

x\_1017\_18

\_MISSION TWO // LOGBOOK\_

# EVIDENCE OF RESIDENTS



\_TEAM\_NAME

\_TEAM\_MEMBER\_NAME

<b>_1017_MISSION_TWO</b>			
<b>_TEAM NAME</b>	<b>_TEAM MEMBER NAME</b>	<b>_DATE</b>	<b>_TEAM MEETING #</b>

# EVIDENCE OF RESIDENTS

## //\_CHALLENGE\_ONE

1 **< Powerful Problem Solvers >**

2

3

4

5 **< Thank you for helping Dash clean up Space Island!**

6 **During your explorations, you found a nest. What's in it?**

7 **Eggs? Baby creatures?**

8

9 **Can you and Dash help move the nest to a safe zone?**

10 **Create a clever way to move the nest without knocking**

11 **it off of its bush.>**



## //\_1017\_MATERIALS\_NEEDED

- |   |  |
|---|--|
| <input type="checkbox"/> <b>5x8 grid</b>                                | <input type="checkbox"/> <b>Dash</b>                     |
| <input type="checkbox"/> <b>Six 18 oz. cups</b>                         | <input type="checkbox"/> <b>Dot</b>                      |
| <input type="checkbox"/> <b>Bulldozer Bar or construction materials</b> | <input type="checkbox"/> <b>Blockly or Wonder Device</b> |

## //\_SET\_UP

1. Place Dash in A1 to start.
2. Place bushes (18 oz. cups) in B4, B5, B6, C5, D4, D6.
3. Place the nesting creature (Dot) on the upside-down cup in B5.

## \_TIME TO LOG

Make sure to record your hard work. Work with your coach to:

- |   |  |   |
|---|--|---|
| <div>1</div> <p><b>Record your Wonder Key or take a screenshot of your code</b></p> | <div>2</div> <p><b>Take a short video of Dash running through your program</b></p> | <div>3</div> <p><b>Take a few pictures of your planning and reflection work</b></p> |
|---|--|---|

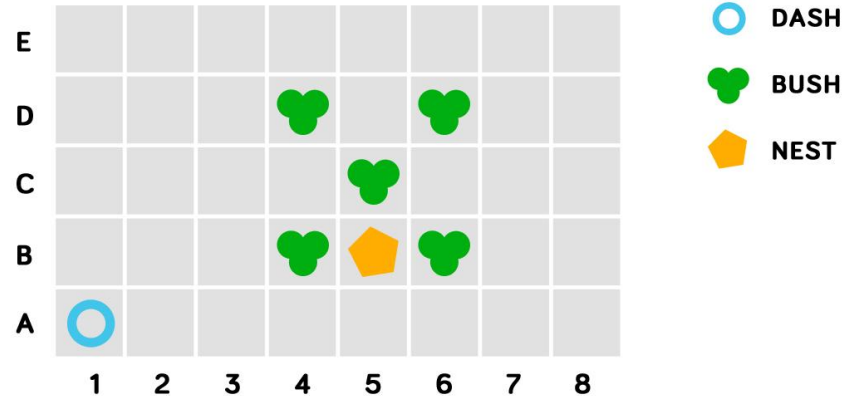
_1017_MISSION_TWO			
_TEAM NAME	_TEAM MEMBER NAME	_DATE	_TEAM MEETING #

# EVIDENCE OF RESIDENTS

< CHALLENGE\_ONE >

## \_YOUR CHALLENGE

1. Help Dash find the nesting creature.
2. Next, program Dash to move the nesting creature (Dot + cup) in B5 to D5.  
*Be careful not to knock the nesting creature off the bush!*
3. Do not fall off of Space Island (stay inside the grid)!



## \_SCORING

20  
points

For safely moving the nesting creature (Dot + cup) to D5

## \_BONUS POINTS

5  
points

For using proximity sensors

10  
points

For constructing an original attachment

10  
points

For creating a story with visuals about the nesting creature

\_TOTAL POINTS EARNED

CHALLENGE\_ONE

=

TOTAL\_POINTS\_EARNED

</WLRC>

<b>_1017_MISSION_TWO</b>			
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# EVIDENCE OF RESIDENTS

## //\_CHALLENGE\_TWO

1 **< Mission Control Masterminds >**

2

3 **< The time has come to make the island beautiful for the**

4 **inhabitants. First up? Weeding! To help the native bushes**

5 **grow, circle each bush to look for weeds. Be careful not**

6 **to destroy the beautiful bushes.**

7

8

9

10 **Circle the bushes to pull all weeds without destroying**

11 **the bushes.>**



## //\_1017\_MATERIALS\_NEEDED

- |   |   |
|---|---|
| <input type="checkbox"/> <b>5x8 grid</b>          | <input type="checkbox"/> <b>Blockly or Wonder</b> |
| <input type="checkbox"/> <b>Three 18 oz. cups</b> | <input type="checkbox"/> <b>Device</b>            |
| <input type="checkbox"/> <b>Dash</b>              |   |
| <input type="checkbox"/> <b>Dot</b>               |   |

## //\_SET\_UP

1. Place Dash in A1 to start.
2. Place bushes (18 oz. cups) in B4, B6, and D5.
3. Place the nesting creature (Dot) on the upside-down cup in D5.

