Literacy Based Making Activity: **Move!**

Grade Level: K-1 **Book:** Move! By Steve Jenkins		**Time:** 2 - 3 Class Periods	**Topic/Theme:** ● Introduction to Programming ● Working together ● Animal movement

Lesson Objective: Students will create an image of an animal, inspired by the story. Students will program the robot to move in a way that represents their animal.

ELA Unit Themes:

Kindergarten:
-Welcome to Kindergarten unit (use to discuss rules and procedures of classroom and align to making).
-Every story has characters.

First Grade:
-Welcome to First Grade unit (use to discuss rules and procedures of classroom and align to making).
-Many kinds of characters unit.

Materials: -Kibo Robots and Blue Motion Blocks -tape -8 ½" x 11" white paper. -markers, crayons, etc.	**Pre-Lessons Suggested (If any)** ● A lesson on "What is a robot?" using Kibo. ● Demonstration of how to program and activate Kibo.

Step 1:
1) Read Move by Steve Jenkins with whole class.
2) Use chart paper to help students list all the different types of animals in the story and how they move (ex., rabbit hops, alligator moves side-to-side, etc.).
3) Students choose an animal to draw on 8 ½" x 11" paper.
4) Students return to desks, draw animals and color them in.

Step 2:
5) In pairs, students design a computer program in a way that represents an animal's movement.
6) Students take turns taping their animal to Kibo and programming it.
7) Students explain or use sentence frames to describe their animal and how it moves.
8) Share out (whole class, small group, gallery walk style, etc.).