## 1ST AND 2ND CLASSES: BUILD AND PROGRAMME A RACE CAR USING LEGO WEDO 2.0

### BACKGROUND

As part of a Science and History topic the children are asked to investigate the origins of the automobile and how the speed of cars have increased over time.

They looked closely at the evolution of car design, engines and mechanisms to identify changes in its development.

They are being introduced to Lego Wedo 2.0 kits and given time to explore the kits and the programming language associated.

### TASK

In groups the children follow the building instructions in the Lego Wedo 2.0 kits to create a race car.

The children will demonstrate how the pulley system and various components found in the kits can be assembled in different ways to influence the speed of their cars.

Once the building stage has been completed the children programmed their cars using code to power the motors to start and stop at specific points.

The children then competed against each other in a race to see who had created the fastest car.

Before the 'Race' each group presented their car to the class. To enhance their presentations they were encouraged to put their explanations in context, analyse situations in real life that they observed and discuss the connection among their findings and their particular solutions.

The class then made predictions on which car will win and why.

The times and distance were recorded and documented. Students collected data in chart form, on a spreadsheet and on a graph. A class discussion followed to assess the results.