



**OTIS**  
for educators!™

# Lesson Plan Activity

## Recreating Historical Landmarks

### 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

While learning about historical landmarks they will also incorporate their robotic programming skills to simulate the building process.

### Procedure

1. Begin with a classroom discussion of important historical landmarks such as the pyramids, Coliseum, Great Wall of China, etc
2. Create groups to choose a specific landmark that they will research and plan to recreate. The goal will be to include the DoBot in one aspect of the building process
3. Have the groups present their landmark, its historical significance and then what the DoBot can do as part of the building process.
4. Have students discuss and reflect on the technology aspect of the project and discover other ways in which robotics can assist in understanding historical landmarks such as archeological digs and the preservation of the site



**OTIS**  
for educators!™

# Lesson Plan Activity

## **Extension Activity**

Have students research modern day representations of the historical sites their project was on and have them do a compare and contrast of methods and technologies used in the original build and modern build.