



Dash V-Camp  
Week One, Three Hour Program

## Day One- Crazy Hat Day

### **1<sup>st</sup> Hour- 30 minutes-Log on help / Introduction of counselor and campers**

**30 minutes-** Intro Simulator and how it works/ Teacher Overview of Daily Folders

- Model Start Tab
- Model Drive Tab
- Model Look Tab
- Model Light Tab
- Demonstrate Instructor Engagement Program

### **2nd Hour- Instructor model/Camper independently practice**

Counselor will pop in with each camper to offer assistance if needed.

- Blockly Introduction lesson- Instructor Led- Drive, Look, Light Folders
- Guided Practice of Drive Folder- Campers Create Program
- Campers come back to whole group
- Look & Light Folder- Teacher Led
- Guided Practice of Look & Light Folder - Campers Create Program
- Campers come back to whole group
- Activity Introduction- Teacher Led- Screen Share Directions
- Independent work to complete activity:
  - Instructor Breakdown of Activity (hyperlink)
- Supplemental Resources
  - [Level A Lesson 2-Sequences](#)
  - [Level A Lesson 4-Movements](#)
- Extension Activity- Puzzles

### **3<sup>rd</sup> Hour- Wrap Up/Campers Share/ 15 Minute Home Challenge Instructions**

- Counselor Review Screen Sharing-Program Sharing- Accountable Talk
- Campers Share
- Explain Home Challenge Instruction
  - Color War Relay Race
  - [Mini Mission 1](#)
  - Challenge Cards
    - [A1.1, A2.5](#)

### **Day One-Color War Relay Race- Home Challenge**

Campers will participate in Color War Relay Races with Dash. Using the simulator they will create a program in Blockly that uses the Start, Drive, and Lights Tabs. What an exciting time, the last day of **Color War** and it all comes to this last

moment, Dash in the relay race for the win. Can he do it? Will his color win? Campers will create a program in Blockly that includes the following:

- Dash is warming up. He is pacing back and forth to calm himself down. Use Drive to complete this. As he is pacing his lights are changing color. Use at least 8 blocks to create this.
- Dash is all set to go. He is at the starting cone. To show he is ready his lights will go from Red, to Yellow, and then finally Green. Do this 2 times.
- Dash will drive forward 80 cm to the next cone.
- He will then turn around and drive 80 cm back to the starting cone.
- He will turn around and Drive 90 cm to pass the cone.
- At this cone his right ear will turn blue! His left ear will turn green. His front light will turn red.
- Then he will drive backwards 100 cm passing the starting cone for the win. This is it! Add some additional speed within the backward's block to ensure he gets there first!
- When he gets there his right ear light will turn red, his left ear will turn white, and the front light will turn blue. This will show Dash's Color War spirit.

Make sure that when you have completed this challenge you save your work as **Color War**. Tomorrow you will have the opportunity to share your program with the group. Remember if something is not looking right with your program, review the directions and problem solve while looking within your program. You may need to change a block or two in order for Dash to move the way you want him to. Good Luck!

**Each week campers will be working towards completing a Robotic Challenge on Friday. All skills being taught, and independent practice will guide campers in completing the Friday challenge successfully.**

## Day Two- Crazy Hair Day

**1<sup>st</sup> Hour- 10 minutes**-Log on review/Hellos for the day

**30 minutes-** Review Simulator and how it works/ Review Yesterday's Folders/Overview of Daily Folders

- Model Sound Tab
- Model Animations Tab
- Model Repeat Tabs
- Demonstrate Instructor Engagement Program

**2nd Hour-** Instructor model/Camper independently practice

Counselor will pop in with each camper to offer assistance if needed.

- Review yesterday's instruction Instructor Led- Drive, Look, Light Folders
- Sound & Animation Folders- Instructor Led
- Guided Practice of Sound & Animation Folder- Campers create program
- Campers come back to whole group
- Repeat Tab within Control Folder- Instructor Led
- Guided Practice Repeat Tab within Control Folder - Campers Create Program
- Campers come back to whole group
- Activity Introduction- Teacher Led- Screen Share Directions
- Independent work to complete activity:
  - Instructor Breakdown of Activity (hyperlink)

### Supplemental Resources

- [Level A Lesson 5-Forever Loops](#)
- Advanced Activity: [Level B Lesson 4-Loops](#)
- Extension Activity- Puzzles

