

Coding and Robotics

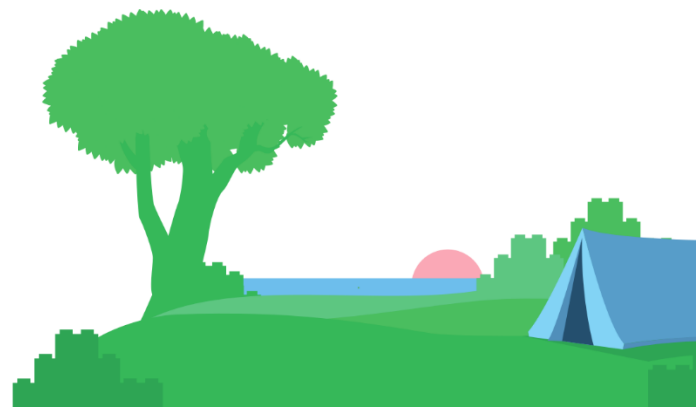


Curriculum and Assessment Policy Statement Recommendations

Units	Recommended Grade	Number of Lessons	Number of Hours
Invention Squad	Grade 6 - 8	5 Lessons	4,5 - 6 Hours
Kickstart a Business	Grade 6 - 8	6 Lessons	7,5 - 9,5 Hours
Life Hacks	Grade 6 - 8	7 Lessons	5,5 - 7,5 Hours
Training Trackers	Grade 6 - 8	6 Lessons	5 - 7,5 Hours
Competition Ready	Grade 6 - 8	8 Lessons	9 - 12,5 Hours

Additional comments:

- The Recommended Grades are as described in the LEGO® Education SPIKE application
- Lesson Plans are available on the LEGO Education website



Invention Squad



Lesson	CAPS Grade	Content Areas	Competencies
Help!	Grade 4 - 6	C: 1 - 7 R: 1 - 7 D: 1 - 10	C: All R: All
Hopper Race	Grade 4 - 6	C: 1 - 7 R: 1 - 7 D: 1 - 7, 10	C: All R: All
Super Cleanup	Grade 4 - 6	C: 1 - 7 R: 1 - 7 D: 1 - 7, 10	C: All R: All
Broken	Grade 4 - 6	C: 1 - 7 R: 1 - 5, 7 D: 1 - 10	C: All R: All
Design For Someone	Grade 4 - 6	C: 1 - 7 R: 1 - 7 D: 1 - 10	C: All R: All

Additional comments:

- C - Coding
- R - Robotics
- D - Digital Concepts



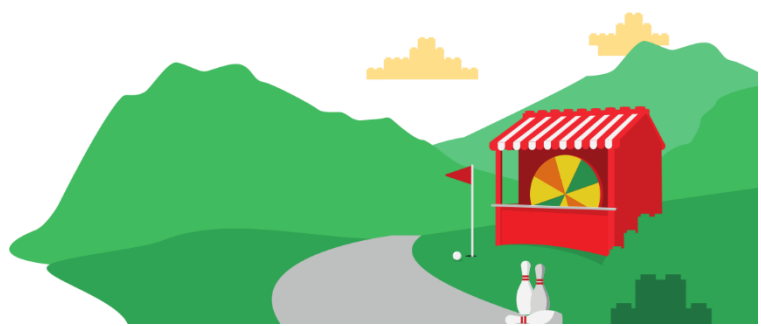
Kickstart a Business



Lesson	CAPS Grade	Content Areas	Competencies
Place Your Order	Grade 5 - 8	C: 1 - 7 R: 1 - 7 D: 1 - 10	C: All R: All
Out of Order	Grade 5 - 8	C: 1 - 7 R: 1 - 5, 7 D: 1 - 7, 10	C: All R: All
Track Your Packages	Grade 5 - 8	C: 1 - 7 R: 1 - 5, 7 D: 1 - 10	C: All R: All
Keep it Safe	Grade 5 - 8	C: 1 - 7 R: 1 - 5, 7 D: 1 - 10	C: All R: All
Keep it really safe!	Grade 5 - 8	C: 1 - 7 R: 1 - 5, 7 D: 1 - 10	C: All R: All
Automate it!	Grade 5 - 8	C: 1 - 7 R: 1 - 7 D: 1 - 10	C: All R: All

