

x_1017_18

MISSION TWO // LOGBOOK

EVIDENCE OF RESIDENTS



_TEAM_NAME

_TEAM_MEMBER_NAME

_1017_MISSION_TWO			
_TEAM NAME	_TEAM MEMBER NAME	_DATE	_TEAM MEETING #

EVIDENCE OF RESIDENTS

1 < CHALLENGE_ONE >

2

3 < Powerful Problem Solvers >

4

5 < Thank you for helping Dash clean up Space Island.

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

7

8 With new construction on the horizon (literally!), you

9 need to relocate the nest to a safe zone. Create a clever

10 way to relocate it without knocking the nest off the bush. >



//_1017_MATERIALS_NEEDED

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

//_SET_UP

1. Place Dash in A1 to start.
2. Place island inhabitants (18 oz. cups) in C3 and C7.
3. Place bushes (18 oz. cups) in B4, B6, C2, C5, D4, D6.
4. Place the nesting creature (Dot) on the upside-down cup in C2.

< 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

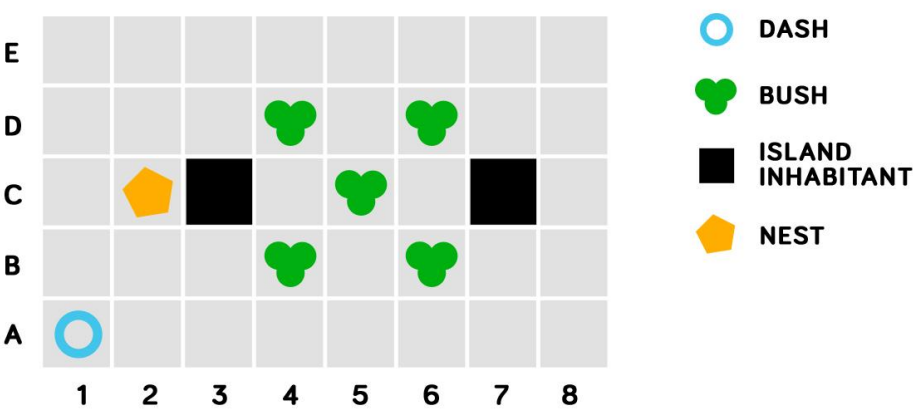
_1017_MISSION_TWO			
_TEAM NAME	_TEAM MEMBER NAME	_DATE	_TEAM MEETING #

EVIDENCE OF RESIDENTS

< CHALLENGE_ONE >

_YOUR CHALLENGE

1. Help Dash find the nesting creature.
2. Next, program Dash to move the nesting creature (Dot + cup) from C2 to D5.
Be careful not to knock the nesting creature off the bush!
3. Remember not to disturb the island inhabitants in C3 and C7.
4. 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 and island inhabitants

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

_1017_MISSION_TWO			
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EVIDENCE OF RESIDENTS

1 < CHALLENGE_TWO >

2

3 < Mission Control Masterminds >

4

5 < The time has come to make the island beautiful for the
6 inhabitants. First up? Weeding!

7

8 To help the native bushes grow and thrive, circle each
9 bush to look for insidious weeds. Be sure to respect the
10 beautiful bushes and the island inhabitants as you pull
11 the weeds. >



//_1017_MATERIALS_NEEDED

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

//_SET_UP

1. Place Dash in A1 to start.
2. Place island inhabitants (18 oz. cups) in C3 and C7.
3. Place bushes (18 oz. cups) in B4, B6, D2, and D5.
4. 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

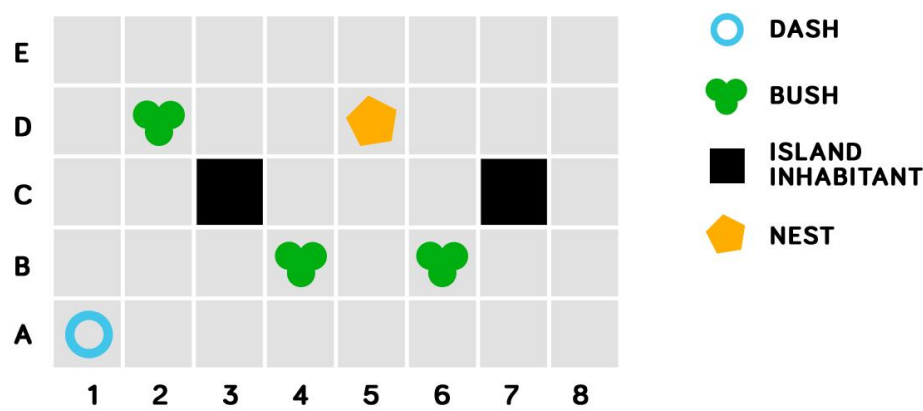
_1017_MISSION_TWO			
_TEAM NAME	_TEAM MEMBER NAME	_DATE	_TEAM MEETING #