**3<sup>rd</sup> Hour-** Wrap Up/Campers Share/ 15 Minute Home Challenge Instructions

- Counselor Review Screen Sharing-Program Sharing- Accountable Talk
- Campers Share
- Explain Home Challenge Instruction
  - Camp World Series
  - [Mini Mission 2](#)
  - Challenge Cards
    - [A3.3](#), [B2.5](#)

## Day Two- Camp World Series- Home Challenge

Campers will spend a day at the mound with Dash. They will use the simulator to create a program that will incorporate the Start, Drive, Lights, Sound, Animations,

and Model Repeat Tabs. What better than watching Dash at the Camp World Series. Campers will create a program in Blockly that includes the following:

- Dash leaves the dugout and heads to the mound.
- Dash is at bat and waits for the perfect pitch. He hits right- handed so he needs to *look left. He gives 2 sighs.*
- Dash hits a homerun. He shows major excitement. *Using the sound tab, How will Dash sound excited?*
- Dash needs to run all the bases. *Using Drive, create a program where Dash makes it around the bases in the shape of a baseball diamond.*
- When Dash returns to home plate, *he faces his fans and turns his head back and forth 3 times, he cheers in excitement, his lights change color, and he drives back and forth 2 times. He then says "thank you" to his fans before he goes back in the dugout.*

Make sure you save your program as the World Series. Tomorrow you will have the opportunity to share your program with the group. Remember if something is not looking right with your program, review the directions and problem solve while looking within your program. You may need to change a block or two in order for Dash to move the way you want him to. Good Luck!

## Day Three- Wear your Camp Colors

**1<sup>st</sup> Hour-** 10 minutes-Log on review / Hellos for the day

50 minutes- Review Simulator and how it works/ Teacher Instruction Whole Group

- Demonstrate Completed Program - gain excitement!
- Model ALL Controls Tab
- Model If
- Model If/Then

**2<sup>nd</sup> Hour-** 15-minute activity description/ 45 minute independent work-  
Counselor will pop in with each camper to offer assistance if needed.

- Introduce [Level B Lesson 5-Events: Waiting for Events](#)
- Independent work to complete Lesson 5
- Advanced Activity: [Level D Lesson 4-Conditionals: If/Then Part 1](#)
- Extension Activity- Puzzles

**3<sup>rd</sup> Hour-** Wrap Up/Campers Share/ 15 Minute Home Challenge Instructions

- Counselor Review Screen Sharing-Program Sharing- Accountable Talk
- Campers Share
- Explain Home Challenge Instruction
  - Carnival Day
  - [Mini Mission 3](#)
  - Challenge Cards
    - [B2.6, C3.1](#)

### Day Three- Carnival Day- Home Challenge

Campers will spend a day at the Camp Carnival with Dash. They will use the simulator to create a program that will incorporate the Control Tab, Drive Tab, Light and Sound Tab. Maybe Dash can even have a cotton candy or some popcorn at the Camp Carnival. Campers will create a program in Blockly that includes the following:

- Dash needs to take a look at all the different booths at the Camp Carnival. The Carnival booths are set up in a rectangle shape. Create a program where Dash is traveling around looking at each booth.
- There are 8 booths. 4 booths are located on the right side of the carnival, and 4 booths are on the left side of the carnival. Dash has to travel and stop at all 8 booths looking either right or left at the booth.
- When Dash arrives at the last booth he needs to Ta Da!

- Dash now wants to go to the soccer booth and try to win a prize. Dash is so excited he Dances in a square 3 times. Use the Control tab to repeat that movement.
- Dash now asks the person at the booth how to win a prize. Record your voice explaining how Dash can win a prize.
- After Dash hears the rules he needs to travel 150 cms. Using the control tab have Dash move 150 cm.
- When he gets to where he needs to be, Dash then waits 6 seconds. Use the control tab to have Dash wait.
- Dash then moves backwards 90 cm. Use the control tab, have Dash move 90cm.
- Finally Dash wants to get a snack at the carnival. He needs to travel to the other side of the carnival to get some cotton candy. He has to travel 3 sides of the rectangle.
- When he gets to the booth he has to say hi and turn his lights all to blue. That is the color cotton candy he would like. Then Dash says, “Let’s do this”!
- Finally Dash makes it back to the place he started which is 120 cm away.
- Dash had a great and fun day at the Camp Carnival.

Make sure you save your program as the **Camp Carnival**. Tomorrow you will have the opportunity to share your program with the group. Remember if something is not looking right with your program, review the directions and problem solve while looking within your program. You may need to change a block or two in order for Dash to move the way you want him to. Good Luck!

