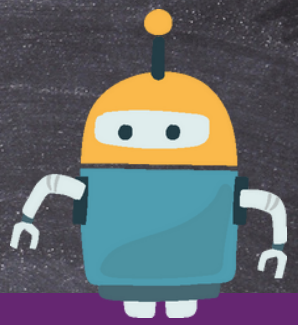
NextWaveSTEM

Introduction to Robots: What Is A Robot?

Designed for learners in Grades K-2



Course Description:

Telling stories is important to teaching coding! The Colby Robot helps students learn how to tell stories using button-based code. During the course, early elementary students will use their Colby robots to draw numbers, tell a story, hunt for treasure, and complete hands-on activities to build their understanding of robotics.

Equipment, Curriculum, and Training Available:

- Classroom set of Code & Go® Robot Mouse, Colby
- 15 Lesson Hours
- Curriculum and supporting materials
- Ongoing product and curriculum support
- Professional development
- Facilitation by a trained STEM instructor (optional)

Lesson	Learning Target Examples
1. Meet Your Robot	Write the first commands for a robot!
2. Sequencing	Program a robot to move to a specific point.
3. Drawing Numbers	Create a “number” using a sequence of code.
4. Tell a Story	Retell stories by sequencing a series of commands.
5. Unplugged Coding and Robotics	Engage in collaborative teamwork to problem solve.
6. Going on a Treasure Hunt	Give directions and read a treasure map.
7. Navigating a Maze	Create a sequence of code that helps a robot solve a maze.
8. Reverse Engineer a Sequence	Observe and recreate a coding sequence.
9. Math with Robotics	Program a robot to find sums and differences on a number line.
10. Debugging Code	Identify and correct errors in a coding sequence.
11. Self Driving Vehicles	Create a sequence for a self driving vehicle.
12. Coding a Bus Route	Use loops to program a self-driving bus sequence.
13. Pseudocode Swap	Practice writing and recording pseudocode.
14. Memory	Play a game of coding-themed memory.
15. Synchronized Robotics Routine	Program a synchronized dance routine.