

Model 8 - The Goal Keeper



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Model 8 - The Goal Keeper LEGO Education WeDo



Connect – Preparation and discussion

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

- What does a soccer goal keeper do?
- Is being a goal keeper easy or hard? Why?
- Imagine you're a goal keeper? What do you have to do to stop the ball?
- Now you're a goal keeper. What parts of your body can you use to block the ball?

Engaging question

Can you build a goal keeper that can block paper balls from the goal?

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

Construct

Model 8 - The Goal Keeper

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.



123

Tip to program the duration (time)

Use the motor time pictogram and the 123 one. Place the cursor in the 123 box. When the letter "T" appears, type the number for the time you want.

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.



abc

Tip for making the word "wow" appear on screen

Put together the Computer 123 and the "abc" pictograms. Place your cursor on abc. When the letter "T" appears, you can type the word "hurray".



Tip for the motion detector

On the grey brick, there are little eyes. The brick detects a movement and it reacts when you move an object in front of it or if you remove it.



Tip to program the motion detector

Use the hour glass pictogram and the motion detector one (with the little eyes). This indicates "wait" until motion is sensed

Pictograms to use in the challenges



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

Contemplate and share

Challenge 1

Make the goal keeper move.

Challenge 2

Make the goal keeper move for 5 seconds.

* 1 second = 10

Challenge 3

Make the goalie whistle two times with sound number 1.

Challenge 4

Make the goalie whistle two times with sound number 1 and then make him move for 3 seconds.

Challenge 5

- a) Copy this program. Can you imagine what it will do?



- b) Make a small paper ball.
c) Make the goal keeper move. Throw your paper ball.
What happens when you score a goal?

Continue

Each team creates its own challenge using the pictograms in the exercises above. If you still have the Kicker robot accessible, and you have two laptop computers, they could try to work the two robots together. Plan a time during which each team can explain and show their challenge to the class.

**Mode 8 - Goal Keeper
Correction Key**

Contemplate and share

Challenge 1

Make the goal keeper move.



Challenge 2

Make the goal keeper move for 5 seconds.

* 1 second = 10



Challenge 3

Make the goalie whistle two times with sound number 1.



Challenge 4

Make the goalie whistle two times with sound number 1 and then make him move for 3 seconds.



Challenge 5

- a) Copy this program. Can you imagine what it will do?
The goalie moves continuously. When a ball gets through, the motion sensor sees it and the motor stops. The goalie stops moving and the chosen word, "hurray", appears on the screen.



- b) Make a small paper ball.
Or they could use the same ball used with the Kicker.
- c) Make the goal keeper move. Throw your paper ball. If you score a goal, you'll see the word "hurray" on the screen.

Continue

Each team creates its own challenge using the pictograms in the exercises above. If you still have the Kicker robot accessible, and you have two laptop computers, they could try to work the two robots together. 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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HURRAY



