

Creature CrazeSM Challenge with LEGO[®] Education WeDo 2.0

This Project Guide will give your team additional support to incorporate the programming and building of WeDo 2.0 into the *FIRST*[®] LEGO[®] League Jr. Experience.

Session
1

Introduction to *FIRST* LEGO League Jr. Challenge

Team Meeting Guide reference: Sessions 1 & 2

- Present *FIRST* LEGO League Jr. program and Core Values
- Present the Creature Craze Challenge using the Challenge document
- Build the Inspire Set model
- Read the story about Elisa the Honey Bee
- Choose the team name

Session
2-3

Introduction to LEGO Education WeDo 2.0

Team Meeting Guide reference: Sessions 5 & 7

- Complete the Explore, Create, and Share phases of the *Milo the Science Rover getting started project* with WeDo 2.0. During this project, students will begin to explore the engineering design process and will become familiar with the building and programming of WeDo 2.0.

Session
4

The role of bees in their habitats

Team Meeting Guide reference: Session 3

- Explore the first part of the *Plants and Pollinators project* from WeDo 2.0 curriculum
- Introduce the team to the world of bees – Describe their habitats and explain their roles as pollinators
- Build and program the model of a flower and a bee to explain the pollination process

Each of these sessions relates to a session in the *FIRST*[®] LEGO[®] League Jr. Team Meeting Guide. The sessions in this Project Guide are approximately 60 min. long, plus time for warm-up and clean-up with the team.



Session
5

The role of other pollinators in the bee habitat

Team Meeting Guide reference (continued from session 4): Session 3

- Explore the second part of the *Plants and Pollinators* project from WeDo 2.0 curriculum
- Build and program a model of another pollinator and explain its relation to the bee
- Present your solution

Session
6

Defining a question, Finding a problem

Team Meeting Guide reference: Sessions 4 & 8

- Following the Creature Craze Challenge, guide the team through deciding if they will create a model showing the honey bee and other animal in the habitat, or if they will design a solution to a problem they have identified in this habitat.

Session
7-10

Building and programming a solution

Team Meeting Guide reference: Sessions 6-10

- Over the next four sessions your team will be building and defining your *FIRST* LEGO League Jr. model. Have you designed a solution for a problem in the habitat? Are you modelling how the bee and animal interact in the habitat? Use what you have learned on the topic and your WeDo 2.0 building and programming skills to create a solution for the Creature Craze Challenge.

Session
11

Prepare a Show Me poster

Team Meeting Guide reference: Session 11

- Following the guidelines of the Creature Craze Challenge, create your *Show Me* poster, and use the WeDo 2.0 Documentation tool, to show what you have learned and created.

Session
12

Present your solution

Team Meeting Guide reference: Session 12

- Prepare and practice a presentation using your *Show Me* Poster and WeDo 2.0 Documentation tool.



For questions regarding this Project Guide contact: firstlegoleague@lego.com