
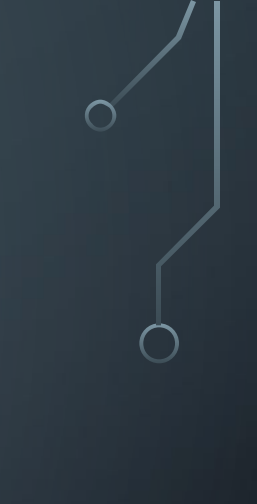
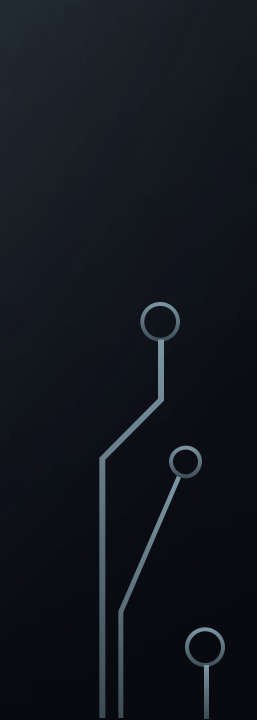


MYSTERY MOON





OVERVIEW

- Digital Story
 - Lesson Plan
 - Solution Video
- 
- 
- 



THE LESSON PLAN



GOALS & OBJECTIVES

- Basic coding
- Create your own environment
- Teamwork
- Recognise the Problem and find a unique Solution
- Let your creativity flow

STUDENTS CAN...

- ...assemble a simple robot by following instructions
- ...program their robots
- ...collaborate to achieve a goal
- ...find ways to create a moon and the area for their robot
- ...identify problems and take measure

LESSON 1

Target Group: 10-12 year old students

T: TEACHER

SS: STUDENTS

Time Frame	procedure	Interaction format	materials
5min	Introduction : Ss watch the digital story	T □ Ss	Beamer, Video
20min	Ss are introduced to Legomindstorm sets. Explanation of how the app, the robots and the coding work. Students can test the app and Legomindstorm Ss are put into groups of 4-5.	T □ Ss	Legomindstorm ipads/laptops/ Smartphone

25min

Ss are instructed to find a solution to the problem in the digital story.

Ss have to use Legomindstorm for their robots

How they ultimately solve the problem remains open to them

T: provides several things (Lego, paper, 3D printer, etc.) and assists groups.

T □□ Ss
Ss □□ Ss

Legomindstorm
ipads/laptops/
Smartphone
3D printer, Pen and
Paper, and many more
(creativity)

[continuation in the next lesson]

LESSON 2

Target Group: 10-12 year old students

T:TEACHER

SS:STUDENTS

Time Frame	procedure	Interaction format	materials
5min	Introduction: Reminder of what Ss need to do.	T □ S	
40min	Ss continue working on their robots and T goes around and helps.	T □ □ Ss Ss □ □ Ss	Legomindstorm ipads/laptops/ Smartphone 3D printer, Pen and Paper, and many more (creativity)
5min	Ss Students present their finished project	S	Legomindstorm Materials that the students used

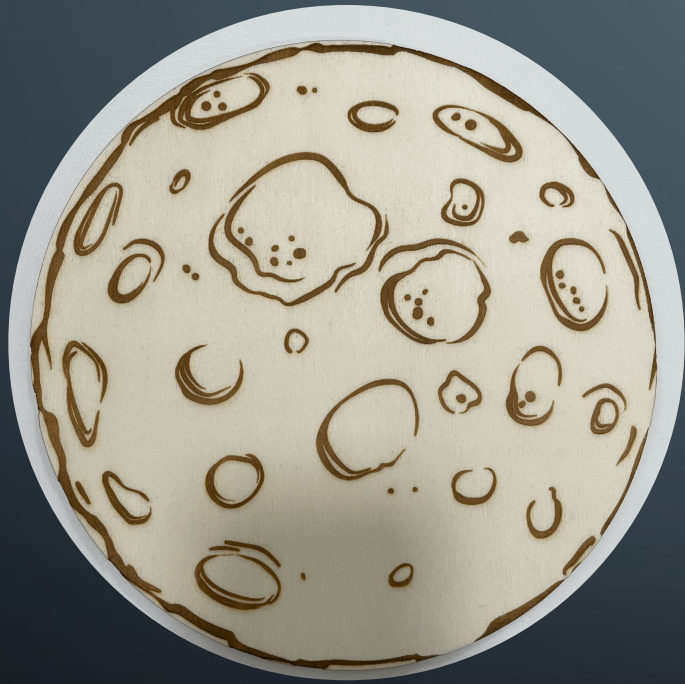
ASSESSMENT AND REFLECTING STRATEGIES

Following questions will be discussed in a group discussion (Everybody sits in a circle and the teacher is leading the discussion):

- Can students build their robot as a team?
- Can students program with Legomindstorm to perform the task?
- Can students create a moon and the area for the solution?
- Can students find a final solution to the problem?



LET'S TAKE A CLOSER LOOK



```
when the program starts
  F → Motor → starten
  Geschwindigkeit auf 0.1 % einstellen
  F → 5 Sekunde(n) → laufen lassen
  Warte 5 Sekunden
  und das
  in allen
  A → Motor → starten
  Geschwindigkeit auf 0.1 % einstellen
  A → 5 Sekunde(n) → laufen lassen
  Warte 5 Sekunden
  und das
  in allen
  B → Motor → starten
  Geschwindigkeit auf 0.1 % einstellen
  B → 5 Sekunde(n) → laufen lassen
  Warte 5 Sekunden
  und das
  in allen
  E → Motor → starten
  Geschwindigkeit auf 0.1 % einstellen
  E → 5 Sekunde(n) → laufen lassen
  Warte 5 Sekunden
  und das
  in allen
  F → Motor → starten
  Geschwindigkeit auf 0.1 % einstellen
  F → 4 Sekunde(n) → laufen lassen
  anhalten
  und das
  in allen
  A → Motor → starten
  Geschwindigkeit auf 0.1 % einstellen
  A → 4 Sekunde(n) → laufen lassen
  anhalten
  und das
  in allen
  B → Motor → starten
  Geschwindigkeit auf 0.1 % einstellen
  B → 3 Sekunde(n) → laufen lassen
  anhalten
  und das
  in allen
  E → Motor → starten
  Geschwindigkeit auf 0.1 % einstellen
  E → 4 Sekunde(n) → laufen lassen
  anhalten
```



THANK YOU FOR YOUR
ATTENTION!