

# SPIKE™ Prime

8

## Projects



# 21

## LESSON PLANS

### Teacher Guide



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Units	Unit Title	Courses Name
Unit 1	Getting Started + Tread Man	LKD PROJECT
Unit 2	Maze Runner	LKD PROJECT
Unit 3	Break Dance	LEGO APP
Unit 4	Repeat 5 Times	LEGO APP
Unit 5	Monkey Swing	LKD PROJECT
Unit 6	TR Arm	LKD PROJECT
Unit 7	Rain or Shine	LEGO APP
Unit 8	Wind Speed	LEGO APP
Unit 9	Veggie Love	LEGO APP
Unit 10	Colour Rover	LKD PROJECT
Unit 11	Brain Game	LEGO APP
Unit 12	Games Console	LKD PROJECT
Unit 13	Watch Your Steps	LEGO APP
Unit 14	Aim For It	LEGO APP
Unit 15	The Obstacle Course (open project)	LEGO APP
Unit 16	The Coach (open project)	LEGO APP
Unit 17	Time for an Upgrade	LEGO APP
Unit 18	Mission Ready	LEGO APP
Unit 19	<b>SPIKE / Python (4 Lessons)</b>	
	Lessons 1	SPIKE Prime / Python Introduction
	Lessons 2	Colour Sorter
	Lessons 3	Canadarm 3.0
	Lessons 4	Memory Game
		LKD
		LKD SPIKE PROJECT
		LKD SPIKE PROJECT
		LKD SPIKE PROJECT

# Treadmill

Teacher Book - SPIKE Prime Project

## Do you have an exercise routine?

Exercise helps people lose weight and lower the risk of some diseases. A treadmill is an excellent source of exercise and can offer the option for careful heart rate monitoring.



## Ignite a Discussion

Start a discussion by asking relevant questions, like:

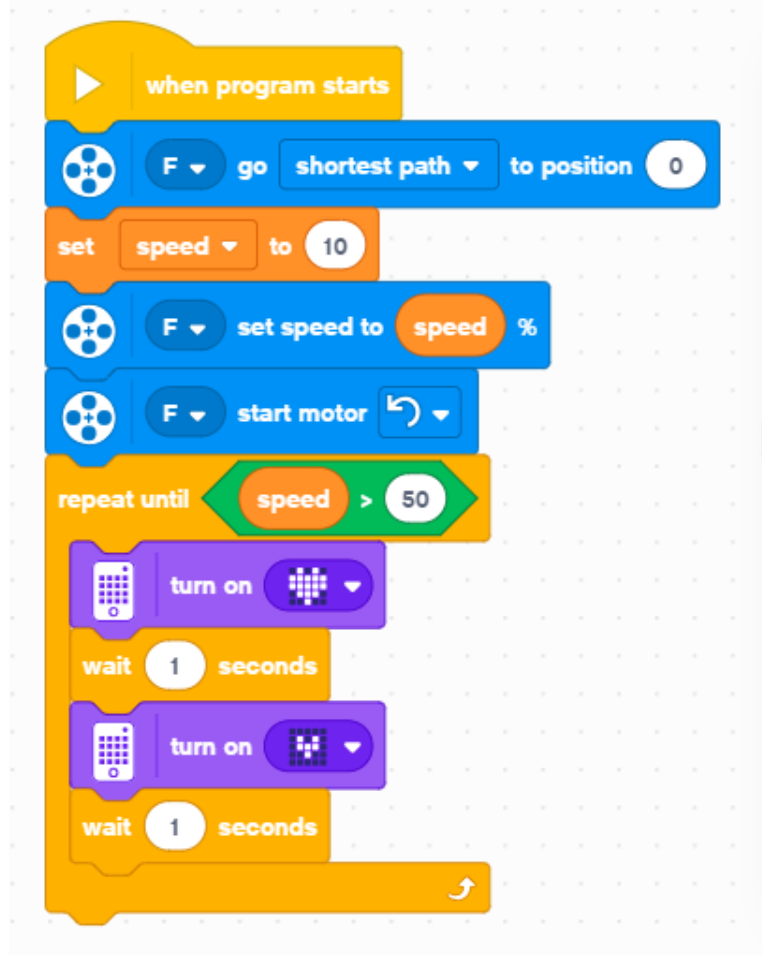
- What are the benefits of exercising?
- What are some ways to exercise indoors?
- Do you think it's better to exercise outside or inside?

*Have your students watch the video to see what they are about to do.*

## Build your Treadmill.

This treadmill has a speed control paddle and displays the heart rate.

Let's try this code first.



This program will start the treadmill at a set speed.

