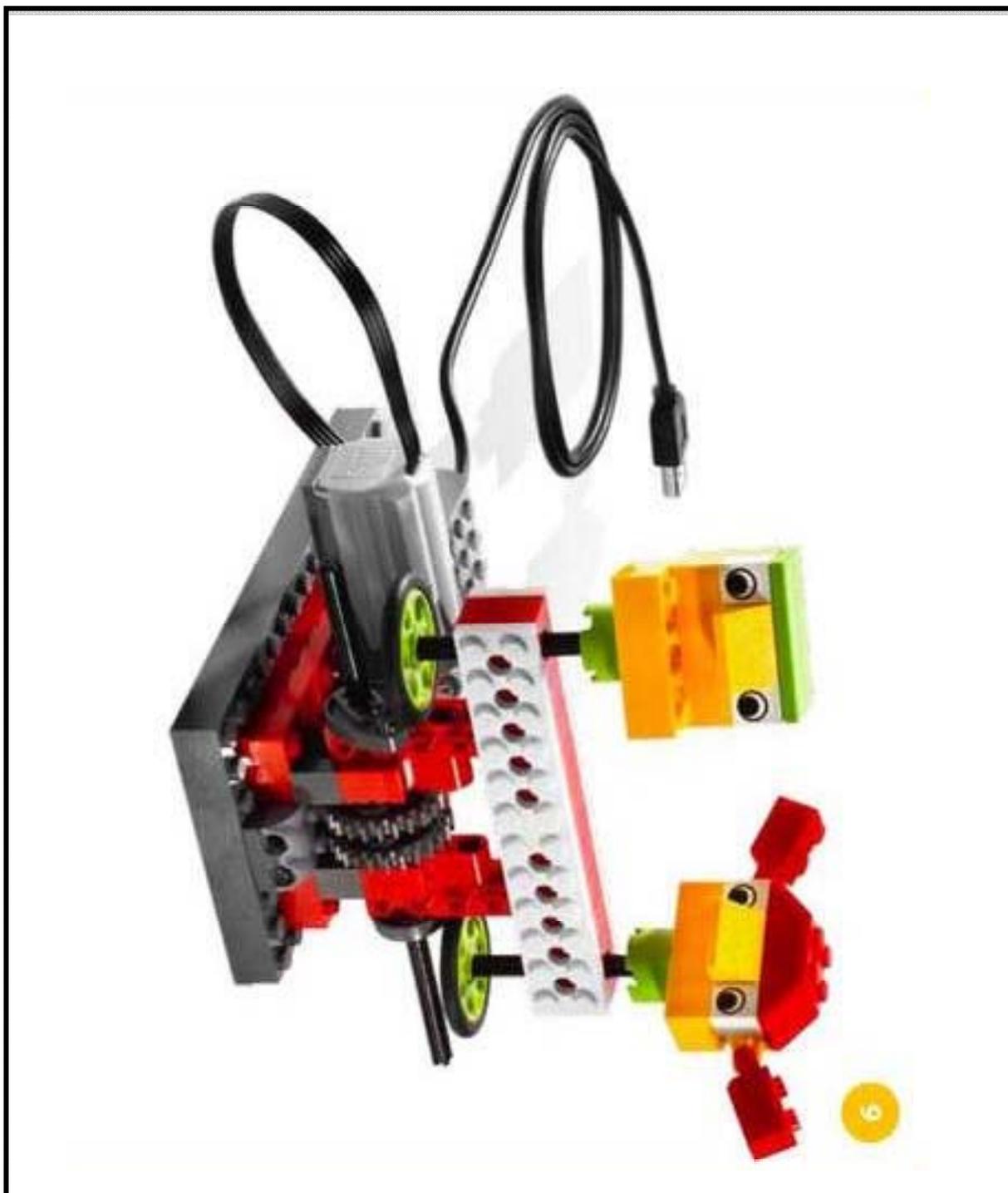


Model 9 – Cheerful Fans



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Image source: LEGO Education WeDo

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

Model 9 - Cheerful Fans LEGO Education WeDo



Connect - Preparation and discussion

The children could discuss these questions during circle time.

- Have you been to a soccer match or have you seen a soccer or hockey match on television?
- What do the fans do when a team score a goal?
- Do you cheer for a sports team? What do you do to encourage your team?
- Do you know a song that expresses your support for your team? Can you sing it?

Engaging question

Can you build fans that move and cheer for their favourite team?

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

Construct

Model 9 – Cheerful fans

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 launch the programme using the pictogram with the letter "A"
Place the pictogram with the letter "A" at the beginning of the program and press the letter A on the keyboard. The program will start. You can change the letter on the pictogram by typing in another one with the T cursor.



Tip to stop a programme
Click on the red square.



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.



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 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 sensor

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.

Challenge 1

Find the cheering sound.

Challenge 2

Make the fans cheer. Use the pictogram with the letter "A" to start the program.

Challenge 3

Make the fans move for 1 second and stop the motor.

Challenge 4

Use the motion detector to make the fans cheer.

Challenge 5

5a) Copy this program.



5b) Use the motion detector to make the fans move and cheer.

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 9 – Cheerful Fans
Correction Key

Contemplate and share

Challenge 1

Find the cheering sound.



Challenge 2

Make the fans cheer. Use the pictogram with the letter "A" to start the program.



Challenge 3

Make the fans move for 1 second and stop the motor.



Challenge 4

Use the motion detector to make the fans cheer.



Challenge 5

5a) Copy this program.



5b) Use the motion detector to make the fans move and cheer.

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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