Summary of Learning

Report by:Desire'e Andrews-Upperton

Course Title: StemBotics – The first Lego League experience	**Presenter:** Jason Kyle **Te Rā:** - Rapare 7 o Whiringa-a-nuku 2010 **Te Wā:** - 2pm
Key Points: **US FIRST** (USA original base) designed to encourage students into the science/technology field **Science technology challenge geared more toward the snr primary students – FLL** Worldwide relevance **Competition** **Team Ranking** – Teamwork,Project,Technical,Robot game **Duration of game** 2 ½ minutes **Inspires** student to participate in science and technology **Engages** students in playful and meaningful learning **Provides** a fun, creative, hands on learning experience **Encourages** students to think like scientists and engineers **Challenges** students to solve real problems using robotics **Connects** teams to their community **Teaches** students to experiment and overcome obstacles **Builds** self-esteem and confidence Challenges have been held for the last 2 years in NZ and are open to the public. 6 November 2010 – ACG next competition	**Relevance to teachers:** This is specific to middle - upper primary and is brilliant for teachers or a parent to coordinate amongst students

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Resources on CD and hard copy available	
Summary: Great! Breakout for those who wish to create and encourage science and technology to their students – without having to encourage engagement!	**Strategies / Suggestions** to implement into the classroom: Recommendation to get a parent on board to coordinate and implement as an extra curricular activity.