

<p>Digital Technologies Content Descriptor</p> <p>ACTDIP004: Follow, describe and represent a sequence of steps and decisions (algorithms) needed to solve simple problems (Stage 1)</p>
<p>NSW Syllabus Outcomes</p> <ul style="list-style-type: none"> • ST1/VA • STe - 6NE / ST1 - 5WT MAe - 15MG • STe - 4WS / ST1 - 4WS MA1 - 15MG
<p>Title and Introduction</p> <p>Introduction to Sphero</p> <p style="text-align: right;">↖ talking and listening for both stages.</p>
<p>Metalanguage</p> <p>coding, instructions, technology, app, iPad</p>
<p>Activity</p> <p>2D shapes - circle, rectangle, square.</p> <p>Step 1. Whole class explanation. Sit in circle and demonstrate Sphero. Put masking tape on carpet. (showing an algorithm.)</p> <p>Step 2. Make 2D shapes and discuss/question relevant attributes. - (using Sphero to move)</p> <p>Step 3. In small groups utilise different physical materials to make 2D shapes. Incorporate assessment.</p> <p>Step 4. In small groups allow students to have a turn.</p>
<p>Assessment and Reporting</p> <ul style="list-style-type: none"> • Be a shape robot. Provide your partner with explicit instructions to make a 2D shape. • Photos
<p>Resources</p> <p>Sphero, iPads, concrete materials</p>