

Project Overview

HI 00100 00036



This project is divided into six lesson plans

01. Let learners **Imagine** the situation by playing and discussing a situation video. Learners will work in groups to explore the Project theme to accurately **Define** the situation.
02. Facilitate a class discussion around the topics and questions that your learners previously covered in **Define**. This lesson will end with an explicit definition of the problem and the tools available to solve it.
03. Learners will get a chance to **Research** the tools available on our platform that they will use to construct their solution. This lesson will end with a session where learners will **Plan** how they will build their solutions.
04. Learners will use our platform to **Create** and test their solutions to the problem inside our simulated environment.
05. Learners will use our platform to **Improve** upon their previous solutions, applying the skills they have learnt and the knowledge they have gained to solve more advanced problems.
06. Learners will continue using our platform to **Improve** upon their solutions, before taking the time to **Review** their entire work on the Project.

Learning Outcomes

In this Project, learners will:

1. Learn how to formalise the logic occurring in their head into logical code to allow them to automate a task they would normally do manually.
2. Learn how to use flow control/ branching (If, else, else if) to write code that can make decisions.
3. Learn how to use comparison blocks (<, >, <=, >, ==) to inform decisions making by comparing two different values.
4. Learn how to read and act on sensor data returned by a robotic system (distance to next obstacle, height of next obstacle, obstacle type, obstacle velocity etc).