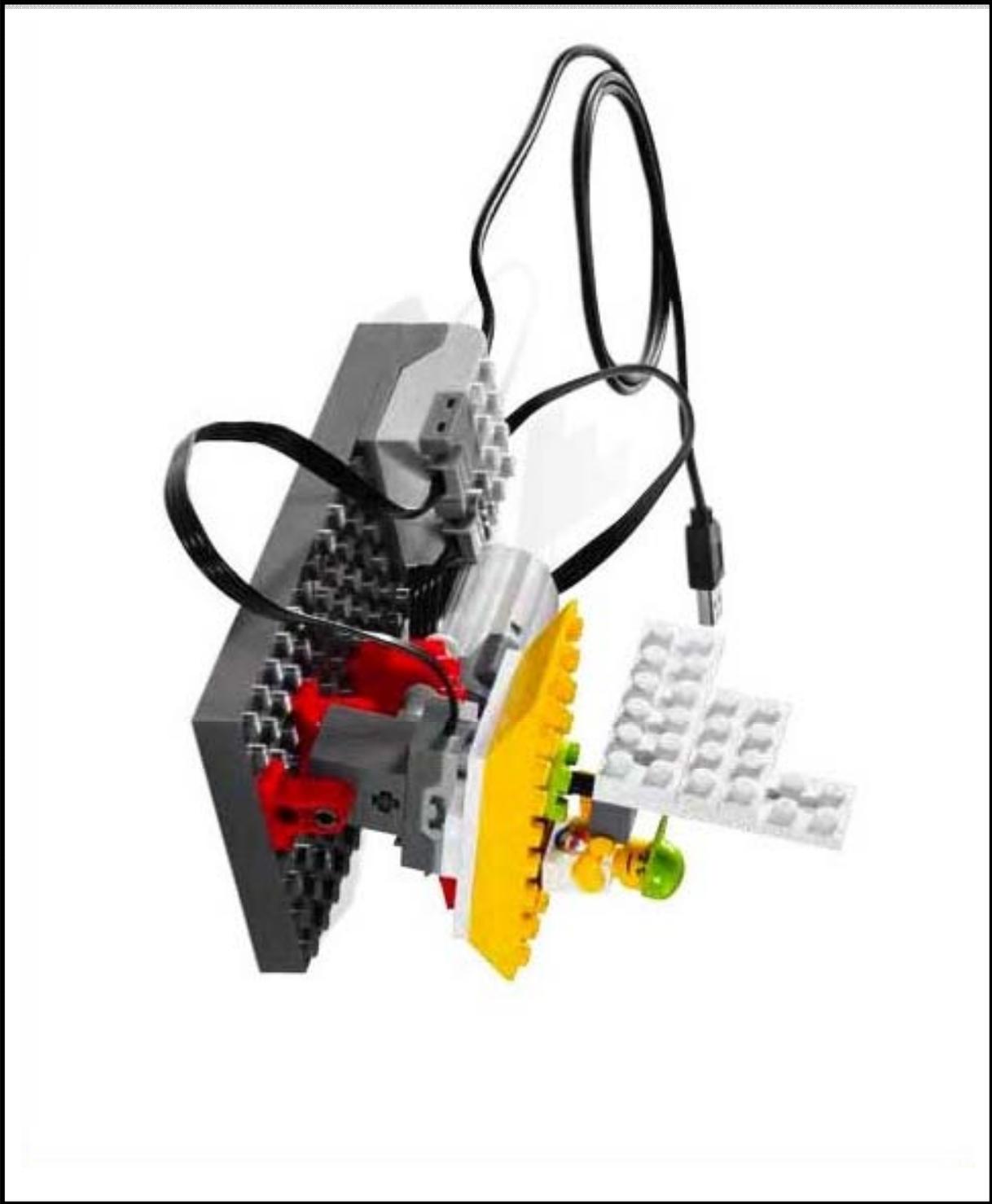


Model 12 – Sailboat Storm



February 2012

Model 12 – Sailboat Storm LEGO Education WeDo



Connect – Preparation and discussion

The children could discuss these questions during circle time.

- Have you ever been on a boat? How did it feel? Did the boat rock?
- Pretend that you are on a sailboat during a storm. How would you move on the boat?
- If the sea is calm, how would you move?
- A sailboat can rock in different directions. What are they?
- What noise does the sailboat make?

Engaging question

Can you build a sailboat that rocks as if it is sailing on the sea?

*Show the children the poster of the sailboat to get them thinking about building this model.

Construct

Model 12 – Sailboat storm

Contemplate and discuss

Tips that are given to the students on the site.



Tip to launch the programme
Use the green arrow pictogram.



Tip to stop a programme
Click on the red square.



Tip for the sound
Put together the music notes and the "123" pictograms. Place your cursor on 123. When the letter "T" appears, you can type a number. You can choose among 20 sounds: numbers 1 to 20.



Tip for the power of the motor
Put together the motor power and the "123" pictograms. Place your cursor on 123. When the letter "T" appears, you can type a number. The power goes from 1 to 10: 1 is the weakest, 10 the strongest.

Pictograms to use in the challenges



Here are a few challenges the children can do in class.

Challenge 1

Find the sound of thunder.

Challenge 2

Find the sound of water splashing.

Challenge 3

Make the boat rock very slowly.

Challenge 4

At the sound of water splashing, make the boat rock very slowly.

Challenge 5

At the sound of thunder, make the boat rock fast.

Continue

Each team creates its own challenge using the pictograms in the exercises above. Plan a time during which each team can explain and show their challenge to the class.

Model 12 – Sailboat Storm
Correction Key

Contemplate and discuss

Challenge 1

Find the sound of thunder.



Challenge 2

Find the sound of water splashing.



Challenge 3

Make the boat rock very slowly.



(or a number from 1 to 5)

Challenge 4

At the sound of water splashing, make the boat rock very slowly.



Challenge 5

At the sound of thunder, make the boat rock fast.



(or a number from 6 to 10)

Continue

Each team creates its own challenge using the pictograms in the exercises above. Plan a time during which each team can explain and show their challenge to the class.

The answers are personal for each team



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