

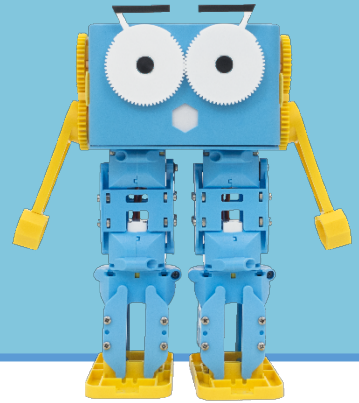
Lesson 1.4 – Marty Dance Party

Education Level: Second Level (Ages 7-11)

Lesson Duration: 45 minutes

Prerequisite Knowledge: Lessons 1.1-1.3

Device Compatibility: Laptop, PC or Tablet



Lesson Overview

In this lesson, we follow on from the first three lessons where students have started to explore not only programming but also what we can program Marty to do. We will continue to explore the different functionalities and features of Marty by programming Marty to dance, challenging students to have a Marty dance-off!

Learning Objectives

- Build upon knowledge of movements and functionalities that Marty has
- Develop a Scratch program to program Marty to dance
- Start to think about joining different movements together

Key Vocabulary

- Robot
- Movement
- Joints
- Programming
- Dancing

Resources & Equipment

- Marty Workbook (Lesson 4)
- Marty the Robot
- Access to computers/laptops/tablets
- Marty Says action cards
- Scratch editor linked to Marty the Robot

Additional Reading

- Educators Guide
- Introduction to Programming with Marty using Scratch

Learning Plan & Activities

1. Recap what has been done in previous lessons, including looking at different moves that Marty can do by showing a couple of the Marty Says action cards and touch on how important it is to test your code frequently
2. Students break into small groups (2-4) and begin to plan out their dance before moving on to their devices to program Marty
3. Student groups take turns to demo the dance moves that they have programmed
4. Students can then go back to development to add new things to their routine or improve current moves after class demonstrations

Additional Challenges

- Ask students to think about popular dance moves that they know of and see if they can program Marty to do these moves
- Get students to pick a song to create a dance to, so that they can then try to develop moves that work along with that song

Curriculum Benchmarks

Curriculum for Excellence – Technologies Benchmark Guide

● = Fully Addresses Benchmark ○ = Partially Addresses Benchmark

Curriculum Organiser	Benchmark Covered	Lesson 1.4
Digital Literacy	TCH 0-01a	●
	TCH 1-01a	○
Technological Developments in Society and Business	TCH 0-05a	●
Craft, Design, Engineering and Graphics	TCH 0-11a	●
Computing Science	TCH 0-13a	●
	TCH 1-13a	○
	TCH 2-13a	●
	TCH 3-13b	○
	TCH 0-14a	●
	TCH 0-14b	●
	TCH 1-14a	●
	TCH 2-14a	○
	TCH 0-15a	●
	TCH 1-15a	●
	TCH 2-15a	●

National Curriculum – Computing, Design & Technology

● = Fully Addresses Benchmark ○ = Partially Addresses Benchmark

Curriculum Organiser	Benchmark Covered	Lesson 1.4
Computing	1-a	●
	1-b	●
	1-c	●
	2-a	●
	2-b	○
	2-c	●
	3-a	○
Design & Technology	1.1-a	●
	1.3-b	●

Australian F-10 Curriculum – Digital Technologies, Design & Technologies

● = Fully Addresses Benchmark ○ = Partially Addresses Benchmark

Curriculum Organiser	Benchmark Covered	Lesson 1.4
Digital Technologies	ACTDIK001	●
	ACTDIK002	●
	ACTDIP003	○
	ACTDIP004	●
	ACTDIK008	○
	ACTDIP009	○

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