



education



WeDo 2.0 Projects

Student Book





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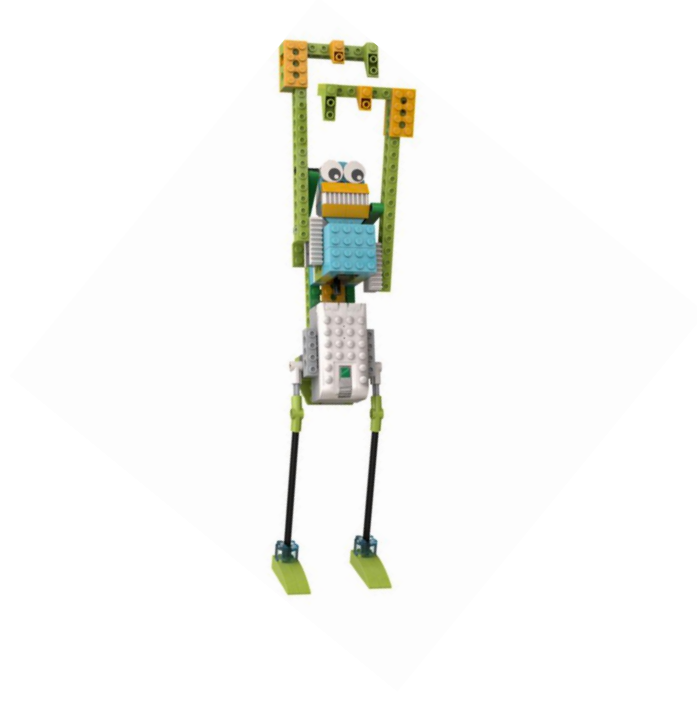
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Units	Unit Title	Courses Name
1	Getting Started Projects Part 1	WeDo 2.0
2	Scratch Introduction	Scratch
3	Getting Started Projects Part 2	WeDo 2.0
4	The Board Scratch	Scratch
5	Robotic Carousel	WeDo 2.0 by LKD
6	The Crazy Beetle	Scratch
7	Speed	WeDo 2.0
8	Pop Quiz	Scratch
9	Send Messages (Computational Thinking)	WeDo 2.0
10	Catch the Apples Game	Scratch
11	Bird's Nest	WeDo 2.0 by LKD
12	Crossy Road	Scratch
13	Grabbing Objects (Computational Thinking)	WeDo 2.0
14	Shooter Game	Scratch
15	Extreme Habitats (Open Project)	WeDo 2.0
16	Gravity and Velocity	Scratch
17	Climbing Monkey	WeDo 2.0 by LKD
18	It is Pizza Time! (Open Project)	Scratch
19	Rescue Count	WeDo 2.0
20	Drawing chain	Scratch
21	Speed Controlled Fan	WeDo 2.0 by LKD
22	The Zoo (Open Project)	Scratch
23	City Safety (Open Project)	WeDo 2.0
24	World Geography (Open Project)	Scratch
25	Emotional Design (Open Project)	WeDo 2.0
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

Climbing Monkey

WeDo 2.0 Project



Project at a Glance

In this project you will imagine like if you are visiting the Zoo and you saw a monkey! You will learn fun facts about them, then design and program a model of a monkey.

Key Words:

Mammals, characteristics of living things, features of mammals.

Learning Objectives

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

- Differentiate between living things and non- living things.
- Describe the features of mammals.
- Explain how monkeys are adapted to climb trees.