Workshop Agenda:

ADST ProD: Robotics / Coding in the Classroom

1. Workshop overview, introductions, coding and the Makerspace philosophy
	- Applied Design, Skill and Technology curriculum, computational thinking

2. Overview of the instructional process
	- Unit plan, process and mat designs
	- Scaffolding of skills, formative/summative assessments,
	 engineering logbook, the design process methodology (iterative design)
	- Adaptations for a diversified classroom

3. Basic movement, turns and the square challenge
	- Hands-on demonstration of the instructional process / student activities

4. Using the Carnegie Mellon's curricular support materials
	 (video based training - for both NXT/EV3 and RototC programming language)

5. How to design a "celebration of learning" event (PBL - summative assessment)
	- Skills Canada Scope document with sample assessment and layout

Internet Resources:

Carnegie Mellon University – Robomatter
	http://robomatter.com

Damien Kee
	http://www.damienkee.com

Dr. Graeme
	http://www.drgraeme.org

Mindstorms Blog
	http://www.thenxtstep.com

Vernier Engineering Mindstorms [NXT/EV3] STEM resources
	http://www.vernier.com/engineering/lego-ev3

GearBots Educational Resources – High quality double-sided vinyl mats for testing robotics devices
	http://bit.ly/2dE9UWK

GEARBOTS Educational Resources