

Lesson 1:
Introduction to KIBO

Lesson 1 Overview: Lesson 1 introduces what a robot is (and is not) and encourages children to reflect on how they might use the KIBO robot.

Powerful Ideas from Computer Science: Hardware/Software
Powerful Ideas from Literacy: Tools of Communication and Language

I. Warm Up: Robot Corners

- Tell children that over the next couple of weeks, they will be learning about robots. Explain that you will warm up with a game to see what they already know and think about robots.
- Designate three corners of the classroom as “Robots,” “Maybe Robots,” and “Not Robots.” Show pictures of robots and non-robots and have children move to a corner of the room they think represents the picture.

II. Opening Tech Circle: Welcome to KIBO

- Introduce children to KIBO by explaining that they will get to play with a fun robot called KIBO and learn how to make the robot do different things by programming it. Then, show a video of KIBO or your own KIBO creation.

III. KIBO Time: Guessing Game

- Place KIBO parts and blocks in a pillowcase or covered box and have children guess what KIBO might do and look like using senses other than sight (e.g., touch, hear).
- Then, take out the KIBO parts and have children share their ideas about what KIBO looks like and can do.

IV. Word Time: My New Friend KIBO

- Have children use their Design Journal to reflect on what they would like their KIBO to do (e.g., dance, play).

V. Closing Tech Circle: Sharing Circle

- Have children share what they wrote or drew in their Design Journal about how they would like to play with KIBO.

Vocabulary:

Robot

KIBO

Program