



**EXTREME STEAM SCIENCE KIDS
ROBOTICS PROGRAM
FOR CODE & GO**

ACTIVITY 2

This class will cover the following topics

Review how to program the mouse robot

Follow directions

Be creative in program design

Materials Needed

Index cards, construction paper or copy paper

Colored markers, crayons, or pencils

Review the different commands that are on the top of the mouse robot with your group. Make sure each child understands what to press to get the mouse robot to do what they want. Always press the yellow button to clear old programs before starting a new one. After a program has been created you press the green button to start the program which makes the mouse robot do what was programmed.

The teacher can create index cards with different commands for the children to follow. Develop them in order of difficulty. Start with simple commands like 2 blue arrows, 2 yellow arrows, 3

blue arrows, orange arrow, 2 blue arrows. Make it into a game and when they finish one card they return it and get another one.

The teacher can create any variation of this procedure in order to give the children more practice.

Have a discussion with your children on how to create their own sequence of commands on an index card. If index cards are too small of an area to work on use construction paper or copy paper. Have the children take turns in giving their partner the commands to make mouse robot move. Save the children's work and send it home to show their parents what they have learned. Good marketing and PR for your camp