



LEGO ROBOTICS DAY CAMP



Robolab Programming Icon Bingo

- ❖ Print the bingo boards (file Bingoboards.pdf) on cardstock. Twelve different boards are provided. Laminating or sheet protecting the boards will greatly prolong their life. If you have access to a Xyron dry laminator, the boards will fit through it if they are closely trimmed.
- ❖ Create markers – small poker chips, squares cut from index cards, etc. You'll need about 15-20 per player; have extras, they get lost easily.
- ❖ Instead of using random cards to call icons, select icons from the Robotics Academy Icon list (file RobolabIcons.pdf). This will require judicious peeking on the part of the caller, as the icons in the list do not exactly correspond to the icons on the boards – “Motor Forward” vs. “Motor A Forward”, etc. Show or describe the picture, and read the description of the icon's function. Ask questions prompted by that description, such as
 - What is a default?
 - Which sensor would you use?
 - What ports could this involve?
 - Which icon are you most likely to confuse this with?
 - What sort of modifiers would you hang off this icon, or
 - What sort of icon would you attach this modifier to?
 - How could this icon help you do the missions?
- ❖ As each icon is called, players cover that icon on their board or boards. Encourage them to help each other. When a player has a “bingo” – that is, a row, column, or diagonal of covered icons (not the center space is “free”) then the caller can have the player uncover and name each icon. This repetition is part of the learning experience.
- ❖ Reward with candy or other small items.