LESSON 3

Races with Dash

Relay Race: For continued practice with the Go application, relay races are a lot of fun. The teacher must set up two identical mazes that are right next to each other. Then, break up the group of students into two equal groups. If there is an odd number of students, have one team member from the team with less students go twice. The children should be using the Go application to navigate through the mazes at the same time. When one child completes the maze, "there and back," he or she will pass the ipad to the next child to begin their turn with the race. The first team to have all the group members complete the maze successfully is the winner!

Time Trials: The same activity could be done with one longer maze but instead of having a team matchup, you can do individual time trials. In this scenario, the teacher would set up one larger maze. Then the campers would take turns navigating the maze with the Go app. The teacher will time each child's time trial. The child with the shortest time navigating the maze is the winner!

For additional challenges, add pushing object with the pusher add-on or shooting projectiles with the launcher add-on.

You are encouraged to create your own activities that would work with the different aged students in your group.