

LEGO® Education SPIKE™ Prime Workshop



Skicka klossen

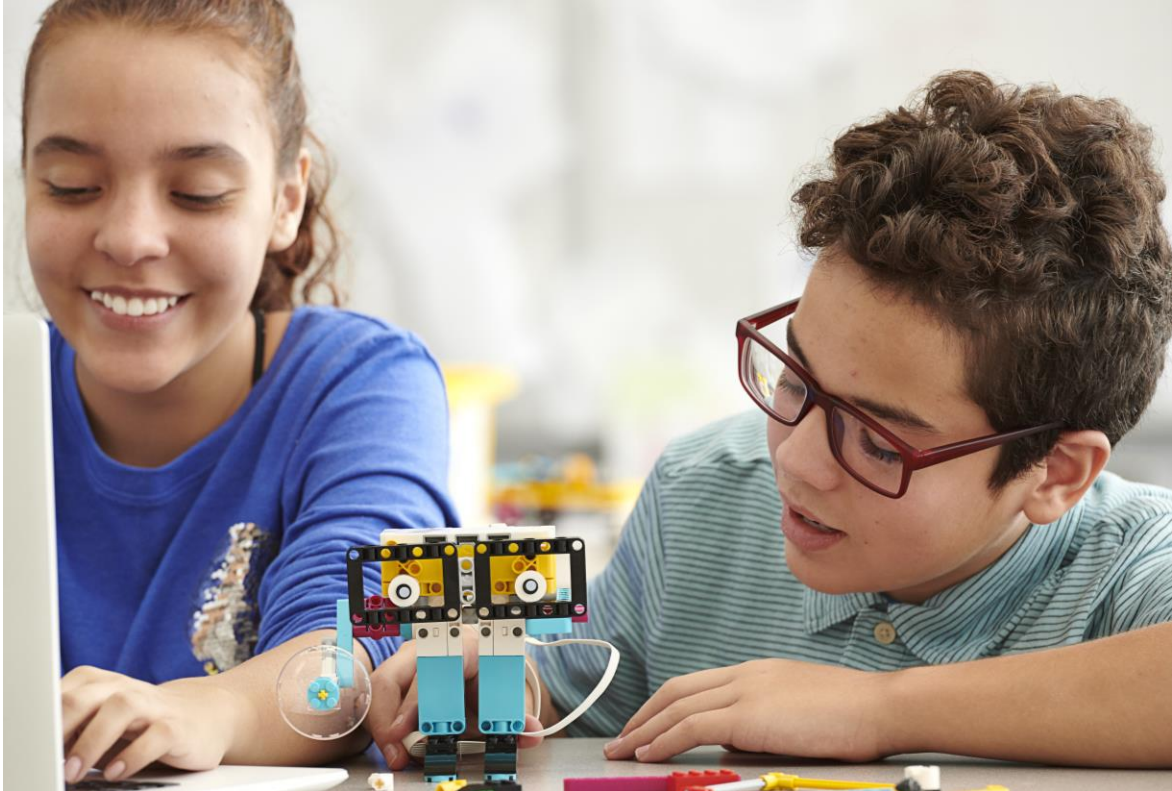
Stärk eleverna med LEGO® Education SPIKE™ Prime

SPIKE™ Prime tränar eleverna i kritiskt tänkande, dataanalys och komplex problemlösning med relevans i verkligheten, oavsett kunskapsnivå: från enkla ingångslektioner till obegränsade kreativa projekt. SPIKE Prime erbjuder:

- Kursplansanpassade lektioner
- Det intuitiva LEGO® byggsystemet
- Intelligent maskinvara
- Scratch-baserad blockkodning
- En klassrumsvänlig app

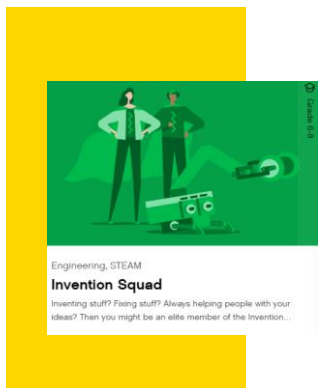
Enkel att integrera i befintliga läroplaner.

Utveckla elevernas abstrakta tänkande och slutledningsförmåga med ett STEAM-material som fokuserar på verklighetsanknutna ämnesområden.