## \_TIME TO LOG

Make sure to record your hard work. Work with your coach to:

**1**

Record your Wonder Key  
or take a screenshot  
of your code

**2**

Take a short video  
of Dash running through  
your program

**3**

Take a few pictures  
of your planning and  
reflection work

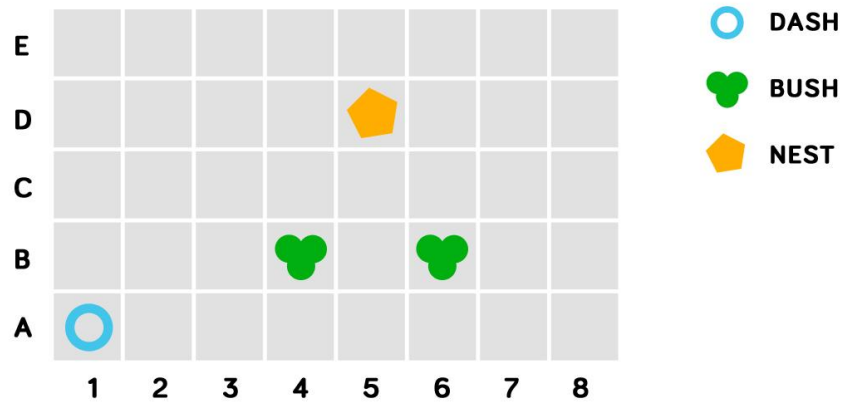
_1017_MISSION_TWO			
_TEAM NAME	_TEAM MEMBER NAME	_DATE	_TEAM MEETING #

EVIDENCE OF RESIDENTS

< CHALLENGE\_TWO >

\_YOUR CHALLENGE

1. Program Dash to pull the weeds by circling each bush once (B4 and B6), one at a time.
2. Be careful not to disturb the nesting creature (D5).
3. Do not fall off of Space Island (stay inside the grid)!



\_SCORING

10  
points

For each full circle that Dash makes while weeding  
(30 points total)

\_BONUS POINTS

5  
points

For using proximity sensors to find the nesting creature (Dot)

5  
points

For a second circle around each bush (15 points total)

5  
points

For writing or creating a news piece about your team's work on Space Island so far

_TOTAL POINTS EARNED	<div></div>	+	<div></div>	=	<div></div>
	CHALLENGE_ONE		CHALLENGE_TWO		TOTAL_POINTS_EARNED

<b>_1017_MISSION_TWO</b>			
<b>_TEAM NAME</b>	<b>_TEAM MEMBER NAME</b>	<b>_DATE</b>	<b>_TEAM MEETING #</b>

# EVIDENCE OF RESIDENTS

## //\_CHALLENGE\_THREE

1 **< Creative Constructors >**

2

3

4

5 **< Well done on the weeding! Now you just need to trim**

6 **and prune the island's bushes. Look at those flowering**

7 **fruits! Create an attachment to pick the flowering**

8 **fruits without bothering the nearby nest.**

9

10 **And now it's time to imagine the future of the island!**

11 **What has your team decided to build? A planetary**

12 **playground or pool? A galactic garden? A cosmic**

13 **community center? A solar school?**

14 **What out-of-this-world ideas does your team have? >**



## //\_1017\_MATERIALS\_NEEDED

- |  |   |
|--|---|
| <input type="checkbox"/> <b>5x8 grid</b>                                   | <input type="checkbox"/> <b>Dash</b>              |
| <input type="checkbox"/> <b>Four 18 oz. cups</b>                           | <input type="checkbox"/> <b>Dot</b>               |
| <input type="checkbox"/> <b>3 ping-pong balls</b>                          | <input type="checkbox"/> <b>Blockly or Wonder</b> |
| <input type="checkbox"/> <b>Xylophone mallet or construction materials</b> | <input type="checkbox"/> <b>Device</b>            |

## //\_SET\_UP

1. Place Dash in A1 to start.
2. Place bushes (18 oz. cups) in B5, D4, D5, and D6.
3. Place the nesting creature (Dot) on the upside-down cup in D5.
4. Add flowering fruit (1 ping-pong ball) to the top of the bush in B5, D4, and D6.

