Code-a-pillar Obstacle Course

SLQ Wiki Fabrication Lab 2024/03/29 17:09

Code-a-pillar Obstacle Course

Activity developed by Goondiwindi Library

Details

Age group	Prep to Year 2 (ages 5 to 7)
Method	Small group (4 children) activity
Participant to facilitator ratio	4:1
Duration	1 hour

Aim/Key Learning

Program a Code-a-pillar to navigate around an obstacle course.

- Develop critical thinking and problem solving skills
- Prediction skills
- Teamwork skills

Preparation and Materials Required

- Book Training space
- Order Code-A-Pillar
- Ensure Code-A-Pillar is working
- No more than two objects for obstacle course
- Round start and finish markers or paper, pen and scissors to make your own

Activity Steps

1. Construction of Obstacle Course

Time: 5 mins
Place the Green Arrow Start marker where you want it, then the two objects and then the Red Finish marker.

When constructing the obstacle course keep in mind that the Code-a-pillar moves about 1 metre

when going straight and about 30cm when turning.

2. Introduction

Time: 10 mins
Introduce yourself, participants introduce themselves, cover any housekeeping. Cover basic group rules such as working together, being respectful and taking turns. Explain the aim of the workshop (above – '*Today we are going to program a Code-A-Pillar to move around the obstacle course and finishing on the red finish marker*').

Show the participants how to program the Code-A-Pillar. Conduct a Brief demonstration of the Code-A-Pillar navigating through the obstacle course (*However don't complete it!*)

3. Experiment and Explore

Time: 40 mins
Participants take turns to program the Code-A-Pillar to navigate the obstacle course. When the Code-A-Pillar makes a wrong move or runs into something, coordinator should clear the previous programming commands and place the Code-A-Pillar at the start for the next participant.

4. Evaluation and Closing

Time: 5 mins
At the end of the session, ask for volunteers to share their learnings or how they found the session. Thank everyone for their participation and team work.

Loanable Kits

State Library has kits of this item available for loan to libraries within the Regional Libraries Queensland and Indigenous Knowledge Centres network. Libraries can place a reservation through the Aurora catalogue (availability is subject to existing reservations, loans and associated return dates).

The kits are for use by patrons within the library only, as part of supervised library programming. They will not be listed in the public online catalogue for personal reservation.

Please contact Access Services, or phone 07 3842 9014 with any queries.

Loanable Kits

State Library does not have kits of this item available for loan to libraries.