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6th Grade
Robotics
EQ: How do I program a robot to move?
Standards:
CSP: 2.3.1 Use models and simulations to raise and answer questions. [P3]
      4.2.1 Express an algorithm in a language. [P5]
      5.3.1 Evaluate a program for correctness. [P4]
      5.3.2 Develop a correct program. [P2]
      5.3.3 Collaborate to solve a problem using programming. [P6]
      5.4.1 Employ appropriate mathematical and logical concepts in programming. [P1]
Objective: Students will learn the difference between a move program block and a steering/tank program block.
Do Now: Code.org 10 minutes, Praise the top 10 students based on levels completed.
Process: Teacher will use robotMove.a2w example world from Alice to introduce activity. Students will try “world” to see that when they press the left and right arrow keys, their robots turn but do not move forward or backward after they turn.
Elaborate: Students will program their robots to draw a Figure 8.
Record: Program
Reflect: http://goo.gl/forms/RF0pmWerPG
Deepening: Students will create a “world” in Alice to demonstrate their understanding of move and steering program blocks.