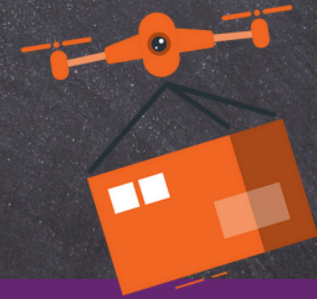


The What, Where, and How of Drones

Designed for learners in Grades 3-5



Course Description:

The future of flight is autonomous, and students are ready to fly using their computer skills today! Students will fly drones as pilots and operators; simulating practical real world scenarios, testing the drone's range and abilities, and imagining the future of drone technologies.

Equipment, Curriculum, and Training Available:

- Classroom set of Drones
- 15 Lesson Hours
- Curriculum and supporting materials
- Ongoing product and curriculum support
- Professional development
- Facilitation by a trained STEM instructor (optional)

LESSONS



LEARNING TARGET EXAMPLES

1: What is a drone?	Explore examples of drones in the real world.
2: Drone mechanics?	Examine the physics and math of a drone.
3: How does drone programming work?	Identify different programming commands.
4: An introduction to DroneBlocks	Discuss what a perimeter is and why it matters.
5: Using The Drone with DroneBlocks	Connect the drone to the programming app.
6: Advanced block programming	Create a DroneBlocks program that uses loops.
7: A Drone Delivery: Part 1	Explore drone delivery technology.
8: A Drone Delivery: Part 2	Execute Drone delivery program.
9: Undercover Drone Part 1	Use DroneBlocks to find scavenger hunt items.
10: Undercover Drone Part 2	Create a program and troubleshoot.
11. Undercover Drone Part 3	Complete a program and scavenger hunt.
12: Drone in the Wild Part 1:	Learn how drones are used in the wild.
13: Drone in the Wild Part 2:	Explain how to use a drone to track an animal.
14: Create Your Own Program, Part 1	Review drone mechanics and technology.
15: Create Your Own Program, Part 2	Program for delivery, surveillance, or tracking.