## Day Four- Dress like a Robot Day

**1<sup>st</sup> Hour-** 10 minutes-Log on review / Hellos for the day

50 minutes- Review Simulator and how it works/ Teacher Instruction Whole Group

- Demonstrate Completed Program - gain excitement!
- Model Variables Tab
- Model Sensors Tab
- Model Functions Tab

**2<sup>nd</sup> Hour-** 15-minute activity description/ 45 minute independent work-  
Counselor will pop in with each camper to offer assistance if needed.

- Introduce [Level C Lesson 3-Events Part 1](#)
- Independent work to complete Lesson 3
- Advanced Activity: [Level E Lesson 4-Functions Part 1](#)
- Extension Activity- Puzzles

**3<sup>rd</sup> Hour-** Wrap Up/Campers Share/ 15 Minute Home Challenge Instructions

- Counselor Review Screen Sharing-Program Sharing- Accountable Talk
- Campers Share
- Explain Home Challenge Instruction
  - Beat the Heat
  - [Mini Mission 6](#)
  - Challenge Cards
    - [B3.2, D2.3](#)

### Day Four- Beat the Heat- Home Challenge

Campers will spend a day beating the heat with Dash. They will use the simulator to create a program that will incorporate the Control Tab, Drive Tab, Light and Sound Tab along with functions and variables. Dash is going to play on the water pad at camp to cool down. Campers will create a program in Blockly that includes the following:

- Dash is so overheated from the camp sun. Dash needs to be cooled off on the camp's water pad. Dash has to get there and it involves a few turns. Dash needs to drive a total of 150 cm, turn left and go 60 cm, and then finally say "Okay".
- Dash is ready to play and cool off in the water. He sees that there is a huge sprinkler and he wants to be the first to get there. Using the Control Tab,



make Dash drive backwards 170 cm so he can keep an eye on the other campers. Also turn all his lights on to your favorite color, and record Dash saying, " I can't wait to cool off!"

- Dash looks left and right and sees his robot friend approaching and DASH says, "Hi."
- Dash will "spin out" to the next water activity.
- Dash has to move forward 60 cm, turn right and go another 40 cm to the next water activity.
- When Dash gets there he turns his right ear blue, left ear, green, and the front light white.
- Dash wants to run through the water sprayer and into the pool at the end. Dash needs to move at the quickest speed possible. Dash "spins out" (animations tab). The pool is 120 cm. Use the control tab to accomplish that distance.
- After Dash runs 120cm he will do a "silly dance". (animations tab) Then finish with a recording of your voice saying- "This was the coolest camp day ever!"

Make sure you save your program as the **Beat the Heat**. Tomorrow you will have the opportunity to share your program with the group. Remember if something is not looking right with your program, review the directions and problem solve while looking within your program. You may need to change a block or two in order for Dash to move the way you want him to. Good Luck!

## **Day Five- Challenge Day Friday- Wear Gear from your Favorite Sport Team**

**1<sup>st</sup> Hour-** 10 minutes-Log on review / Hellos for the day

20 minutes- Intro to Friday Challenge Day and explanation of Dash's Neighborhood Adventure

- Dash's Neighborhood Adventure

30 minutes - Begin Working on Dash's Neighborhood Adventure Project

**2<sup>nd</sup> Hour-** 15-minute check in/brainstorming session as a class

45 minutes: Complete Week 1 Final Project

- Advanced Activity: Ten Commands Challenge

**3<sup>rd</sup> Hour-** Wrap Up/Campers Share/ 15 Minute Home Challenge Instructions

- Counselor Review Screen Sharing-Program Sharing- Accountable Talk
- Campers Share
- Explain Home Challenge Instruction
  - Talent Show
  - [Missions 1-5 for age group](#)
  - Challenge Cards
    - [E1.1, D3.1](#)
  - [Design Solutions for Home](#)

### **Day Five-Talent Show- Home Challenge**

Dash has come to the end of the camp week and will be showing off his talent in the Camp Talent Show. Campers will use the simulator to create a program that will incorporate the Control Tab, Drive Tab, Light and Sound Tab along with functions and variables. Dash is going to play on the water pad at camp to cool down. Campers will create a program in Blockly that includes the following:

- Dash needs to include many different talents within his performance.
- Be creative with your programming and incorporate all of the coding blocks from Blockly that you have learned this week.
- Use no less than 10 blocks within your program.

Make sure you save your program and title it **Talent Show**. Remember if something is not looking right with your program, review the directions and problem solve while looking within your program. You may need to change a block or two in order for Dash to move the way you want him to. Good Luck!