ÖKA LÄRANDET I STEAM FÖR HELA KLASSEN

Komponenter i lösningen



Enhets-
planeringar



Klossar



Intelligent
maskinvara



App

Yrkesutveckling och lärarutbildning

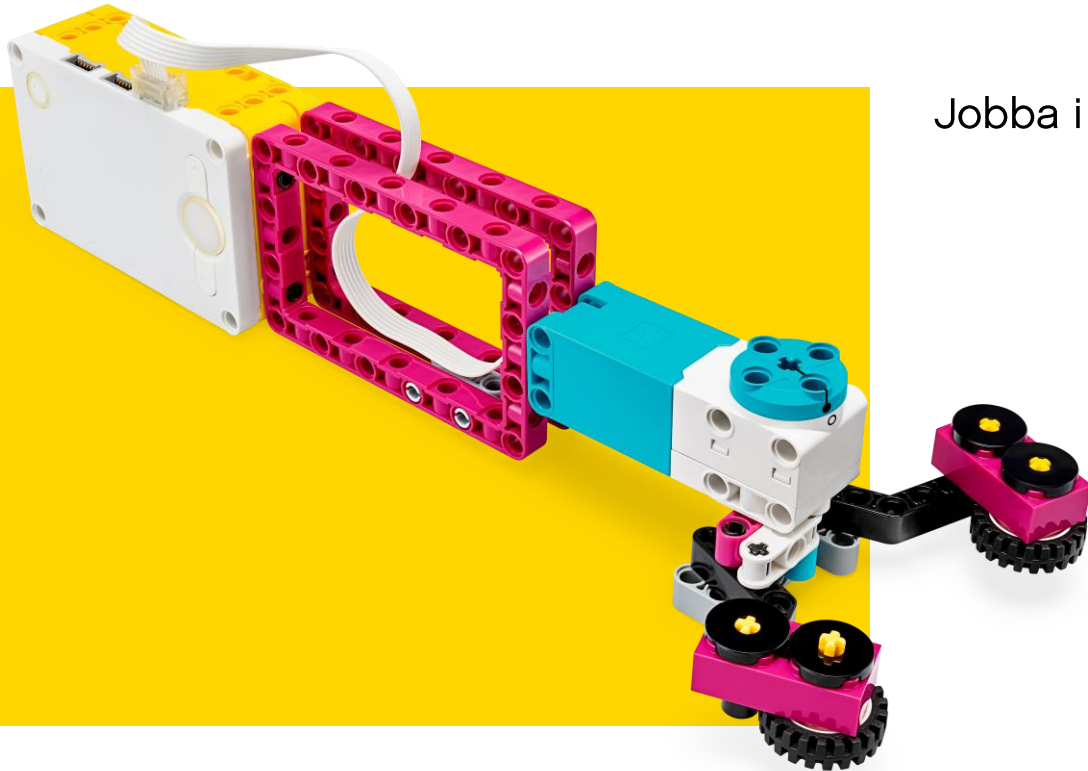
Vad är "bra samarbete"?

- Ge några exempel på bra samarbete i grupp.
- Vilken roll har en ledare?
- Hur är en bra ledare?