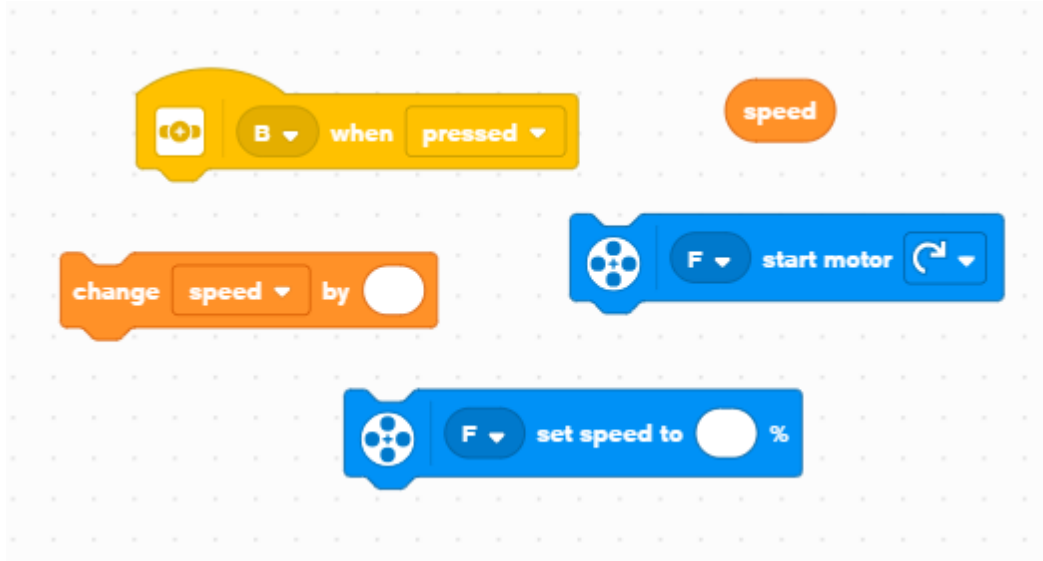
## Now pedal faster.

Every time the pedal is pressed, change the speed of the motor by 10.

When the speed is greater than 50, make the heart rate appear faster on the light matrix.



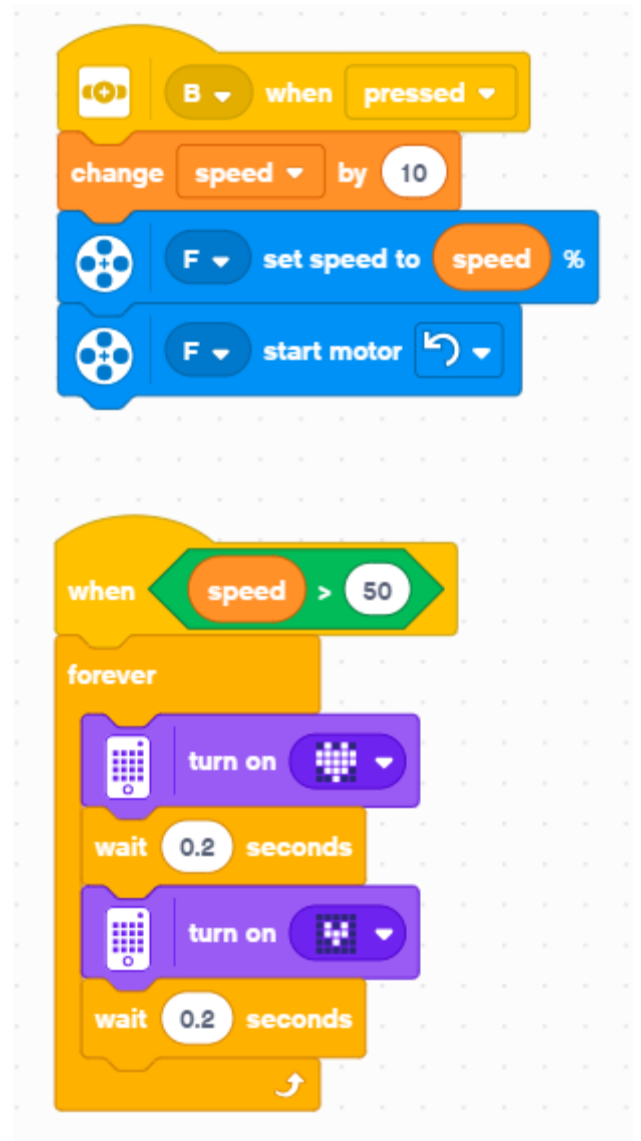
# (HINTS)



Think about using these code blocks.

