

ICT Program - Grade 2

Programming Robotic Cars

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As part of the grade 2 ICT program the students experience the use of **robotic cars** over a number of sessions.

The grade 2's learn the basics of identifying and using degrees of a compass to use when **programming** the directions left or right or their cars. They also basic programming commands, e.g. RT = right turn.



Many parents may identify with the programming of these cars, as it is similar to the 'LOGO' (turtle) programming they might have experienced when they were in Primary/Secondary School.

The students over a number of sessions learn to **enter, edit and trial** this programming language to move their vehicle.

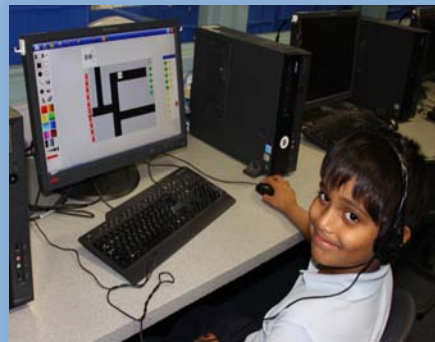




A variety of **individualised challenges** are presented to the students, encouraging them to get their robotic cars to move in various ways, e.g. Shapes (squares and triangles) and around obstacles tracks.

Game-making

To complement the robotic cars sessions and to keep the grade 2's engaged in their learning, they get the opportunity to make their own car game.



The grade 2's are required to create the background scene, characters, point scoring system, sounds and how these characters move about the screen, all from scratch . Opportunities to trial other students' game and give constructive feedback and suggestions were encouraged and this resulted the improvement in the final product.