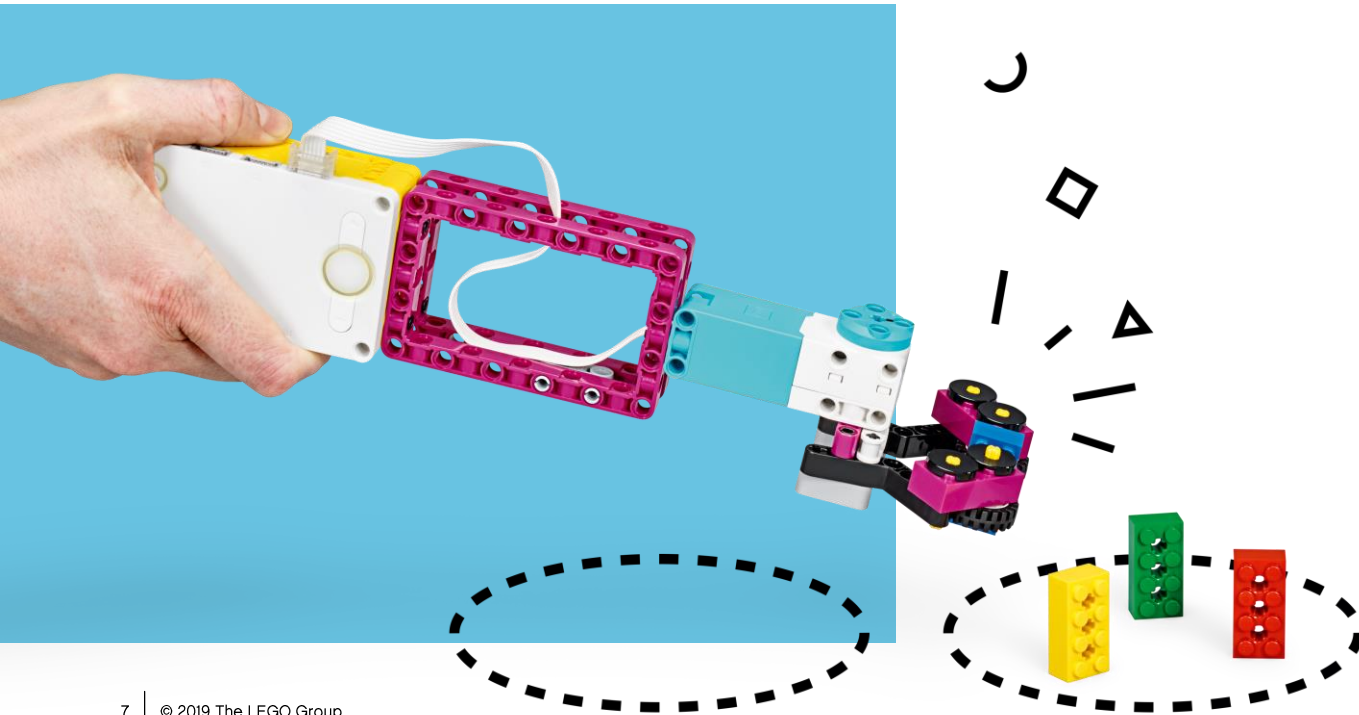
Extra Resources

Bygg robothanden

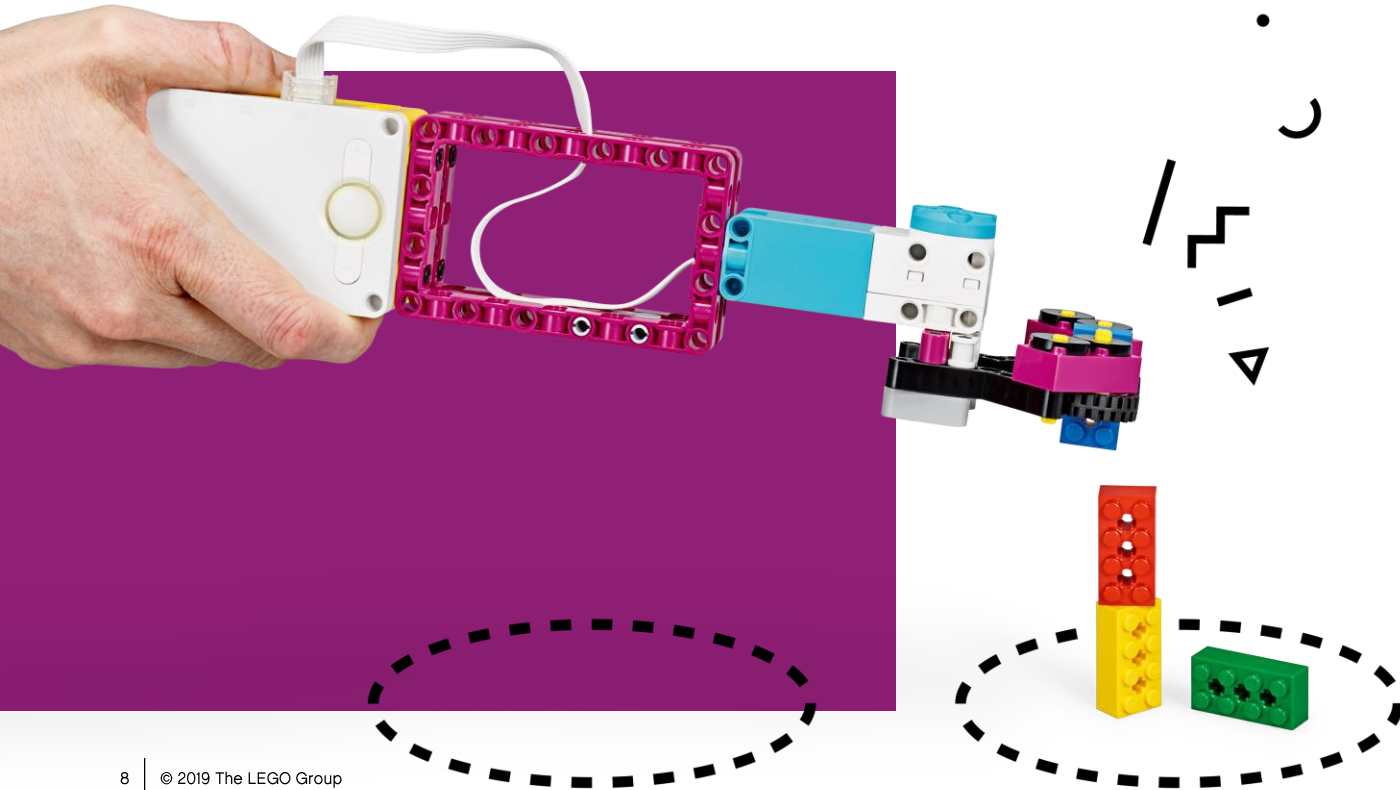


