Lesson plan

My pets - programming ozobots

Topic: coding the path for the ozobot

Learning time: 45min

Designed learning time:45min

Size of class: 22 students

Description: By the end of the class students will know how to programme ozobots, and create the path for their ozobots, choose the command for their robot

Grade: 1st class

Mode od delivery: Classroom-based

Aims:

- learn logical thinking while making decisions about the movements of ozobots

- cooperation with other students

- design the path for the ozobot

Outcomes:

- to design the path and code it for the ozobot

Teaching-learning activities:

Organizing pairs – 5 minutes

Step 1

Warm up

1. What robots do you have at home and what can they do?
2. The teacher is a robot- students give her the commands how to get from the desk to the door (go straight, turn left/right)

Step 2

Hands on

1. Students get cards with coding, markers and paper with ready made path for them- bear, cat or dog
2. Students discuss in pairs and code the path- they choose what they want the ozobot to do (go fast, turn back, go straight..)

Step 3

1. Students get the ozobots and check if their paths and coding are correct
2. They present their ozobots and then create their own paths

teacher

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