

# Animal food race!

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-Introducing WeDo 2.0 into a K1 classroom-



## Backgrounds

Introduce coding to K1 students for active and interactive learning through trial and error.

## Activities

1. Build imaginary animals and insects with motors and sensors
2. Create programs to let them pick up food and come back (the location of food can be different to let student realize that sensor are needed)



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# Photos during the lesson



The open class was held during the school's annual conference where over **5,000** elementary teachers visited our school to see lessons.

**120+** teachers observed this lesson



“I've never seen K1 students coding using sensors...this could be a lesson for junior high students!!”



## Reflection

Students were so focused and didn't want to stop the activities even after 2 hours of lessons, which is very unusual for 1<sup>st</sup> graders. They kept actively involved, came up with different programs and made predictions of the animal's moves with other students. This is the beginning of scientific and logical thinking.



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