Jobba i grupp och bygg robothanden

Flytta en kloss i taget!



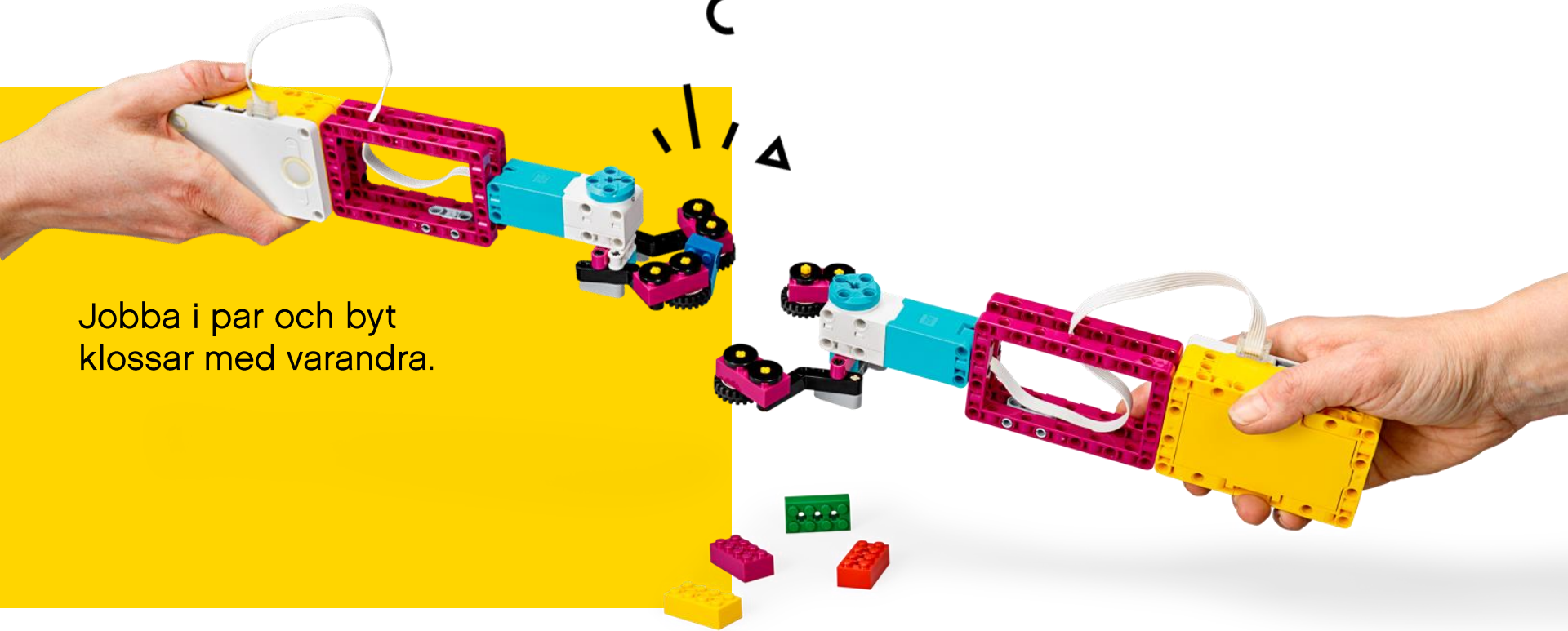
Hur högt kommer minifiguren?



