



education



WeDo 2.0 Projects

Student Book





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Units	Unit Title	Courses Name
1	Getting Started Projects Part 1	WeDo 2.0
2	Scratch Introduction	Scratch
3	Getting Started Projects Part 2	WeDo 2.0
4	Plants and Pollinators	WeDo 2.0
5	The Reflection of Light	Scratch
6	Sea Waves	Scratch
7	Road car	WeDo 2.0 By LKD
8	Hungry Bat	Scratch
9	Frog Metamorphosis	WeDo 2.0
10	Even or Odd Game	Scratch
11	Volcano Alert (Computational Thinking)	WeDo 2.0
12	The Traffic Light	Scratch
13	The Drawing Sheep	WeDo 2.0 By LKD
14	The ship of the desert	Scratch
15	The Pilot	WeDo 2.0 By LKD
16	Wall clock	Scratch
17	The Elevator	WeDo 2.0 By LKD
18	Predator and Prey (Open Project)	WeDo 2.0
19	Dancing Ballerina	Scratch
20	The Lawn Mower	WeDo 2.0 By LKD
21	A Conversation over books	Scratch
22	Park Field	WeDo 2.0 By LKD
23	Talk like a Robot (Open project)	Scratch
24	Wildlife Crossing (Open Project)	WeDo 2.0
25	Laila and the Wolf (Open Project)	Scratch
26	Scratch with Wedo 2.0 Mixed Project 1	Scratch+WeDo 2.0
27	Scratch with WeDo 2.0 Mixed Project 2	Scratch+WeDo 2.0

Road car

WeDo 2.0 Project



Project at a Glance

In this project you will build and program a model of a fast strong car that outperforms the challenges and potential problems on a rugged road.

Key Words:

Speed, road potential problems, alert, focused, seat belts.

Learning Objectives

By the end of this project, you should be able to:

- Recognize the safety rules of cars.
- Explain why drivers should be alert and focused.
- Build and program a model of a road car, and understand the building mechanics used in the model.