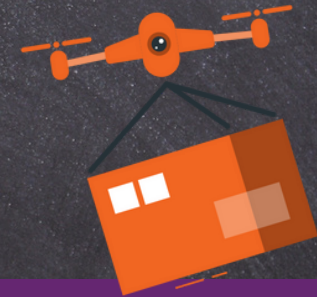




NextWaveSTEM

# Exploration of Drones: UFO or UAV: The Big Wide World of Drones

Designed for learners in Grades 6-8



## Course Description:

Whether it's exploring other planets, delivering packages, or moving the citizens of the future from work to home, unmanned aerial vehicles have the potential to change the world. Through a series of lessons that build on foundational flight and coding skills, students will learn how to simulate drone flights, collect data using sensors and perform drone photography.

## 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: UFO or UAV? What is a drone?	Connect drone to flight app and wifi.
2: DroneBlocks Introduction: Basic commands and coordinates	Use the DroneBlocks program in City Mode.
3: DroneBlocks Programming: Loops and Sequencing	Understand debugging and troubleshooting.
4: Droneblocks Programming: Variables virtual and with drones	Program through DroneBlocks using Variables.
5: Droneblocks Programming: Function commands virtual and with drones	Program through DroneBlocks using Functions.
6: It's All About Image: Using the drone camera and video	Identify how to use the camera on the drone.
7: Climate Control	Learn how drones are used in climate change.
8: Disaster Master	Identify how drones are used in disaster response.
9: Reading, Writing, & the Movies Pt. 1	Discuss drone journalism.
10: Reading, Writing, & the Movies Pt. 2	Complete research on journalism topic or movie.
11: Opening Night	Complete journal article or movie with images.
12: Mapping Using Drones	Learn measurement in DroneBlocks.
13: Drone Fun: Battleship	Use DroneBlocks to send the drone to a coordinate
14: On My Own: Part 1	Create a virtual drone program with DroneBlocks
15: On My Own: Part 2	Create a program in the coding app.