

DoBot Powered Storytelling Grades 6-8

Materials

DoBot Magician
Internet

Standards

CSTA Standards:

- 6-8.AP.10: Develop programs that use conditionals
- 6-8.CS.01: Design a project combining hardware and software
- 6-8.CS.02: Collaborate with peers to create projects
- 6-8.IC.01: Understand how computer technology impacts the world

Objective

Students will integrate robotics into their storytelling while improving their creative and writing skills.

Procedure

1. Introduce the Dobot to students by giving a basic demonstration of its capabilities
2. Working in groups, have students brainstorm short story ideas that involve some sort of robot. (ideas can be about how robots help people or a futuristic world)
3. Have students create their story then figure out how the DoBot can be implanted into the story to perform a task from one of its capabilities. (write with pen feature, build with suction cup r gripper)
4. Have students reflect on how the Dobot helped relay their story

Extension Activity

1. Have a classroom discussion about how technology has an important role in communication as well as storytelling.



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Lesson Plan Activity