



Benefits of Play: Physical, Communication,
Social, Cognitive, Creative

Turn Physical Education class into a Robotics Lab!

STEAM Skills: Technology, Math

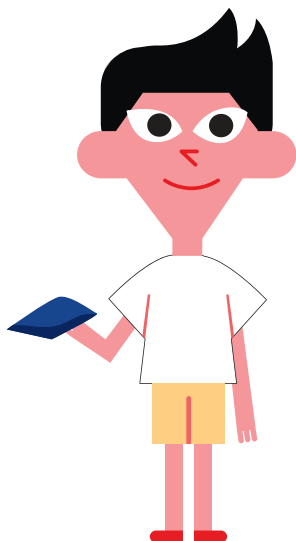
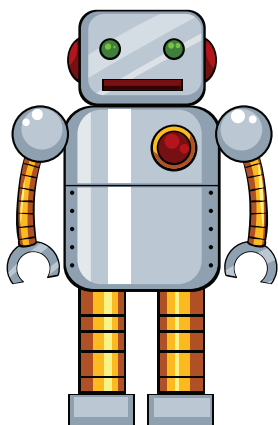
Grades: 1-6

Materials:

- 1 beanbag (aka the remote control) per 3 students
- 4 cones
- Music Player

Set Up:

- Divide the class up into equal groups of 3
- Create a large area setting up boundaries with the 4 cones
- Scatter groups of 3 students inside the activity area, each group with 1 beanbag
- Name one student as the engineer to hold the remote control (beanbag). The other two students are the robots and stand back-to-back



Step 1: Instruct the engineer that it's his or her job to keep the robots under control by tapping them on the shoulder to turn them right or left

Step 2: When the music starts, the robots will start to slowly march forward (each in opposite directions). Anytime a robot is blocked by a wall or another robot, she/he will march in place with her/his hands over her/his head. Robots must keep marching at all times (forward or in place).

Step 3: Engineers will work to safely steer their robots by tapping them on the shoulders. When tapped, robots will make a 90-degree (or 180-degree or 360-degree) turn. Engineers may not run; they will walk to their robots.

Step 4: When the instructor stops the music - everyone freezes and stops in place.

Step 5: Whichever pair of robots is the furthest apart is eliminated. Continue playing until there is only one team left - and they're the WINNERS!