

EXTREME STEAM SCIENCE-GRADES 1 & 2

This program goes through the Go, Path and Blockly applications for Dash. The schedule is based on 45-60 minute periods. If any 1st through 2nd graders are finding the Go app too easy please skip ahead to the Blockly App with them. The Underwater Adventure week could be done either with the Go or Blockly Apps. Conversely, if the students need more time with a certain lesson, that is okay. Any lesson could be stretched out over more days if needed. The Path application is only explored for two days during this schedule. If the children would like to continue with the Path, they can do so. If there are any non-readers in the class, Path would be a great way to introduce block coding. Remember, any activities you think of can be implemented into the schedule at any time. Your creativity and out of the box thinking is encouraged. If there are any questions, feel free to contact us at ExtremeSteamScience.com

WEEK	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
1	Lesson 1 Introduction to robotics and Dash	Lesson 2 Go Application practice	Lesson 2 Continued	Lesson 3 Races with Dash	Lesson 4 Four Corners Game
2	Lesson 5 Go Application Mazes 1-5	Lesson 6 Go Application Student Maze Design	Lesson 6 Student Maze Design Continued	Lesson 7 Path Application Introduction	Lesson 8 Path Application Practice
3	Lesson 15 Underwater Adventure GO App Lesson and Brainstorming	Lesson 15 Day 2 Underwater Adventure Go App Students sketch mural and write story	Lesson 15 Day 3 Underwater Adventure Go App Students draw mural	Lesson 15 Day 4 Underwater Adventure Finish mural and story	Lesson 15 Day 5 Underwater Adventure Present underwater scene
4	Lesson 9 Blockly Introduction Drive	Lesson 9 Continue Practicing Blockly Drive	Lesson 10 Blockly Look, Light and Sound	Lesson 10 Practice Blockly Look, Light & Sound	Review Lessons 9 & 10
5	Lesson 13 Blockly Checklisst	Lesson 13 Blockly Checklist continued	Lesson 12 Practice with Mazes Blockly	Lesson 12 Day 2 Practice with Mazes	Blockly challenge, Student maze design
6	Lesson 16 Day 1 Camp Tour with Dash	Lesson 16 Day 2 Camp Tour with Dash continued	Lesson 16 Day 3 Camp Tour with Dash continued	Lesson 16 Day 4 Camp Tour with Dash continued	Lesson 16 Day5 Camp Tour with Dash Presentation
7	Build upon Lesson 9 Program Dash with Drive	Build upon Lesson 10 Program Dash with Light and Look	Lesson 10 Program Dash with sound and recording	Lessons 9 & 10 Program Dash with Drive,Light, Look & Sound	Program Dash using all controls
8	Lesson 17 Design a Maze and Program Dash using all controls	Lesson 17 Design a Maze and Program Dash using all controls	Lesson 17 Design a Maze and Program Dash using all controls	Lesson 18 Present you Maze program to the class	Last Day Activities