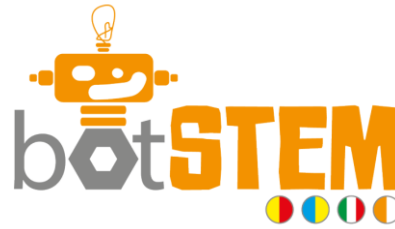# BotSTEM – Erasms+ KA2 Project

2017-1-ES01-KA201-038204

Good practice template

1.	Title of the activity / practice	**Using the bluebot as a link between different aspects of a natural science phenomenon**
2.	Origin of the activity	Eva is a grade 1-7 teacher and for the last 20 years she has been working with grade 1-3, in primary school. She came across the Bluebots half a year ago and has since been using them regularly, in combination with a variety of school subjects, including language, maths, biology and physics. She stresses the importance for a teacher to carefully think through the purpose of using the robots, to avoid aimless play that otherwise often take place. When children work with identifying different aspects within a phenomenon, the bluebot may be programmed to link them.
3.	Age of the students	4-8 years old
4.	Target group (type of the learners, size of the group)	
5.	School subjects + topics concerned	Science and social aspects such as collaboration, through group activities.
6.	Educational goals of the practice	Knowledge of sequential thinking and programming and science, through linking different aspects of a phenomenon together.
7.	Duration	
8.	Place	Classroom / lab / outdoors / at home, etc.

9. Short description of the activity	When the children learn about natural science in the form of e.g. the life of different animals, the bluebots and programming may be used to link different aspects of the animal's life. Pictures of the different animals may be placed on the floor as a starting point for the bluebot. A bit further away on the floor are pictures of for instance different food sources, relevant for the different animals. The task for the children is then to program the robot to walk to the right food-picture, thereby linking the animal and its food. To make the programming it a bit more complicated, so the robot will not be able to walk straight to the right picture, the teacher can build a winding path with use of bricks.
10. Evaluation	
11. Materials / Resources / technical requirements	Pictures, bluebots, (bricks)
12. Tips for educators / theoretical background (if applicable) or curriculum context	