Mrs. Boylan: Hello Baker Family! This episode of Baker's podcast is hosted by Mrs. Boylan and Mrs. Malfi! Our special guest today, is Dash the robot!

Mrs. Malfi: We are excited to announce that we will be *dashing* into January with Dash Robotics for all!

Dash: Hi!

Mrs.Boylan: Oh hello, Dash! Yes, Mrs. Malfi that's right! Every grade will visit room 21 in January to explore coding with our Dash robots. Each of our classes will tackle an exciting programming challenge!

Mrs. Malfi: In teams, students will assume rotating roles of Robot Wrangler, Navigator, and Driver.

Mrs. Boylan: Students will learn block coding using a simple drag and drop visual programming tool called Blockly.

Mrs. Malfi: Did you know our kindergartners kicked off our Dash Robotics Unit in December? Students were introduced to forward blocks and loops. Our primary coders even programmed Dash to bowl! Students explored the effect speed had on the number of pins Dash could knock down. Listen to the students response to getting a strike. (sound bite)

Dash: Ta Da!

Mrs. Boylan: I agree Dash, that's amazing! It's fascinating to see each grade build upon the skills and concepts previously learned.

Mrs. Malfi: Our grade one and two students will explore the parameters of drive and sound commands. Have you ever heard a robot bark?

Dash: Ruff Ruff.

Mrs.Malfi: Oh Dash! You can transform into so many different animals! Dash, you are also quite the bulldozer, pushing blocks out of the square and knocking pins down.

Dash: "Ay Yai Yai" "Ay Yai Yai"

Mrs. Boylan: What programming challenges will our third graders take on?

Mrs. Malfi: Third graders complete more complex challenges with nested loop commands. Students are presented with an obstacle in a square path.

Dash: Uh Oh! Uh Oh!

Mrs. Malfi: Don't worry, Dash. Our student programmers will use conditionals to navigate around the cone! Hey, Mrs. Boylan, did you know Dash is a pretty good shot! Students program Dash to get a ball into a basket!

Mrs. Boylan: What fun! Let me tell you about our older students.
Fourth graders will choose a task for Dash to accomplish in our *Town Challenge*. To start and control Dash, students will integrate functions, events, and conditionals to program Dash to perform a town service, like snow removal or delivering the mail.

Dash: Fire Siren

Mrs. Boylan: Right Dash! Or rescuing someone! Teams will use their creativity to design their town with homes, schools, post offices, trees, lakes, and even traffic lights, and stop signs. Dash can be equipped with props or attachments like the bulldozer or launcher to help him complete his job. They might even invite Dash's friend Dot to join in the fun!

Dash & Dot: Howdy Do!

Mrs. Malfi: Sounds like creative problem solving to me!

Mrs. Boylan: You bet! Our 5th graders will be tasked with a *Dash Dance Off Challenge*. Collaborative teams will create a 1-2 minute dance algorithm for Dash to their favorite music. Blocks like functions, variables, lights, sounds and even animations will get Dash movin' and groovin' to the tunes!

Dash: Music playing… Wee!

Mrs. Boylan: Sounds like fun to me too, Dash!

Mrs. Malfi: Thanks, Dash, for being our special guest! Mrs. Boylan and I look forward to the new year, when we launch our school-wide robotics unit.

Mrs. Boylan and Mrs. Malfi: Bye for now!
Dash: Bye!