DIGITAL INCLUSION

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LESSON PLANS

Let's play dress-up!	
Lesson plan to be implemented in Robotics class	
Aim	The main goal of this lesson plan is to master Photon Robot Programming basics using the theme "Clothing".
Students age-targeted	9 - 11 years old's
Estimated time	40 minutes
Topics covered	● programming ● software
Facility/ Equipment	● Classroom ● Internet access ● Tablet ● Photon robot
Tools/ Materials	● Photon robot introduction ● Clothing cards
Development of activities	**Activity 1:** Students choose for themselves a paper doll without outerwear. Explain the task of dressing up a doll, using a photon robot. On the photon robot on the carpet are placed garment cards (5 minutes). **Activity 2:** Connect the tablet to the photon robot (5 minutes). **Activity 3:** The tablet creates a photon robot route as it would collect (approach) the necessary garments. Try to collect them all on one route. If it fails, form a new route (20 minutes). **Activity 4:** Set the color when programming a route and change the robot to the color of its chosen clothes (5 mins). **Activity 5:** Add a sound of emotion at the end of the route (5 mins). **Further homework** Initiate a conversation about alternative actions for completing the task and try different strategies next time.

HANDOUT 1: Photon Robot

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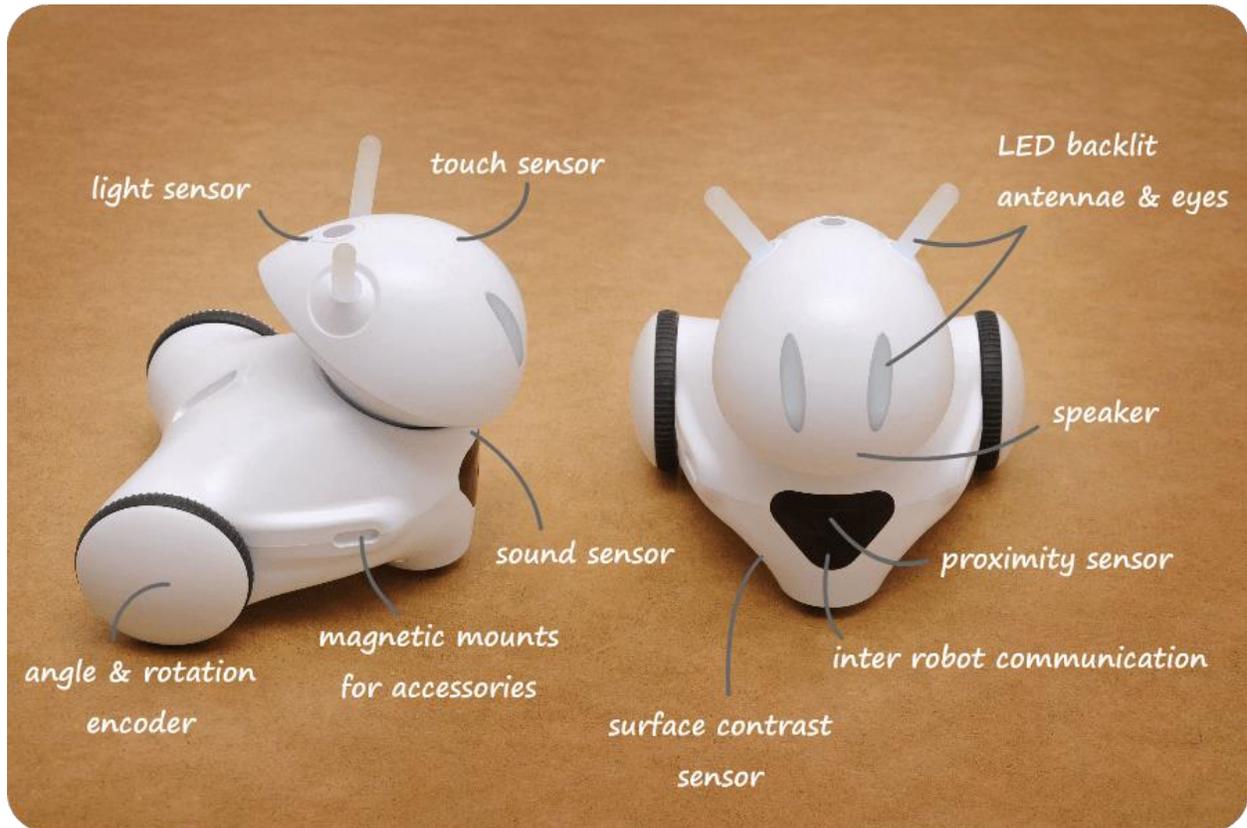
HANDOUT 2: Clothing cards