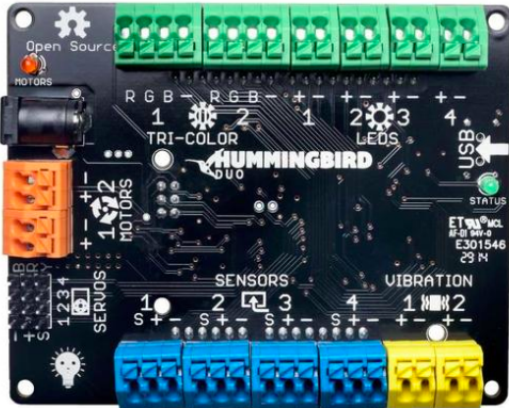


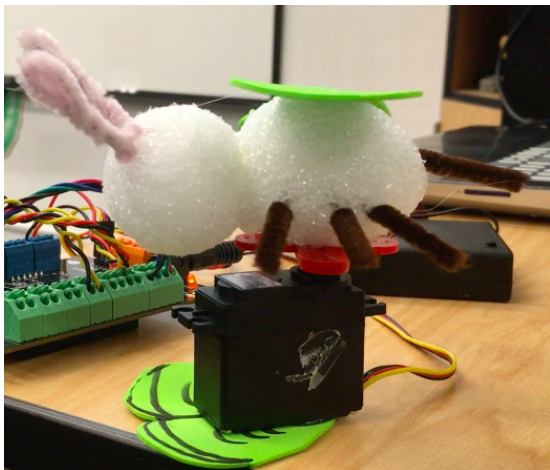
Workshop

Intro to Hummingbird Kits: The Bee Waggle Dance



Length: 2 - 3 Hours

Subjects: Computer Science, Science



Topics

- Computer Science: Block Programming and Physical Computing
- Science: 3–5-ETS1-1. Define a simple design problem that includes criteria for success and constraints.

Outline

1. **Introduction to Hummingbird** - Investigate the microcontroller and external attachments.
2. **Intro to Physical Computing** - Control external devices using block programming with Snap! Or Scratch.
3. **Engineering Challenge** - Complete and engineering challenge with LEDs.
4. **Design a Bee**- Use everyday making materials to design a bee. Code basic movements with servos
5. **Bee Waggle Dance** - Use coding blocks to investigate loops and conditional statements.
6. **Extension with Sensors** - Use sensors to create an interactive robotic bee.
7. **Share out** - Share your designs and discoveries.
8. **Connect** - Make connections to other content areas and existing lesson plans.

Contact

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