## \_TIME TO LOG

Make sure to record your hard work. Work with your coach to:

**1**

Record your Wonder Key or take a screenshot of your code

**2**

Take a short video of Dash running through your program

**3**

Take a few pictures of your planning and reflection work

\_1017\_MISSION\_TWO

\_TEAM NAME

\_TEAM MEMBER NAME

\_DATE

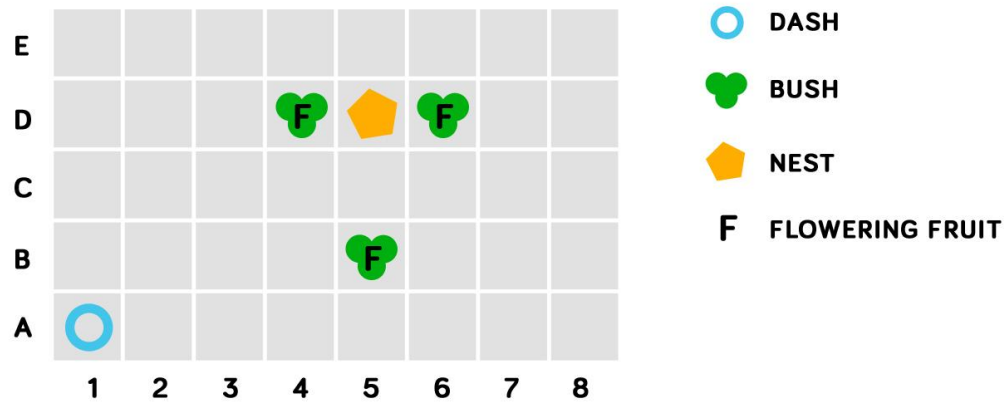
\_TEAM MEETING #

EVIDENCE OF RESIDENTS

< CHALLENGE\_THREE >

\_YOUR CHALLENGE

1. Program Dash to use an attachment to pick the flowering fruit from each nest (knock off the ping-pong balls).
2. Don't destroy any of the bushes (don't move them out of their cells).
3. Do not fall off of Space Island (stay inside the grid)!



\_SCORING

20

points

For picking each of the flowering fruits from B5, D4, and D6  
(60 points total)

\_BONUS POINTS

5

points

For using proximity sensors

10

points

For constructing an original attachment

10

points

For outlining construction plans for the future site (e.g., a garden, playground, school, or community center)

\_TOTAL POINTS EARNED

+

+

=

CHALLENGE\_ONE

CHALLENGE\_TWO

CHALLENGE\_THREE

TOTAL\_POINTS\_EARNED

_1017_MISSION_TWO			
_TEAM NAME	_TEAM MEMBER NAME	_DATE	_TEAM MEETING #

# EVIDENCE OF RESIDENTS

< PLANNING QUESTIONS >

Feel free to continue using the planning documents from Mission One, or document your planning process in a journal.

Questions and prompts to consider:

**\_WHAT IS YOUR TEAM'S GOAL FOR TODAY?**

**\_WRITE ABOUT OR DRAW WHAT YOU NEED DASH TO DO.**

**\_CREATE SOME DESIGNS -- WHAT DO YOUR PLANS LOOK LIKE? WHAT ARE YOU GOING TO CREATE OR BUILD?**

**\_WHAT ARE THE STEPS THAT YOU WILL TAKE TO REACH YOUR GOAL(S)?**

**\_HOW DO YOU PLAN TO TEST YOUR IDEAS?**

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# EVIDENCE OF RESIDENTS

< REFLECTION QUESTIONS >

Feel free to continue using the planning documents from Mission One, or document your planning process in a journal.

Questions and prompts to consider:

**\_WHAT WAS YOUR TEAM ROLE TODAY? WHAT DID YOU DO TO HELP YOUR TEAM?**

**\_WHAT HAPPENED WHEN YOU RAN YOUR PROGRAM?**

**\_WHAT WORKED WELL TODAY? WHAT WAS THE MOST REWARDING MOMENT?**

**\_WHAT DIDN'T WORK SO WELL? WHAT WAS THE MOST CHALLENGING PART OF TODAY?**

**\_WHAT CHANGES DO YOU PLAN TO MAKE FOR NEXT TIME? WHAT GOALS DO YOU PLAN TO TACKLE NEXT?**

# EVIDENCE OF RESIDENTS

< FREE DIGITAL TOOLS >

Explore some of these free digital tools that you can use for journaling and storytelling:



\_GOOGLE DOCS OR GOOGLE SLIDES



\_TELESTORY



\_SEESAW



\_STORYJUMPER



\_TOONTASTIC



\_MAKE BELIEFS COMIX



\_SHADOW PUPPET EDU



\_SCRATCH



\_LITTLE BIRD TALES



\_THINGLINK