Beginner Stream Outline

* Lesson 1
  + 1a – Software Layout (For students who haven’t used the software before)
    - Starting the software
    - Using projects to organize
    - How to use blocks
    - Connecting EV3 to the computer
    - Download and play programs
  + 1b – Moving the robot
    - Introduction to motors and motor blocks
      * Motor
      * Single motor block
      * Double motor block
    - Activity 1 – Moving Straight
    - Activity 2 – Turning
      * Point Turn
      * Single motor Turn
      * Curved turn
* Lesson 2
  + Navigate a maze
* Lesson 3
  + Introduction to loops and comments
* Lesson 4
  + Introduction to switches