

Chapters	Robot Lesson	Pages
1-7	Unbox and draw	1-18
8-15	Bar code reading	19-37
16-21	Intro to drag/drop	38-52
22-26	Run through trees	53-68
27-30	Chop down trees/go in nest	69-88
31-35	Paddle slowly/turn run	89-105
36-40	Make spinner start/stop	106-118
41-44	Use measurement and angles	119-132
45-46	Build to lift over table	133-144
47-49	Make a foot	145-156
50-54	Push logs	157-176
55-58	Visit 2 lodges	177-192
59-63	Read as a class before next visit	193-211
64-69	Dance around bonfire	212-230
70-80	Finish book as a class/ possible project	231-277

Chapters 1-7 Unbox and Draw: Have students unbox the Edison and draw and diagram it with the buttons, wheels, sensors etc.

Chapters 8-15: Use the barcode reading function to have the Edisons, follow light, respond to claps, follow the line, etc. (See link to barcode reading sheet on the last page)

Chapters 16-21: Introduce students to the www.edscratchapp.com software for drag and drop coding. Instruct students how to use the program, how to use the cable to upload the programs to the robot and let them do some testing.

Chapters 22-26 Have students program the robots to make an "S" shape to help Roz run through the trees. Students can put some items to represent the trees on a paper, or simply draw them. Then they program the robot to make an "S" shape to run away from the bears.

LaFawn Berry's Robot Lessons tied to *The Wild Robot* by Peter Brown

Chapters 27-30 Chop down trees and go in nest: Attach a flat, long Lego piece on the front of the robot and place some markers upright on the desk in various positions. Code the robot to move along so that the "arm" knocks over the "trees", then have the robot go into and stop inside a box drawn on the paper that represents the nest.

Chapters 31-35: Program robot to move slowly in one direction (paddle slowly) then do a 180 degree turn and speed away.

Chapters 36-40 Use a fidget spinner and figure out how to code the robot to start the fidget spinner spinning and then code it to make the spinner stop.

Chapters 41-44 Use protractors to measure angles and use those angles to code the robot to go to a certain spot

Chapters 45-46: Build some sort of a ramp or way that Roz can climb safely to the top of something taller than the desk. Points for ingenuity and height. Be careful about dropping robots!

Chapters 47-49: Have students pull one of the wheels off the Edison and fashion a foot from miscellaneous items that will still function.

Chapters 50-54: Program the Edison to push "logs" (markers or crayons) from one line to another.

Chapters 55-58: Set up some items in a small area to represent "lodges" or make some out of paper, and program the Edisons to visit two of them.

Chapters 59-63: Students read these chapters on their own

Chapters 64-69: Program Edisons to "dance" around the bonfire (some item in the middle of a small area) The dance can be whatever the student creates.

Chapters 70-80: Finish book as a class. Optional project of your choice.

Link to barcode for Edison. You only need page 1.

<https://meet Edison.com/content/Edison-robot-barcodes.pdf>