Practice #9

Preparation

- Find the materials for the Don't Let It Drop Teambuilding Activity (should just be a balloon in the teambuilding activity box.
- Become familiar with the Don't Let It Drop Activity
- Review guidelines again for the research project because the team should decide how they are going to present their topic at this point.

Beginning

5 min - Go over the plan for today's practice with the team

> Explain that the team review CORE value #5 from their CORE values poster, will decide on how they are going to present their research project, play a game, and continue programming their robot and working on their presentation.

10 min – Review Core Value #5 – What we discover is more important than what we win

> This value helps us to focus on why we are all here. Why did we join robotics? It is probably not the first thing that the kids will think of, but learning is the reason we are all here. Learning to work as a team, learning to problem solve, learning that not all of your ideas will be used, and learning something different is the reason for this program.
>
> You may feel sad if you don't perform well in the tournament, but your performance doesn't erase everything that you have accomplished in the many practices leading up to the tournament.

15 min – Use Robotics Rules of Order to decide how the team is going to present their research project

> Do they want to make up and sing a song, perform a skit, make a poster or website about their topics, or another creative way? Talk it over as a team and vote as to how you are going to put together a presentation. You should have all or nearly all of the research finished for the topic at this point in the season.

Team Building Activity

15 min – Don't Let It Drop

http://www.thesource4ym.com/TeamBuilders/Detail.aspx?id=49

Materials Needed: balloons (provided in practice room)

Divide your group into teams of 3 people. Give each team a balloon. At 'go' each team tries to keep their balloon aloft.   There are 3 rules:

#1 Players cannot use their arms or hands
#2 A player cannot touch the ball twice in a row
#3 Everybody on the team must touch the ball at least once.

If your team's balloon touches the ground you are out and must sit down on the ground. Last team standing wins. You can time which team is able to stay in the game the longest. You can also switch players during different rounds to force different team members to work together.

Break? - If your team is made up of mostly 4th or 5th graders, they might need a little break between switching from the robot programming group to the research project group. Use your best judgment.

Main Part of Practice

60 min – Programming Robot Missions and Research Project
> **(30 min) Group 1 – Program Robot Mission**
> **(30 min) Group 2 – Research Project** - work in individual roles in presentation
> You don't have to do it this way, but I have found it helpful to divide the group in half for this next part of the practice. One group will pick a mission to work on and continue programming. The other group with work on their research project. Half-way through the main part of the practice, switch groups.

Wrap Up

15 min – Start brainstorming ideas on developing the research project presentation
> What materials will you need?
> Do team members need to write out speaking parts