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Life Hacks



Lesson	CAPS Grade	Content Areas	Competencies
Break Dance	Grade 5 - 9	C: 1 - 7 R: 1 - 7 D: 1 - 10	C: All, except Radio R: All
Repeat 5 Times	Grade 5 - 9	C: 1 - 7 R: 1 - 7 D: 1 - 10	C: All, except Radio R: All
Rain or Shine	Grade 5 - 9	C: 1 - 7 R: 1 - 5, 7 D: 1 - 10	C: All, except Radio R: All
Wind Speed	Grade 5 - 9	C: 1 - 7 R: 1 - 5, 7 D: 1 - 10	C: All, except Radio R: All
Veggie Love	Grade 5 - 9	C: 1 - 7 R: 1 - 5, 7 D: 1 - 10	C: All, except Radio R: All
Brain Game	Grade 5 - 9	C: 1 - 7 R: 1 - 7 D: 1 - 10	C: All, except Radio R: All
The coach	Grade 5 - 9	C: 1 - 7 R: 1 - 7 D: 1 - 10	C: All, except Radio R: All

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Training Trackers t Park

Engineering A Fun Day Out



Lesson	CAPS Grade	Content Areas	Competencies
Stretch with Data	Grade 6 - 9	C: 1 - 7 R: 1 - 7 D: 1 - 10	C: All, except Radio R: All
This is Uphill	Grade 6 - 9	C: 1 - 7 R: 1 - 5, 7 D: 1 - 10	C: All, except Radio R: All
Time for Squat Jumps	Grade 6 - 9	C: 1 - 7 R: 1 - 7 D: 1 - 10	C: All, except Radio R: All
Watch Your Steps	Grade 6 - 9	C: 1 - 7 R: 1 - 7 D: 1 - 10	C: All, except Radio R: All
Aim For It	Grade 6 - 9	C: 1 - 7 R: 1 - 5, 7 D: 1 - 10	C: All, except Radio R: All
The Obstacle Course	Grade 6 - 9	C: 1 - 7 R: 1 - 7 D: 1 - 10	C: All, except Radio R: All

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Competition Ready



Lesson	CAPS Grade	Content Areas	Competencies
Training Camp 1: Driving Around	Grade 4 - 9	C: 1 - 7 R: 1 - 5, 7 D: 1 - 7, 10	C: All, except Radio R: All
Training Camp 2: Playing with Objects	Grade 4 - 9	C: 1 - 7 R: 1 - 5, 7 D: 1 - 7, 10	C: All, except Radio R: All
Training Camp 3: Reacting to Lines	Grade 4 - 9	C: 1 - 7 R: 1 - 5, 7 D: 1 - 7, 10	C: All, except Radio R: All
The Guided Mission	Grade 4 - 9	C: 1 - 7 R: 1 - 5, 7 D: 1 - 10	C: All, except Radio R: All
Assembling an Advanced Driving Base	Grade 6 - 9	C: 1 - 7 R: 1 - 5, 7 D: 1 - 7, 10	C: All, except Radio R: All
My Code, Our Program	Grade 6 - 9	C: 1 - 7 R: 1 - 5, 7 D: 1 - 10	C: All, except Radio R: All
Time for an Upgrade	Grade 6 - 9	C: 1 - 7 R: 1 - 5, 7 D: 1 - 7, 10	C: All, except Radio R: All
Mission Ready	Grade 6 - 9	C: 1 - 7 R: 1 - 7 D: 1 - 10	C: All, except Radio R: All

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