



# 2014 Student Program Lesson Plan Template

*For step-by-step help in completing this document, please see the accompanying guide.*

<b>Date:</b>	<b>July 30, 2014</b>	<b>Class:</b>	LEGO-Robotics & Astronomy Project. Lesson 6 “Studing of EV3 software for LEGO rover control”
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## Definition and Guiding Question

LESSON	LEARNING EPISODE
For the purpose of this STARTALK template a <i>lesson</i> is defined as a single learning experience lasting no more than ninety minutes. Learning experiences occur both in the classroom and/or in other settings. Longer blocks of time will involve several learning episodes and lesson plans.	For the purpose of this STARTALK template a <i>learning episode</i> is defined as a learning experience that addresses a specific aspect of a learning target or can-do statement. Learning episodes typically provide a limited amount of input with time allowed for guided and independent practice. The amount of time allotted for a learning episode is approximately equivalent to the age of the learner and will rarely be more than twenty minutes.

## Questions to Consider Before and During Lesson Planning

**Do the activities in the lesson**

- provide sufficient opportunities for understanding new words before expecting production?
- provide multiple, varied opportunities for students to hear new words/expressions used in highly visualized contexts that make meaning transparent?
- provide students with an authentic purpose for using words and phrases?
- engage all students (as opposed to just one or two students at a time)?
- give students a reason for needing to/wanting to pay attention and be on task?
- vary in the level of intensity and the amount of physical movement required?

- take an appropriate amount of time considering the age of the learner?
- make the learner, not the teacher, the active participant?

## STAGE 1: What will learners be able to do with what they know by the end of this lesson?

<p style="text-align: center;"><b>DO</b></p> <p style="text-align: center;"><i>What are the learning targets for this lesson?</i></p>	<p style="text-align: center;"><b>KNOW</b></p> <p style="text-align: center;"><i>What vocabulary, grammatical structures, language chunks, cultural knowledge, and content information do learners need to accomplish the lesson can-do?</i></p>
<p><b>Interpretive Listening</b></p> <p>The students can understand teacher’s presentation with some unexpected details on topics related to Engineering&amp;Math&amp;Astronomy. <b>Int. H.</b></p>	<p>Terms related to Astronomy, Math:</p> <p><i>Astronomy terms:</i> планета, разреженная/плотная атмосфера, поверхность, выйти на расчетную орбиту, пролетная траектория, оборот, сутки, год, спускаемый аппарат, зонд;</p> <p><i>Engineering terms:</i> приборы, сенсоры, манипуляторы, камеры, корпус, бортовой компьютер, панели управления, средства связи;</p> <p><i>Math terms:</i> расстояние, формула, длина окружности, эллипс, фокус, эксцентриситет.</p>
<p><b>Interpretive Listening</b></p> <p>The students can ask for, follow, and give directions in process of coding robotics program and in some complicated situations during math problem solving <b>Int. H.</b></p>	<p>The students solve math and computer science problem and exchange their findings during astronomy research project.</p> <p><i>Math terms:</i> длина окружности, радиус колеса, пройденное расстояние, угол поворот, число, значение, отношение, уравнение, множество, переменная, функция, радиус, диаметр, длина окружности;</p> <p><i>Engineering terms:</i> устройство, управление, зарядка, технические характеристики, меню управления, сенсоры, мотор, соединительный кабель, детали, шестеренки;</p> <p><i>Terms related to Computer Science:</i> цикл, если...то..., пока... делай..., повторить, переменная, константа, связи, блок, подпрограмма, язык программирования, отладка, скачать, запустить, окно, проект.</p> <p><i>Understanding the structure of a math problem genre</i> (“body”-narration and a question): Определите расстояние; нанесите полученные данные на график, найдите отношение (наклон, угол), построить</p>

	график зависимости скорости от времени,заполните таблицу данных для нескольких испытаний, найдите среднее значение.
<p><b>Interpersonal Communication</b></p> <p>The students can exchange with peers detailed information related to engineering and astronomy fields during oral communication <b>Int. H.</b></p>	<p>The main parts of robot: корпус, шасси, манипуляторы, сенсоры, приборы, панели, средства связи, кабель, камеры, компьютер, пульт управления;</p> <p><i>The Math terms:</i> расстояние, диаметр колеса, расстояние, формула длины окружности, радиус окружности, количество оборотов колеса, угол поворота</p> <p><i>The Astronomy terms:</i> космические исследования, уравнение движения, орбита, тестовые испытания, приборы и инструменты, спектрометр, солнечная панель, Земля, Марс, спутник, посадочный аппарат, марсоход</p>

## STAGE 2: How will learners demonstrate what they can do with what they know by the end of the lesson?

What will learners do (learning tasks/activities/formative assessments) to demonstrate they can meet the lesson can-do?
<p>The students understand the main ideas of using robots for space explorations.</p> <p>LEGO robotics research: The students study the basics of LEGO robot programming using EV3 software. The students exploring such programming tools as loop and switch.</p>

## STAGE 3: What will prepare learners to demonstrate what they can do with what they know?

<p>How will you facilitate the learning?</p> <p>What activities will be used to ensure learners accomplish the lesson can do? What will the teacher be doing? What will the students be doing?</p>
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### Opening Activity

<p>The teacher sets the main goals of the lesson for the students by briefly discussing the main pathways of using robots in space explorations”</p>	<p>Time: 10 min</p>
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