

The following link (<https://csedweek.org/files/CSEDrobotics.pdf>) will take you to a robotics lessons that covers, and recaps key terms throughout Unit 6: Robotics. This additional lesson will allow ECS teachers to check for understanding of the following key terms:

* Algorithm
* Coding
* Debugging/Troubleshoot
* Function
* Parameters

Objective:

Computer Scientist will use inquiry, equity, and C.S content to execute the following:

* Learn to convert real-world activities into instructions
* Gain practice coding instructions with symbols
* Gain understanding of the need for precision in coding
* Gain practice debugging malfunctioning code
* Understand the usefulness of functions and parameters

Ahha! Moments during the activity

The biggest moments within this lesson are when you see the three ECS strands being used throughout the lesson. It is refreshing to see your students working together to create and design their own code. In addition, it also exciting to see them troubleshooting to complete their task.

What was difficult about this activity?

Mr. Gill & I actually have our *Computer Scientist* create their own code/symbols for this lesson, which takes a bit longer to complete the activity, but other then that the lesson is great, especially if you are sharing robots with colleagues.

What did you enjoy about this lesson?

With this lesson you will be able to reteach key concepts found in Unit6, but more importantly you will enjoy seeing your students taking their mistakes and fixing them. Our students had a blast doing this lesson!

What additional resources might be useful for teaching this lesson?

We definitely would suggest looking through the lesson and making sure you have all materials or supplemental materials you are going to be using through this activity. We do this lesson as extension of Unit 6: Days 1-3 because we can recap key terms like programing, input, output, and algorithm.