STEMS ROBOTICS PBL LESSON PLAN

Lesson 2:- **Introduction to Mindstorms Brick and software**

**DURATION:**  72 mins

**OUTCOMES:**-

SC4-WS5.3:- Students choose equipment or resources for an investigation by:

a. identifying suitable equipment or resources to perform the task, including safety equipment and digital technologies

SC4-WS6d:- WS6 Students conduct investigations by:

d. following the planned procedure, including in fair tests, measuring and controlling variables (ACSIS126, ACSIS141)

**BIG IDEA**:- Students will learn how to Instal the software,and gain a familiarisation withLego Mindstorms software.

**Activities:-**

* 1. Distribute USB sticks with the Lego software for students with their own laptop.
  2. Otherwise, do a search for Lego Mindstorms Programmer in GooglePlay (Android) or App Store (iPad) AND download the app.

Once the installation is fully completed then....

* 1. Open the software on their own device.
  2. Introduction to MIndstorms Brick and Software Powerpoint.
  3. Follow through the powerpoint to introduce students to software interface and basic commands.
  4. Demonstrate how to turn on and navigate the menu's on the brick.

**Reflection/Homework/Evaluations**

**Do Now**