

Teacher Lesson 3: Giving Tuff-Bot Commands

Now that students have explored Tuff-Bot's buttons, they can think about how to use them.

At first, they will have fun just pressing buttons and moving Tuff-Bot around. They will make mistakes. They will forget to press the Clear (X) button to erase prior commands.

If they are used to Bee-Bots or Blue-Bots, they won't be familiar with the angle of the turns that Tuff-Bot makes.

Give them some simple challenges, like the ones in the Student Activities that follow.

Although Tuff-Bot is designed to be an outdoor robot, it is good practice to have students become familiar with it indoors. When they are confident in their coding, it is time to move outdoors. Of course, weather may play a large role in where and when Tuff-Bot gets its exercise!

In **Student Activity 3-A**, students will practice sending Tuff-Bot to other students as they sit in a large circle. If you have more than one Tuff-Bot, you can have more circles of students. They will learn about estimating distances.

In **Student Activity 3-B**, students are challenged to figure out how far Tuff-Bot goes each time it moves forward. Make rulers or yardsticks available to your students. If you have a meter stick, have them use that! They are more scientific in their approach to distances in this activity.