

Teq Lesson Plan Activity

Storytelling with KIBO

Description: In this lesson students will use KIBO to recreate or create their favorite story. (Note this lesson will need to be done over a series of meetings depending on how much time is allowed. At least 2 meetings are recommended)

Objectives:

- Students will understand that codes and stories have a beginning and an end.
- Students will be able to use “block coding” to code the KIBO
- Students will be able to retell or create a story
- Students will engage in measurement and other Math skills
- Students will create artful expressions

Materials:

- Story of choice
- KIBO with blocks
- Large paper
- Construction paper
- Markers or crayons
- Scissors
- Glue/tape
- Any other craft materials as needed.
- Ruler

Standards:

ISTE Standard: Creative Communicator: Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals. 6b: Students create original works or responsibly repurpose or remix digital resources into new creations

CCSS.ELA-LITERACY.SL.2.4- Tell a story or recount an experience with appropriate facts and relevant, descriptive details, speaking audibly in coherent sentences

CCSS.ELA-LITERACY.RL.2.7- Use information gained from the illustrations and words in a print or digital text to demonstrate understanding.

CCSS.MATH.CONTENT.2.OA.B.2- Fluently add and subtract within 20 using mental strategies

CCSS.MATH.CONTENT.2.MD.D.9- Generate measurement data by measuring lengths of several objects to the nearest whole unit, or by making repeated measurements of the same object

Pre lesson: Choose or have students choose a story to read out loud.

Once you have read the story re-read it having the students acting out the story or using a felt board. Make sure to put emphasis on the sequence of events.

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Lesson Part 1: In small groups have the students decide which story they are going to recreate, or if they are going to create a new one. If needed, provide them with a copy of the story or pictures for pre-readers.

1. Have the students write the story down or use the pictures to put the story in order.
2. Have the students use the craft materials to create props and artwork to go with their story. Some possible ideas can be creating characters, backgrounds, significant landmarks discussed the story etc.

Lesson Part 2:

1. If the students have not been already, introduce the students to KIBO explaining the parts of the robot (show the back, motor, wheels, sensors, scanner and blocks. Assemble the robot.

Ask: Do you know what a story begins and ends with?

Explain that just like a story, the code has a beginning and an end. Show those two blocks.

2. Point out the scanner and the bar code.

Ask: Have you ever seen anything like this before?

Explain that the robot knows what to do by reading the barcode on the blocks.

Explain that this works just like the scanner in the grocery store.

3. Using the blocks, or the large cards create a code with the students allowing them to practice scanning. Some ideas are to code the robot to do the hokey pokey or make a shape.

*An important thing to point out to the students, especially if you have pre-readers is that there is a picture and word on the block.

4. Run the code and troubleshoot as needed.

5. When done have the students go back to their previous small groups and help them decide who is going to be the "Recorder", "Investigator", and "Coder".

The recorder documents the code and events.

The investigator helps with troubleshooting and does any research or measurement needed

The Coder builds the blocks.

All students should have the opportunity to scan the blocks.

6. Have the students set up the story scene they previously created with any backgrounds, props etc. and decorate the KIBO.

7. Once the scene is set have the students create a code for KIBO to move thru and help tell the story by scanning the blocks or large cards.

(**note students are welcome to use sensors and the voice recorder if available.)

8. Once created have the students run the code, troubleshoot and problem solve as needed.

Ask: What do you think went wrong? How do you think it can be fixed?

What happens if....?

Reflect: Have the students share their coded stories with their peers and other teachers.

Extension: Have the students journal about their experience during and after.



Vocabulary/ word wall/ spicy words:

Coding
Storytelling
Props
Scenery
Story
Sequence