Create!

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Topics

Computer Science, Technology, Science

Ages

1st Grade

Duration

1-2 weeks

OZOBOT LESSON PLAN
Create!

Grade- 1st

Objectives- Students will be able to create many different structures, out of materials they can collect and bring from home, to test and improve while implementing the coding concepts using an Ozobot robot. The students will use engineering, math, physics, computer science, and science concepts.

Materials- Ozobots, tape, scissors, Ozobot markers, and any materials that the students can bring and gather from home (toilet paper rolls, Kleenex boxes, pipe cleners, etc.).

Procedure- Introduce the students to the Ozobots and teach them about the robots. If you go to the Ozobot site they have great lessons to help you introduce the robots and how they work and great activities to get them started. Let the students experiment with them. Giving them blank paper and the markers so that they can see how the robots work and how they can manipulate what the robots do. Work with the robots and markers for a few days. Then have the students get in to small groups and discuss what they would like to create for their robot to drive on, move, and test out. Have them draw a picture of the structure. Then have them list the material they need. After they have a plan let them work together to create a structure and test it out. If it does not work the way they want then they can alter or fix anything they feel they have to. Then have them reflect on what they learned, what they would do better, how they would alter their structure, and what worked.

Summary- Reflect on the lesson and decide what your students did right and what might need to be altered for next time.