

Robot Guide Template

Section 1: Overview

- Image of the robot
- Description of the robot
- Age group it's most useful for
- Developmental Skills
- Whether it requires/allows smart apps
- Platforms on which apps are available (e.g, iOS, Android)
- Accessories Available
- Battery recharge information and duration of charge
- Pricing Information (probably a link)

Section 2: Setup Instructions

- What's In the Box - and what is each component for? (Possibly including some accessories)
- Intro to Apps available with Smart phones (if applicable)
- How to Connect robot to Apps (e.g., Bluetooth, WiFi, buttons to push, etc.)
- Inner Workings
- Charging, Care & Maintenance
- Troubleshooting
- Teacher-to-Teacher Tips (Down & Dirty)

Section 3: Using Dash in a Developmentally-Appropriate Way

Section 4: Teaching Coding with Dash

- What you can teach with the app?
- Sample Table:

	Go	Path	Xylo	Blockly	Wonder
Best for Ages					

Commands	✓				
Loops					
Nested Loops					
Events				✓	
Conditionals		✓			
While Loops					
For Loops					
Variables					
Functions					
Parameters					
Operators					

- Tutorials for each concept. (Videos that are less than 30 seconds?, short paragraphs with images?)
 - E.g., “Commands with Dash”, “Events with Sphero” etc.
 - Sample Script:

Sample Script: Commands with Dash in under 30 seconds.

Commands are a fundamental aspect of any codable robot, and Dash is no exception. In the Go app, students are giving the robot a command when they use the controls to make it move or light up. Students also utilize command in the Blockly and Wonder apps when they drag blocks into place such as forward, turn, light up, etc.

Section 5: Cross-Curricular Connections

- Language Arts Concepts
 - Overview
 - (Inspiration Video)
 - Ideas
 - Lesson Plan Links
- Math Concepts
 - Overview
 - (Inspiration Video)
 - Ideas
 - Lesson Plan Links
- Science Concepts
 - Overview
 - (Inspiration Video)
 - Ideas
 - Lesson Plan Links
- Engineering Concepts
 - Overview
 - (Inspiration Video)
 - Ideas
 - Lesson Plan Links
- Fine Arts Concepts
 - Overview
 - (Inspiration Video)
 - Ideas
 - Lesson Plan Links
- Etc.

Section 6: Additional Resources

- Links to tutorial materials on manufacturer's website
- Links to other external resources

Section 7: Getting Started on 1 Page (Quick Start Guide; At-a-Glance???)

- Stats (Image, battery lasts, recharge time, age groups, breadth of coding concepts, requires/allows apps, platforms, accessories)
- Setup instructions
- Top Troubleshooting Tips
- Teacher Tips
- Key Links