

DAY 1:

Boy Scouts Presentation

Build the Robot

Program Simple Movements

DAY 2:

Sumo

Do Sumo Tournament

Destroy Sumo

DAY 3: Scratch <<http://wiki.classroom20.com/Scratch+Lesson+Plans>>

-Test/Goals

DAY 4: Scratch Video Game

-Rubric

DAY 5: More extensive programming stuff with robots using sensors

DAY ONE

- Drivable Robot Kits w/ Instructions
- Laptops with NXTPrograms w/Chargers
- Laptop with Presentation
- Batteries/Chargers
- Masking tape
- Plastic cups (For Obstacle course)
- Extension cords
- Power strips
- People ~5 (4-6) per group
- Planned Tasks (Lego bots)
 - Stop within box
 - Go forward, get to box, turn, go back
 - Curves
 - Follow paths
 - Obstacle course?
 - Work with sensors
 - Follow path forward then backwards without turning around
 - "S"

DAY TWO

- Lego Boxes
- Drivable Robot Kits w/ Instructions
- Laptops with NXTPrograms w/Chargers
- Laptop with Presentation
- Batteries/Chargers
- Masking tape
- Extension cords
- Power strips
- Sumo Ring(s?)

- Brackets for tournament

DAY THREE

- Laptop with Presentation
- Laptops with Scratch
- Batteries/Chargers
- Extension cords
- Power strips
- Intro to Scratch
- Planned Tasks DAY 3 (Scratch) Kids new to scratch
<<http://wiki.classroom20.com/Scratch+Lesson+Plans>>
 - Draw name with pen
 - Animate name
 - Make name dance
 - Have flying spaceship abduct name

DAY FOUR

- Laptops with Scratch
- Laptop with presentation
- Batteries/Chargers
- Extension cords
- Power strips
- Scratch Video Game Rubric
 - has to use controls from keyboard
 - has to be able to complete/win
 - clear objective
 - dynamic, different each time you play

DAY FIVE

- Lego Boxes
- Laptop with presentation
- Drivable Robot Kits w/ Instructions
- Laptops with NXTPrograms w/Chargers
- Batteries/Chargers
- Masking tape
- Extension cords
- Power strips
- Box of Sensors
- Activity
 - Loops
 - Bumper Cars