Distance Learning Module 4: Week of: 4/20/2020-4/24/2020

Grade 7 Robotics Engineering – Modified from Introduction to Robotics Engineering

Targeted Goals from Stage 1: Desired Results

Develop a product/solution that adheres to key parameters (e.g., cost, timeline, restrictions, available resources and audience).

Content Knowledge: Tele-operated, autonomous, and hybrid as methods to control robots.

Vocabulary: Python, block-based code, text-based code, and input

Skills: Create an autonomous program where several systems of the robot need to be programmed all together to serve a function.

Expectation: Students will practice their programming skills.

Description of Task (s):	Resources and Materials:	Daily Checks
 Monday: Students will receive a brief overview on the Python programming language. 	Python Overview	At the end of the week, students will be expected to "turn in" proof of the completed activities on the Coding Checklist.
Tuesday: • Students will be asked to complete as many puzzles as possible within the Toxic Jungle activities.	 Python - Toxic Jungle Activities 	
 Wednesday: Students will continue to gain experience with directional-based coding with the code.org activities. Complete Puzzles #1 - #10. 	 Code.org - Artist Puzzles 	
Thursday: • Continue working through the puzzles. Try to complete Puzzles #11 - #20.	Code.org - Artist Puzzles	
Friday: Code with Scratch. In both 5th & 6th grade, students used Scratch to program both games and animations.	Scratch3-Choices Animation Assignment	

Week criteria for success (attach student checklists or rubrics):

Coding Checklist

Supportive resources and tutorials for the week (plans for re-teaching):

VEX IQ Curriculum