

Challenges for Model 3 – Drumming Monkey



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Model 3 – Drumming Monkey LEGO Education WeDo



Connect - Preparation and discussion

The children could discuss these questions during circle time, or you could devise games to address them.

- Clap your hands. Can you create a nice pattern of beats?
- Tap on ... (the table, your legs, - adapt to situation). How are your arms moving? What are different ways you can move your arms (one at a time, two arms together in the same direction or in alternating directions, ...)?
- Can you drum with your hands to create different patterns of beats? What makes the sound? (Striking something makes the sound.)

Engaging question:

Can we create a monkey taps different beats with his arms?

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

Construct

Model 3 – Drumming Monkey

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 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.



Tip for the sound

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



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.



Pictograms to use in the challenges



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

Note to teacher: In order to hear the sounds of the rhythms the monkey produces, place a glass or water bottles under his arms. Adjust the height of the monkey by adding bricks at the bottom of the large grey 8X16 block if needed.

Challenge 1

Make the arms of the monkey move.

Challenge 2

Make the arms of the monkey move for 5 seconds.

* 1 second = 10

Challenge 3

Find the kissing sound for the monkey.

Challenge 4

Make the monkey move slowly for 5 seconds.

* Motor power: 1 to 10

* Time: 1 second =10

Challenge 5

The monkey gives a kiss and moves his arms for 4 seconds.

* Time: 1 seconde =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 3 – Drumming Monkey Correction key

Challenge 1

Make the arms of the monkey move.



Challenge 2

Make the arms of the monkey move for 5 seconds.



* 1 second = 10, so 5 seconds = 50

Challenge 3

Find the kissing sound for the monkey.



* Kiss : sound 3

Challenge 4

Make the monkey move slowly for 5 seconds.



(or a number between 1 and 5)

* 1 second = 10, so 5 seconds = 50

Challenge 5

The monkey gives a kiss and moves his arms for 4 seconds.



* 1 second = 10, so 4 seconds = 40

* Kiss : sound 3

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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