



ROBOTS

(20 minutes)

OBJECTIVE

Students learn to communicate effectively with another person.

MATERIALS

No materials are necessary for this activity.

GET READY

- ✓ Tell the class that they are going to play a game that involves good communication.
- ✓ Inform the class that this activity will involve them moving around, but there will be no running.
- ✓ Arrange for as large a space as possible.

INSTRUCTIONS

- ✓ Help your students divide into pairs. Designate one student in each pair to be the robot and the other student to be the robot operator.
- ✓ Tell the robots that they will be moving around the room with their eyes closed. They will be directed by their operator and may only go in a straight line until their direction is changed by their partner.
- ✓ Tell the robot operators that they can give directions to the robots, but cannot touch them. For example, they can say, *Go slower, Turn left, Turn right, Turn around*, etc.
- ✓ Tell the robots that they should walk in place if they hit an obstacle or another robot. They should wait for directions from their operator before moving again.
- ✓ Give the pairs about 60 seconds to wander the room/space as described.
- ✓ Ring a bell or blow a whistle to stop all robot action. Have the robots tell the operators one thing they did well and one thing they could

do better next time. Then have the operators do the same thing, and tell the robots one thing they did well and one thing they could do better next time.

- ✓ Have your students try their roles again for an additional 60 seconds.
- ✓ Have the pairs discuss what worked better the second time.
- ✓ Next, have them swap roles: the operators take a turn at being the robot and the robots take a turn at being the operator.
- ✓ Repeat the sequence one more time as described above.
- ✓ Finally, ask the pairs to talk about what made a good robot and a good robot operator. After a few minutes, open up the discussion to the whole class.

DISCUSSION QUESTIONS

- ★ *How did it feel to be the robot operator? Was it hard to communicate with the robots? What made a good operator in this game?*
- ★ *How did it feel to be a robot? Was it hard to take directions from the operator? What made a good robot in this game?*
- ★ *In real life, have you ever felt anything similar to this game? When was that? Why was it similar?*
- ★ *What are some characteristics of good communication?*
- ★ *Was this game hard or easy? Why do you feel that way?*

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Suggest that the students play the game during recess and at home. Have them ask any adults at home what it means to be a good communicator.