## Possible Solution

1. When the sensor is pressed
2. Change the speed by 10
3. Set the motor speed to the speed variable
4. Run motor
  
5. When speed is greater than 50
6. Keep displaying the heart rate faster (with less wait time)



## EXTRA CHALLENGE

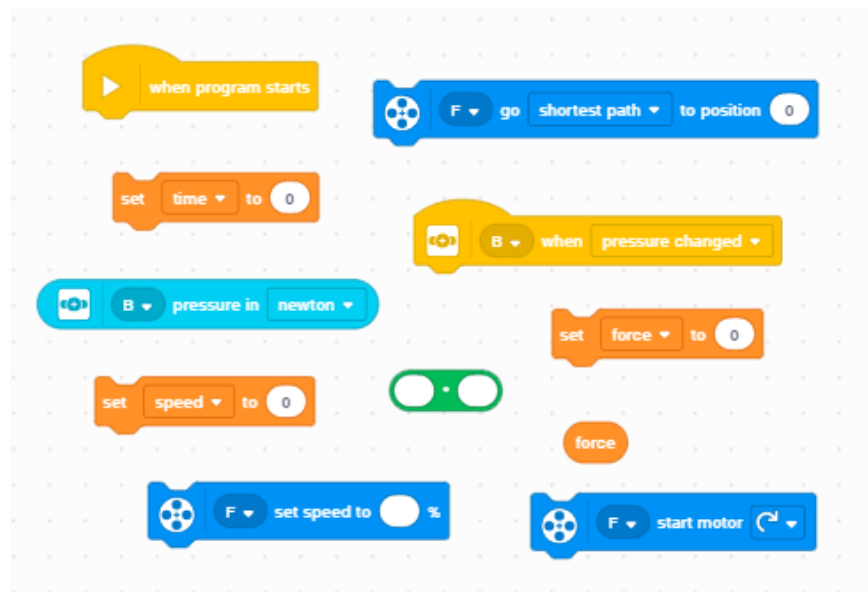
### Control speed

Change speed of the motor according to the force detected by the force sensor. The greater the force the faster the speed.

(Speed = Force x 10)

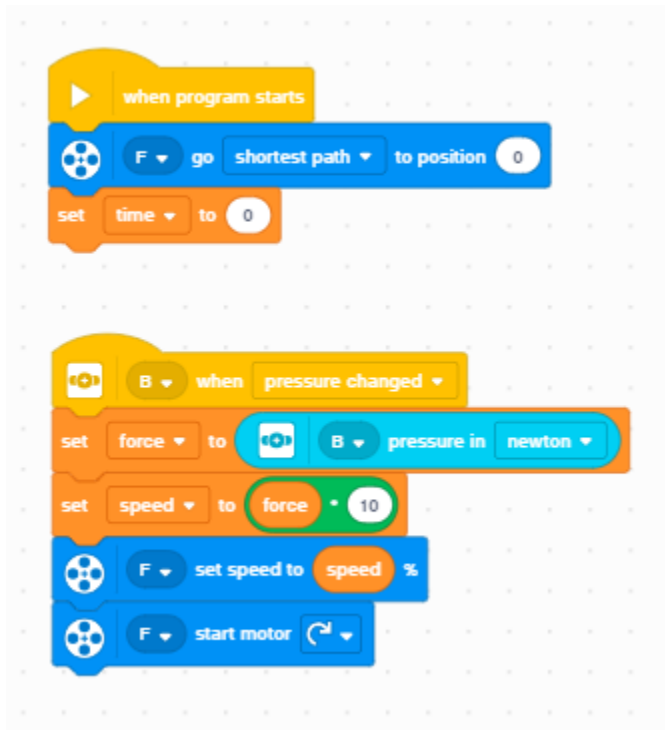


### (HINTS)



Think about using these code blocks.

## Possible Solution



## Differentiation

Simplify this lesson by:

- Play a beep sound every time the force sensor is pressed.

Take this lesson to the next level by:

- Change the wait time of the heart rate display at different speed intervals.

## Assessment Opportunities

### Teacher Observation Checklist

Create a scale that matches your needs, for example:

1. Partially accomplished
2. Fully accomplished
3. Overachieved

Use the following success criteria to evaluate your students' progress:

- Students can describe the function of an object.
- Students can describe the benefit of an object's features against needs.
- Students can construct effective arguments.



## Self-Assessment

Have each student choose the brick that they feel best represents their performance.

- Blue: I can describe how things work
- Yellow: I can describe in detail how things work and I can highlight what it's good at.
- Violet: I can convince someone that I've invented the coolest thing in the world.



## Peer-Assessment

Encourage your students to provide feedback to others by:

- Having one student score the performance of another using the colored brick scale above.
- Asking them to present constructive feedback to each other so that they can improve their group's performance during the next lesson.

**Just do it!**