

Challenges for Model 1- Dancing Birds



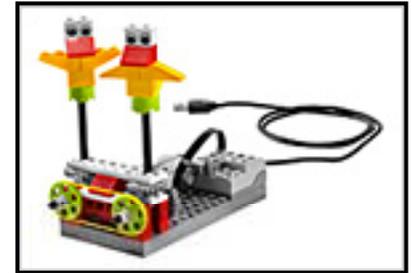
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Creation: Service national du RÉCIT à l'éducation préscolaire. Translation: LEARN-RÉCIT

Model 1- Dancing Birds LEGO Education WeDo

Activity created by the Service national du RÉCIT
à l'éducation préscolaire

Translation: LEARN-RÉCIT



Connect – Preparation and discussion

The children could discuss these questions during circle time.

How do you move your body?

Show the poster of Model 1- Dancing Birds.

If you were these birds, how would you move your body?

Engaging question

Do you think that you could make these birds move?

- * Show the children the poster of the Dancing Birds to get them thinking about building this model.

Construct

Model 1- Dancing Birds

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 power of the motor

Use a number from 1 to 10: 1 is the weakest power, 10 the strongest. Place the cursor in the 123 box and type the number.



Tip to program the duration (time)

Use the time pictogram and the 123 one. Place the cursor in the 123 box and type the number.

Tip for the time

If you want the robot to move for 1 second, type 1 and add a 0. If you want it to move 2 seconds, type 2 and add a 0. If you want it to move 3 seconds, you know what to type and to add.

Pictograms to use in the challenges



Here are a few challenges for us to do in class.

Challenge 1

Make the motor turn one way.

Challenge 2

Make the motor turn the other way.

Challenge 3

Make the motor turn for 5 seconds.

**** 1 second = 10 so 5 seconds = 50*

You have to learn to count seconds like the program does.

Challenge 4

Make the birds turn very fast.

Challenge 5

Make the birds turn very slowly.

**** Motor Power: 1 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.

**Model 1- Dancing Birds
Correction Key**

Challenge 1
Make the motor turn one way.



Challenge 2
Make the motor turn the other way.



Challenge 3
Make the motor turn for 5 seconds.



**** 1 second = 10 so 5 seconds = 50*

Challenge 4

Make the birds turn very fast.



(or a number between 5 and 10)

Challenge 5

Make the birds turn very slowly.



(or a number between 1 and 5)

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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