



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

**ACTIVITY – 5**

***This class will cover the following topics***

Review programming multiple commands  
Get an understanding of the distance Colby travels with each command  
Practice programming Colby to reach a certain object

***Materials needed***

Colby robot  
Program cards  
Different objects such as blocks, garbage can, chair, etc. to delineate a position on the floor  
Blue painter's tape

This activity can continue where you left off with activity 4 so the class can get more practice with working on the distance they have to program their mouse robot to move to an object or objects. After they finish practicing this exercise you can move to the following activities. To make it even more exciting use the children as objects and have their partner program their mouse robot to reach them.

Have the children open their legs and have their partner try and program their mouse robot to go through their legs.

Create several variations of this concept using 2 or more children as objects with legs open or closed.

It is critical that each child get a chance to program their mouse robot and also be a live object.

Teachers are encouraged to create their own activities using this concept to add excitement to what they are teaching their children.