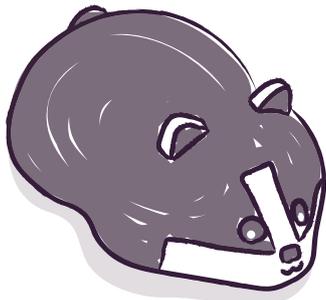
Why practitioners love it:

A programmable movement pattern encourages repetition and confidence – young children can learn what to expect and join in with predictable sequences.





BO the badger



Activity 1: We're Going on a Bo Hunt!

What to do:

Read *We're Going on a Bear Hunt* by Michael Rosen together. Then, adapt the story to *We're Going on a Bo Hunt!* Create a simple obstacle course using soft play shapes, tunnels, boxes, or cushions. Encourage children to use Bo the Badger's remote control to make him go **on**, **under**, **over**, and **around** the different obstacles, just like in the story. Use and repeat positional and directional language such as *forwards*, *back*, *this way*, *that way*, *left* and *right* as you play.

Learning benefits:

- Reinforces **positional and directional language** through movement and storytelling
- Supports **listening and understanding** as children follow instructions
- Promotes **gross motor development** as children move with Bo through the obstacle course
- Encourages **imaginative play** and storytelling skills

Why practitioners love it:

Using Bo the Badger brings the story to life - children can see their commands instantly turn into action. This helps them make clear connections between **language, movement, and cause and effect**, building early coding and sequencing skills in a playful, story-led.



BO the badger



Activity 2: Bo and Me!



What to do:

Tape a photo of each child onto their own Bo the Badger to make it personal and engaging. Give each badger its new name - "Can you get *Dylan* to go under the bridge?" Encourage children to connect their own movements to Bo's - when Bo moves forward, can they copy? When Bo turns around or moves to the left, can they do the same?

Learning benefits:

- Builds a sense of identity and belonging by personalising Bo
- Encourages imitation and coordination, linking physical movement to what they see
- Supports understanding of directional language and cause and effect
- Promotes turn-taking and friendly group play

Why practitioners love it:

Children see themselves reflected in the activity, deepening engagement and understanding. Linking their own movement to Bo's encourages embodied learning, helping them internalise direction, control, and sequencing.





FIFI

the fox



Activity 1: Expressive Art & Design

What to do:

Tape a felt-tip pen securely to the front or back of Fifi the Fox. Place her on a large sheet of paper and use the remote control to move her around. Encourage children to experiment with different directions, speeds, and turns to see what shapes and lines Fifi can create. Try challenges such as “Can you make a square?” or “Can you draw a path for Fifi to follow?”

Learning benefits:

- Encourages **mark making** and exploration of **shape and pattern**
- Builds **hand-eye coordination** and understanding of **spatial awareness**
- Introduces **early coding concepts** like sequencing and direction
- Fosters **creative thinking** and **experimentation** through open-ended play

Why practitioners love it:

Fifi transforms mark making into a dynamic, technology-led art activity. Children can directly see how their button presses translate into Fifi’s movement and line creation, developing a deep understanding of **cause and effect**. This bridges creative play and early STEM learning in a way that traditional drawing tools can’t achieve.



FIFI

the fox



Activity 2: Follow the Trail

What to do:

Create a map or trail with picture cards or small woodland props. Children decide on the sequence of moves Fifi needs to reach the goal. Encourage them to “plan before pressing” and then test their route.

Learning benefits:

- Develops **sequencing, memory, and logical thinking**
- Encourages **prediction and debugging** (“That didn’t work – let’s try again”)
- Supports **teamwork and communication** when children plan together

Why practitioners love it:

Fifi’s programmable steps make coding tangible. Children see how planning, testing, and refining their route leads to success – deepening their understanding of computational thinking.

