

Lesson 15:
Silly Rules Race

Lesson 15 Overview: In Lesson 15, children will successfully test a program using the Distance Sensor and will program KIBO to be part of a “Silly Challenge.”

Powerful Ideas from Computer Science: Control Structures, Hardware/Software, Representation, Debugging, Algorithms, Design Process

Powerful Ideas from Literacy: Literary Devices, Sequencing, Writing Process

I. Warm Up: Values Challenge Check-in

- Return to the Kindness Challenge you discussed in Lesson 8.
- If children are comfortable, have them share one kind act they did as part of the challenge. Facilitate a discussion with prompts such as: *When you did your kind act, how do you think it made others feel? How did you feel?*

II. Opening Tech Circle: Silly Challenge Brainstorm

- Tell children that over the next few lessons, we are going to have a Silly Rules Race, where each group will program their KIBO for a race, but each group has a different silly rule of how they would win.
- Have each child work in groups to write down one or two silly things they think it would be fun for KIBO to do. Take each rule and scramble them in a pillowcase, hat, or box. Have each group select one rule.

III. Word Time: Making a Plan

- In their groups, children should use their Lesson 15 Design Journal to plan how they want KIBO to move during the race.
- Explain to children that they should program their KIBOs to move in any way but include the program instructions that have KIBO wait to hear a clap before it starts moving

V. Closing Tech Circle: Star and a Wish

- Going around the circle, each child shares one thing that they like about their program (*Star*). After the last child shares their star, the class goes around the circle in the reverse order (e.g., the last child speaks first, the next-to-last child speaks second, etc.) saying one thing they are looking forward to adding to or changing about their program (*Wish*).