

K-1 STEAM Safari Class (Early Robotics and Storytelling)

This Safari themed STEAM class introduces young students to robotics and coding and also incorporates storytelling. Students build and program robotic lions, monkeys, birds, and an alligator. Students will build habitats and settings for their stories and animal robot characters.

Students construct LEGO® WeDo 1.0 robots, program them to move, make sounds, and add special effects. This unit focuses on Physical Science concepts. Students will construct four builds: *Dancing Birds*, *Drumming Monkey*, *Hungry Alligator*, and *Roaring Lion*. Students will experiment with the size of pulleys, crossing and uncrossing of belts, and the size of gears, levers, and patterns of movement. Students will learn to program each build. For example, in *Hungry Alligator*, the alligator will have to be programmed to snap its jaw when its motion sensor detects anything near the mouth.

1. Location: Education Exchange
2. Dates: February 3, 10, 17, 24
3. Time: Fridays 4:00 - 5:15 pm
4. Price: \$100 for February unit
5. Grades: K-1
6. 75 minute classes