Curriculum Overview
Mission Listing

robots4STEM®

The robots4STEM is a new kind of curriculum that makes use of a virtual avatar and a robot, Jett, to teach coding. Each student learns digital citizenship and how to code while navigating a virtual space station, going through "missions" (lessons), gaining "promotions", and completing projects which are then graded.

For more detailed information , please refer to the **"robots4STEM Curriculum Guide"** for course 1.

Mission Name	Summary
Mission 1: Introduction To Digital Citizenship	Learn about responsibility and safety when online.
Mission 2: Introduction To Algorithms And Sequences	Learn about breaking tasks down into steps and why the order of those steps matter.
Mission 3: Introduction To Designing Computer Programs	Learn how flowcharts can help in designing computer programs.
Mission 4: Introduction To The Workspace	Learn to navigate The Workspace, customizing the avatar, and using block programming.
Mission 5: Continuing To Explore The Workspace	Learn to use blocks to program the avatar to talk and animate.
Mission 6: Introduction To Working In The Simulation Room	Learn to program the avatar to talk, dance, and move around a virtual environment.
Mission 7: Introduction To Key-Press Events	Learn to make interactive programs by using the keyboard to activate blocks/events.
Mission 8: Introduction To Variables	Learn about how and when variables are used.
Mission 9: Mid-Course Promotion Project	Students demonstrate and present their cumulative knowledge thus far.
Mission 10: Introduction To Conditionals	Learn how to activate blocks and/or events if certain conditions are met.
Mission 11: Introduction To Programming Loops	Learn to repeat blocks/events a set number of times or throughout the program.
Mission 12: Conditionals Continued	Learn to activate blocks/events based on multiple conditions or if certain conditions are met.
Mission 13: Programming Loops Continued (Indefinite Loops)	Learn to loop blocks/events until a certain condition is met. These loops repeat an indefinite amount of times.
Mission 14: Promotion Project Essentials	Learn how to use sensors and coordinates to interact with a digital medium on a single plane grid.
Mission 15: Final Promotion Project	Students complete a cumulative project by developing a visual program.