



LEGO Robotics

Yonkers Public Schools

Learning Technology Grant Program (2018-2021)

Year 2 (2019-2020)

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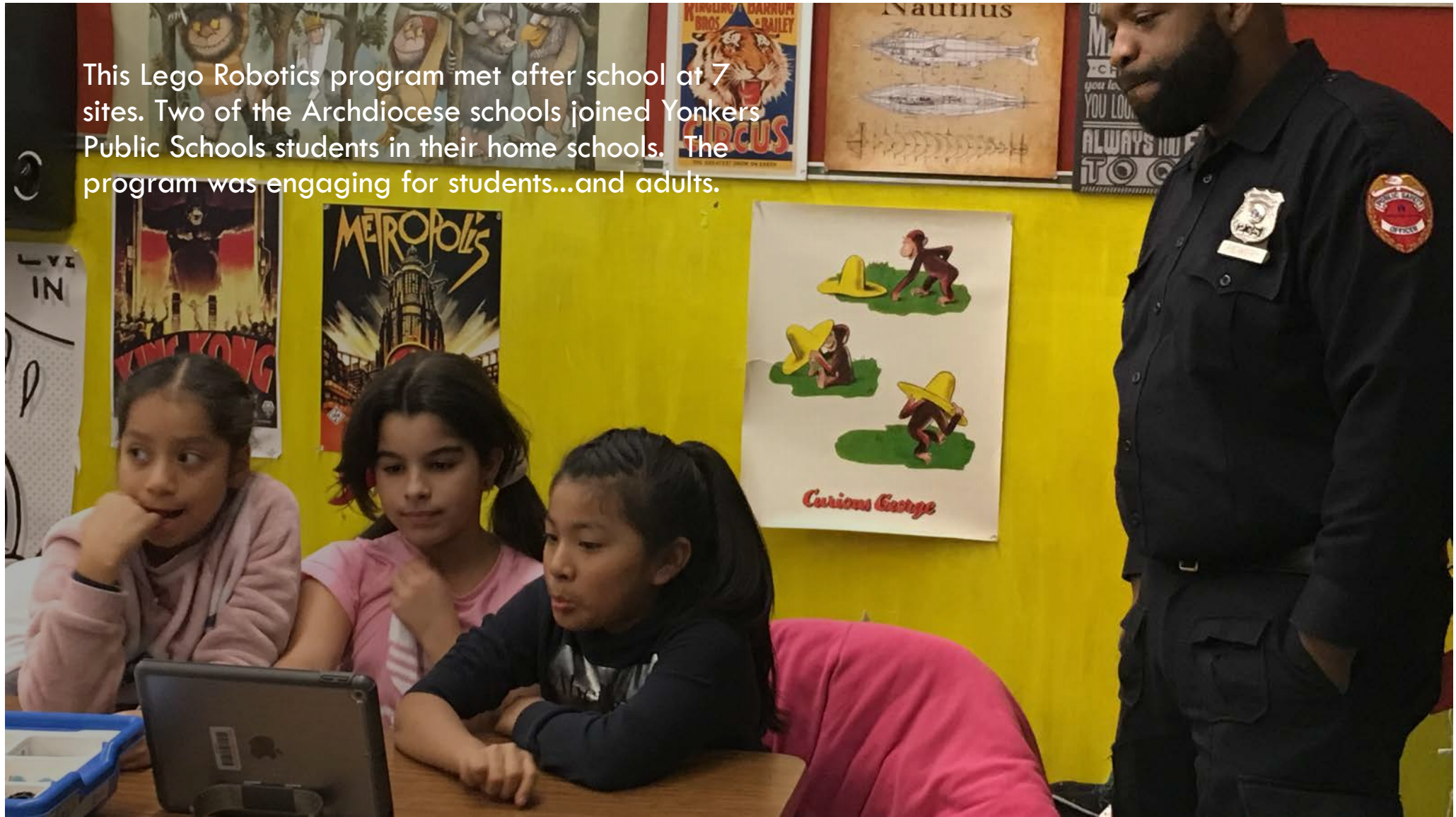
Lego WeDo 2.0

Students created simple Lego machines that were programmed using various technologies. Students used the Lego WeDo 2.0 kits, iPads and BrainPop. They worked in teams of 2-3 under the guidance of Computer Adventures staff members and their teachers.

Lego WeDo 2.0 kits were delivered to each school to begin the program. Students also used iPads and BrainPop. Teachers and administrators from the target schools received professional development during the fall and winter from BrainPop trainers on programming techniques and how to develop hands-on lessons in the following areas: Science, Social Studies, Engineering, Math, and Social-Emotional learning. The teachers used their training to integrate the program into their classes and after school programs.



This Lego Robotics program met after school at 7 sites. Two of the Archdiocese schools joined Yonkers Public Schools students in their home schools. The program was engaging for students...and adults.

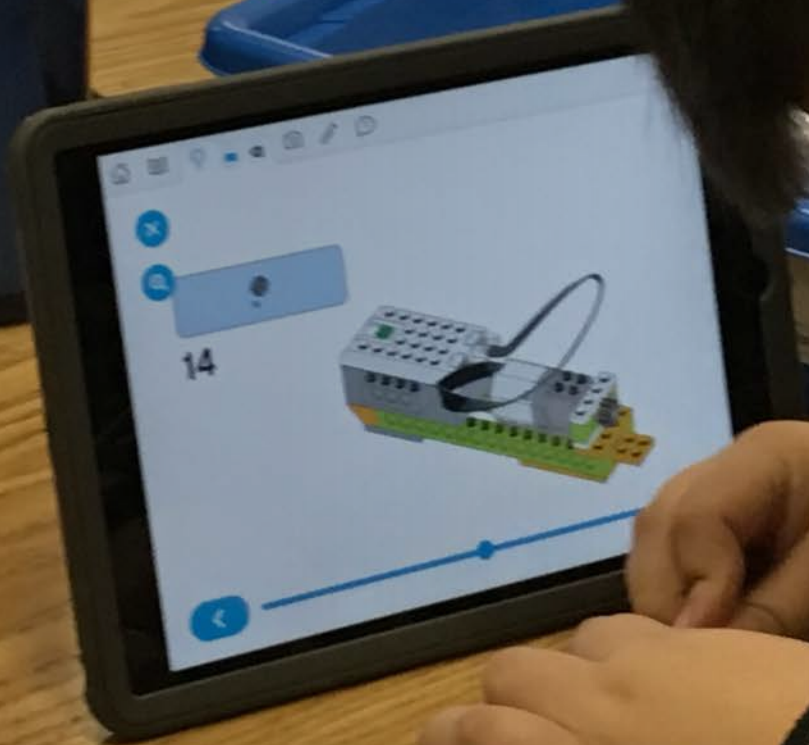




Students worked in collaborative teams to design, build, and program their robots



Students had the experience of building and seeing their machines work. They engaged in problem solving if adjustments needed to be made.





Integration into classroom instruction

The Lego Robotics program began as an afterschool program as teachers learned how to integrate it into classroom instruction.

These 4th graders at Martin Luther King Jr. Academy prepared for their engineering lesson during first period by organizing their WeDo kits. Technology facilitated instruction, provided content and skill information, and allowed students to practice programming.

Students enjoyed creating and working together.

