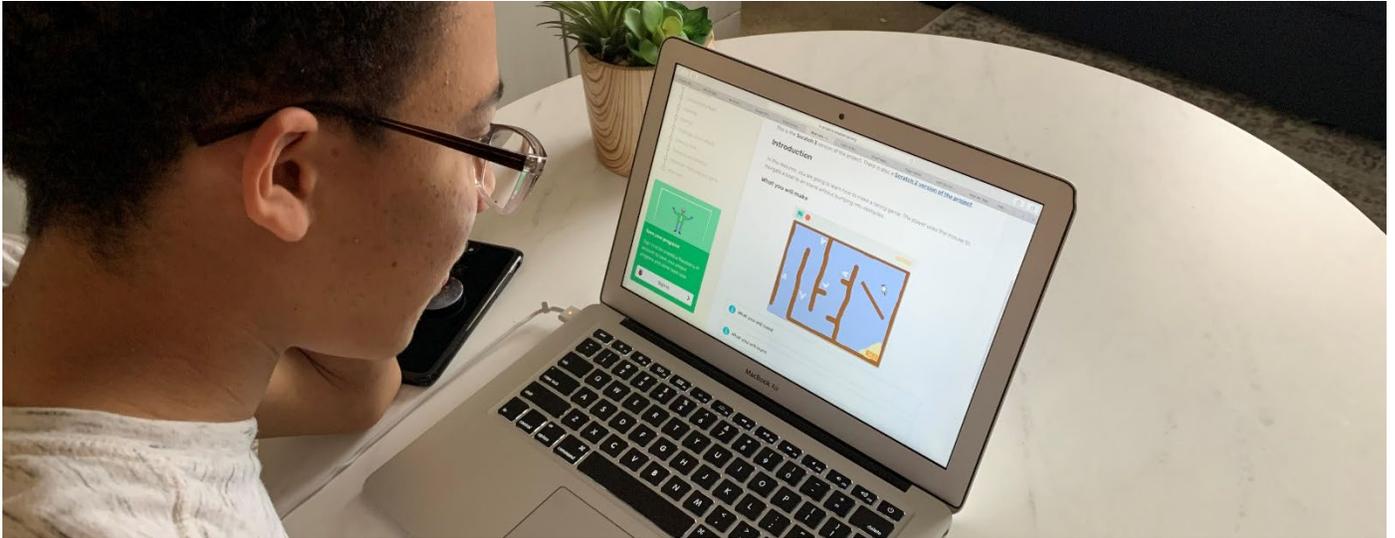




“Be a Bot” Virtual Lesson Plan Overview – for ages 8 to 12



Overview

Student preparation in advance of lesson:

- Have a computer with virtual meeting software
- Have a pen and paper to write instructions (students can use their computer for this, but pen and paper is preferable).

Student learning objectives:

- Learn how computers think
- Learn simple definitions of a “bot” and a “coder”
- Write step-by-step instructions for a simple task
- Participate in, or watch others participating in, a simple lesson
- Evaluate how the lesson went

More Info

Ages: 8 to 12 years old – this is a high-level overview/outline that will require adjusting to the unique needs of your students. This lesson is adapted from the in person “Build a Bot; Be a Bot” activity. Read through the [“Build a Bot; Be a Bot” activity](#) to enhance this lesson.

Session 1 – Boat Race**60 minutes****Welcome and introduction**

5 min

How does a computer think? Mac & cheese example from the [“Build a Bot; Be a Bot” activity](#).

10 min

Bot and Coder exercise –

30 min

- Give students 10 minutes to write down step-by-step instructions on how to instruct another student to clap their hands together.
- Have one student volunteer to be a “bot” and another to be a “coder.” Have the “coder” give the students instructions to the “bot” and see what happens!
- If the instructions don’t work, encourage the student to “rework” their instructions.
- If time - have additional students practice being a “bot” and a “coder”

Note: If this activity does not take the full 30 minutes, you can extend by adding on tasks, such as “clap hands three times.”**Talk it out – have students talk about the exercise. Questions to ask may include –**

10 min

- How specific did the coder have to be?
- Was it easy or hard to write instructions for a “bot”? Did you enjoy it?
- For the “bot” – was it easier or harder to do what you had to do when the instructions were more specific.

Q & A

5 min

Supplemental information for this lesson can be found in the [STEM@CGI at Home Activity Pack](#).