**LEGO SPIKE Prime**

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| Workshop | LEGO Education SPIKE Prime – Electric Vehicle Challenge! |
| Key Stage | Key Stage 3 (see footnote) |
| Age Group | 8-14 (see footnote) |
| PoS | Computing and STEAM |
| Course Description | Bring Computing and STEAM learning to life outside of the classroom through a fun, hands-on workshop. Your students will love working together as they complete a series of mat-based challenges using LEGO® Education SPIKE Prime robots.  Students will build, code and debug creative solutions as they develop their problem solving skills. Through this experience, they can learn more about algorithms, boolean, sequences, and inputs & outputs. It is a great opportunity to apply mathematical skills such as estimation, measurement and the use of angles. |
| Duration | 45 Minutes |
| Equipment | iPad  LEGO® SPIKE Prime Set  LEGO® SPIKE Prime Challenge Activity Pack |
| Capacity | 16 students |
| Lesson Objectives | Students will:   * Create, and refine, a sequence of instructions using the SPIKE Prime App. * Transfer sequences of code to the SPIKE Prime Electric Vehicle to complete a range of mat-based challenges * Use and develop an understanding of angles, estimation and measurements * Understand the need for technology and robotics in the LEGOLAND Windsor resort |

Footnote: Although these are guidelines, students at KS2 can complete these activities if suitable