EVIDENCE OF RESIDENTS

< CHALLENGE_TWO >

_YOUR CHALLENGE

1. Program Dash to pull the weeds by circling each bush once (B4, B6, D2, and D5), one at a time.
2. Be careful not to disturb the nest (D5) or the other island inhabitants (C3 and C7)!
3. Do not fall off of Space Island (stay inside the grid)!



_SCORING

10
points

For each full circle that Dash makes while weeding
(40 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 (20 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

EVIDENCE OF RESIDENTS

< CHALLENGE_THREE >

< Creative Constructors >

< Well done on the weeding! Now you just need to trim and prune some of the vegetation. Don't you think the branches look like fantastical arms? Look at those flowering fruits! Create an attachment to pick the flowering fruits without disturbing the island's native inhabitants. Take special care of any nesting creatures.

And now it's time to imagine the future of this island site! What has your team decided to design and develop? A planetary playground or pool? A galactic garden? A cosmic community center? A solar school? What out-of-this-world ideas does your team have? >



//_1017_MATERIALS_NEEDED

- | | |
|---|--|
| <input type="checkbox"/> 5x8 grid | <input type="checkbox"/> Dash |
| <input type="checkbox"/> Seven 18 oz. cups | <input type="checkbox"/> Dot |
| <input type="checkbox"/> 4 ping-pong balls | <input type="checkbox"/> Blockly or Wonder |
| <input type="checkbox"/> Xylophone mallet or construction materials | <input type="checkbox"/> Device |

//_SET_UP

1. Place Dash in A1 to start.
2. Place island inhabitants (18 oz. cups) in C3 and C7.
3. Place bushes (18 oz. cups) in B4, B6, D4, D5, and D6.
4. Place the nesting creature (Dot) on the upside-down cup in D5.
5. Put one flowering fruit (1 ping-pong ball) on each empty bush.

< 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

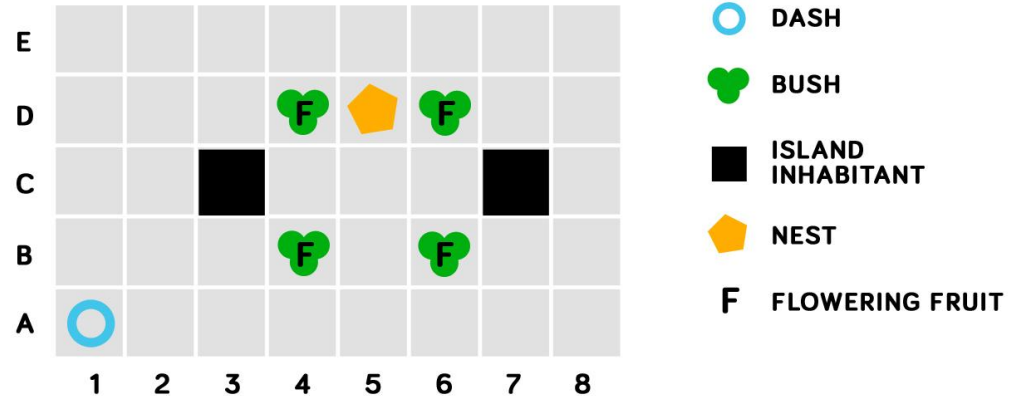
Take a few pictures of your planning and reflection work

EVIDENCE OF RESIDENTS

< CHALLENGE_THREE >

_YOUR CHALLENGE

1. Program Dash to use an attachment to pick the flowering fruit from each bush (knock off the ping-pong balls).
2. Take care to not destroy any of the bushes (don't move them out of their cells).
3. Remember not to disturb the island inhabitants in C3 and C7.
4. Do not fall off of Space Island (stay inside the grid)!



_SCORING

20
points

For picking each of the flowering fruits from B4, B6, D5, and D6
(80 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

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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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< 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