Bygg ett torn och placera minifiguren högst upp.

Byt klossar

Jobba i par och byt klossar med varandra.



Utvärdera



Självutvärdering

Välj den kloss som du tycker bäst motsvarar din presentation

- Blå: Vi samarbetade i gruppen och löste utmaningar tillsammans.
- Gul: Vi samarbetade som grupp för att lösa utmaningarna och uppmuntrade varandra att lyckas.
- Lila: Vi samarbetade som grupp för att lösa utmaningarna, uppmuntrade varandra att lyckas och nådde nya mål.

Tack!



Workshop Preparation

Requirements

- LEGO® Education Workshop Kit Prime (2000720)
- Technic™ Large Hub (45601)
- Technic Medium Angular Motor (45603)
- Cable (45611)
- Devices with the SPIKE™ App installed

Duration

- Approx. 60 minutes (can be shortened or extended depending on needs)

Number of participants

- 2-3 participants per Workshop Kit

Speaker Notes

Slide 2:

When students get to middle school and start to become young adults, they begin to think more abstractly, using deductive logic and reasoning to approach hypothetical problems that they personally can relate to. LEGO® Education SPIKE™ Prime engages students in critical thinking, data analysis, and complex problem-solving with real-world STEAM relevance.

LEGO Education SPIKE Prime combines the intuitive LEGO brick system, intelligent hardware, a classroom-friendly app, Scratch-based block coding, and standards-aligned lessons that you can easily integrate into your existing curricula.

Speaker Notes

Slide 3:

Diving further in, the LEGO® Education SPIKE™ Prime solution consists of four main components: Unit plans, LEGO bricks, intelligent hardware and Scratch-based coding using the SPIKE App.

In addition, professional development and teacher training that supports the use and implementation of all SPIKE Prime components.

Speaker Notes

Slide 4:

Play the lesson video to show the participants what they're about to do. This video can be found within the SPIKE app – Go to Start, Extra Resources, Pass the Brick.

Focus attention on some key elements of different teamwork models.

For example:

- *Every team member taking on a specific responsibility in working toward a shared goal.*
- *Reaching the team's goal means the success of every team member.*
- *Each team member contributes a small improvement that helps the team achieve its goal.*

Speaker Notes

Slide 5:

Use this video to show the participants what they're about to do. This video can also be found within the app.

Speaker Notes

Slide 6:

Challenge #1: Split the participants into an even number of teams with 2 participants per team.

- Ask each team to pick a leader.
- Give the teams 5 minutes to build the Robotic Hand.
- Tell them to work as quickly as possible.
- Have the teams test their models to make sure they work.

Speaker Notes

Slide 7:

- Have each team pick a new leader for **Challenge #2**.
- Tell them to take turns using their Robotic Hand to move one brick at a time from point A to point B. (This is another example of teamwork focusing on everyone aiming toward a common goal.)

Speaker Notes

Slide 8:

Now it's time for **Challenge #3** and new team leaders!

- Tell the teams that they have 3 minutes to take turns stacking one brick on top of another, ending with the Minifigure on top.
- If the tower falls, the person who made it fall has to rebuild it. (This is an example successful teamwork based on the performance of individuals.)

Speaker Notes

Slide 9:

Challenge #4: Move Bricks from One Place to Another

- Pair up the teams and have each group choose one leader for Challenge #4.
- Team A will take turns using their Robotic Hand to pick up a brick, meet a member of the opposite team halfway, and hand off the brick.
- Team B will take turns using their Robotic Hand to grab the brick from the opposite team and deliver it to a designated spot. (This is an example of successful teamwork based on everyone reaching new goals.)

Speaker Notes

Slide 10:

Have each participant choose the brick that they feel best represents their performance and ask them to explain.

Point to the lesson's learning outcomes, which can be found online on www.legoeducation.com/lessons - SPIKE Prime - Extra Resources – Pass the Brick

Direct link: <https://education.lego.com/en-us/lessons/prime-extra-resources/pass-the-brick>