

STOMP Outline

Spring 2010

Vinson Owen School- Jill Pappas, 5th Grade

Amanda Parker & Sam Woolf

Week 1

Intro to EDP and NXT parts. Sturdy building activity- make bridges between desks that can hold up notebooks/sand

Week 2

Intro to NXT cards and programming. Students will build cars and complete a simple programming challenge (make cars go straight for 5 seconds, etc)

Week 3

Intro to light, touch, and sounds sensors. Complete sensor challenges; go until the car hits a wall, go until it passes black tape, etc

Week 4

Finish sensor challenges if not complete. Begin advanced sensor challenges, ie line follower

Week 5

Continue line follower activity, maze

Week 6

Baseball/ Basketball Activity with touch sensors

Week 7

Possible Water Filtration Activity. Or complex NXT challenge, eg make an animal

Week 8

Final Project Development and Brainstorming

Week 9

Project Construction and Troubleshooting

Week 10

Final Project Presentation, Wrap up