Learning Design for:
"Bringing robots to life"

Context

Topic: Design a simple maze and program mBot to navigate

Total learning time: 3 hours

Designed learning time: 3 hours

Size of class: 30

Description: By the end of the session, students will learn what movements mBot can do and what different programming blocks you can use to make mBot move

Mode of delivery: Classroom-based

Aims

- Discover mBot and its software and learn how to drive the robot with precision.
- Design a siple maze and program mBot to navigate

Outcomes

- To programme your own robot through a self-made maze

Teaching-Learning activities

- ❖ **Organising groups:**
  5 minutes

Step 1: Warming up

1. Robots in everyday life
2. Getting to know the mBot

Step 2: Hands on

1. Getting acquainted with the different programming blocks of the mBot
2. Recreating and testing some programming examples to control the mBot

Step 3:

1. Trying it out

    It's time for the students to put their mBot to work. To do this the students
    have to draw a maze on a A3 sheet of paper for your mBot to drive through

Step 4: Showtime

Showing what you did with the robot in your groups.

Soft science team

The Project Coordinator,

Cristina Costa