

# EXTREME STEAM SCIENCE-GRADES 3rd - 5th

This program goes through the Go, Path and Blockly applications for Dash. The schedule is based on 45-60 minute periods. If any 3rd through 5th graders are finding the Go app too easy please skip ahead to the Blockly Application activities with them. Also students who need to be challenged can be given more extensive activities for the lessons. Conversely, if the students need more time with a lesson, that is okay. Any lesson could be stretched out over more days if needed. Remember, any activities you think of can be implemented into the schedule at any time. Your creativity and out of the box creativity is encouraged. If there are any questions, feel free to contact us at [ExtremeSteamScience.com](http://ExtremeSteamScience.com)

WEEK	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
<b>1</b>	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
<b>2</b>	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
<b>3</b>	Lesson 9 Blockly Introduction Drive	Lesson 10 Blockly Look, Light, Sound and Control	Lesson 11 Blockly Control (Sensors)	Lesson 12 Blockly Practice with Mazes	Lesson 14 Blockly Launcher
<b>4</b>	Lesson 13 Blockly Checklist	Lesson 13 Blockly Checklist Day 2	Lesson 6 Student Maze Design Blockly Application	Lesson 6 Day 2 Student Maze design continued	Blockly Launcher Challenge, student maze design and launcher
<b>5</b>	Lesson 16 Day 1 Camp Tour with Dash Blockly Application	Lesson 16 Day 2 Camp Tour with Dash continued with Blockly	Lesson 16 Day 3 Camp Tour with Dash continued with Blockly	Lesson 16 Day 4 Camp Tour with Dash continued with Blockly	Lesson 16 Camp Tour with Dash Presentation
<b>6</b>	Lesson 15 Day 1 Underwater Adventure Blockly App brainstorming	Lesson 15 Day 2 Underwater Adv Blockly app Students sketch mural and write story	Lesson 15 Day 3 Underwater Adventure Blockly app Students draw mural	Lesson 15 Day 4 Underwater Adventure Finish Mural and Story	Lesson 15 Underwater Adventure Present underwater scene
<b>7</b>	Build upon Lesson 9 program Dash with Blockly Drive	Build upon Lesson 10 program Dash with Blockly Light and Look	Build upon Lesson 10 program Dash with Blockly Sound and Recording	Build upon lessons 9&11 program Dash with Blockly Sensors and Drive	Program Dash using all controls
<b>8</b>	Lesson 17 Day 1 Design a Maze and Program Dash using all controls	Lesson 17 Day 2 Design a Maze and Program Dash using all controls	Lesson 17 Day 3 Design a Maze and Program Dash using all controls	Lesson 18 Present your Maze program to the class	Last Day Activities

