

Lesson 1:
Hello, KIBO!

Lesson 1 Overview: Lesson 1 introduces what a robot is (and is not) and encourages children to consider 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: Introduction 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) and one thing they learned about KIBO.

V. Closing Tech Circle: Design Journal Share

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

Vocabulary:

Robot

KIBO

Program