**ABSTRACT**

Robotic coding activities in education have a critical role in many countries. In recent years, some schools in Nigeria have adapted to the developing technology by teaching robotic coding activities to students. Especially to improve computational thinking and problem solving skills of student s robotic coding activities have a valuable role. In this research how robotic coding activities affect performance of students academically will be investigated. Quantitative research method with Naïve Bayes Classifier machine learning concept will be used by collecting data from secondary schools students including ss1 and ss2. The effect of robotic activities on course success is observed by comparing the STEM (science technology engineering mathematics) subjects of 47 students who joined the robotics club and 183 students who were chosen by random selection. Student s GPA s will be analyzed for two terms of session before engaging with robotics and after robotic activities. At the end of data analysis by Naive Bayes Classifier if the out coming result of the research is favorable than schools maybe encourage to embark into the Robotic coding activities to skills of their students.

**RESEARCH QUESTIONS**

The research will address the following questions;

**1-** Is there a positive change in the course success of the students participating in robotic coding activities?

**2-** Is there a difference in the motivation of course of the students participating in robotic coding activities and the others?

**3-** Has the problem solving and computational thinking skills of the students participating in robotic coding activities increased according to grades of STEM subjects?

**4-** Can we say a school which has robotic coding activities for students is more successful than the others based on GPA?

**OBJECTIVES OF THE STUDY**

The purpose of this study is to investigate the effects of educational robotic activities which carried out at the secondary schools on performance and success of students. In this research following objectives will be achieved:

1- To design a Bayesian model to ‘Analyze the effect of Robot activities on student learning’.

**2-** To determine effects of robotic coding activities on the success of students based on STEM subjects.

**3-** To determine contribution of robotic coding activities on school success.

**4-** To determine the challenges faced by the students encounter in their robotic coding education based on teacher s observation

**What I want in the code**

1. Simple data presentation (Number of students in school A , school B, Number of students joining robotic club in school A and school B.)

2. Data cleaning

3. Constructing naïve bayes classifier model which predicts joining robotic club help to increase stem subject grades and class participation(stem subjects: science subjects: maths physics chemistry data process biology)

\*the effect of mean of stem subjects

\*the effect of class participation

\*the effect of each subject

4. Training testing (70% to 30%)

5. Finally the program should give us when we enter student s stem subject grades and class participation it should predict probability of joining robotic club.

6. The school who has robotic club must be come out more successful school.