Build a Bot Virtual Lesson Plan Overview – 3 Parts – for ages 5 to 7

Session 1 - Overview

Student preparation in advance of lesson:

- Have a computer with virtual meeting software
- Pencil and paper

Student learning objectives:

- Learn how computers think
- Learn simple definitions of a “bot” and a “coder”
- Come up with an idea for a robot

More Info

Ages: 5 to 7 years old – this is a high-level overview that will require adjusting to the unique needs of your students. This lesson is adapted from the in person “Build a Bot; Be a Bot” activity. Read through the “Build a Bot; Be a Bot” activity to enhance this lesson.

Session 1 – Build a Bot	60 minutes
Welcome and introduction	5 min
How does a computer think? Mac & cheese example from the "Build a Bot; Be a Bot" activity.	10 min
Brainstorm ideas for robots – Brainstorm with students ideas for robots. It may be helpful to watch this video first and/or show it to the students	15 min
Students draw out their robot	15 min
Give students assignment to create their bot – talk about supplies they may need to do this	10 min
Q & A	5 min

Session 2 - Overview

Student will be self-guided in making their robot

Exact supplies will depend on the robot they students choose to make, but supplies may include:

- Card board boxes (example: shoe box), pens, pencil, markers, crayons, pipe cleaners, popsicle sticks, construction paper, glue, tape etc.

Student learning objectives:

- Create a "robot" from household supplies

Session 2 – Build a Bot	Time – dependent on student
Students will create robots using household items	TBD

Session 3 - Overview

Student preparation in advance of lesson:

- Have completed robot going into the lesson

Student learning objectives:

- Showcase their creation to the rest of the group

Session 3 – Build a Bot	30 minutes
Welcome and introduction	5 min
Give students the opportunity to share their robot with the rest of the group	20 min
Q & A	5 min

Supplemental information for this lesson can be found in the STEM@CGI at Home Activity Pack.