Coding as Another Language - KIBO
(CAL-KIBO)

**Lesson 2:
Meet KIBO**

DEVTECH RESEARCH GROUP

Lesson 2 Overview: Lesson 2 introduces what a robot is (and is not), along with the parts of the KIBO robot and how to assemble KIBO.

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: Kind and Safe with KIBO

- Introduce a framework for classroom expectations when working with KIBO.

III. KIBO Time: Hello, KIBO! & Exploring KIBO

- Go over KIBO's key parts and their functions (e.g., body, wheels, motor).
- Weave in key ideas around programming and programming languages (e.g., children will act as engineers when they give KIBO a program. The program they give KIBO is KIBO's language).
- Have children practice assembling and disassembling the KIBO wheels and motor.
- Review class norms around KIBO materials use, including safety, organization, and clean-up.

IV. Closing Tech Circle: Robot Parts Song

- Introduce the *Robot Parts Song* to remember the parts of the KIBO robot.

Vocabulary:

Robot

KIBO

Hardware

Main board

Motor