

# ***Social & Emotional Learning Robotics Mats***

## ***Lesson Directions Overview***

### **Equipment List**

- 1 Emotion Faces Mat
- 1 Blank Face Mat
- 1 Five Core Competencies of Social Emotional Learning (SEL) Mat
- 1 Robotics and SEL Gameboard Mat

### **Equipment Not Included:**

- Programmable Robots (1 per student or small group)
- Drawing Attachment for Robots (Optional)
- Washable Markers
- Standard Dice

### **Learning Objectives**

1. Students will program their robots to traverse the mat to different emotion faces represented in given social scenarios or described by clues.
2. Students will program their robots with drawing attachments to draw emotion faces given various social scenarios.
3. Students will program their robots to traverse the mat to the areas representing the Five Core Competencies of Social Emotional Learning.
4. Students will program their robots to follow a gameboard pathway and complete various coding challenges (e.g., loops, turns, sensors, etc.) based on their robots' positions on the mat.

**Grade Levels:** Upper Elementary and Up

### **Vocabulary Covered**

- Algorithm
- Bug
- Conditional Statement
- Debug
- Program

### **CSTA Topics Addressed**

- Algorithms & Programming
- Computing Systems
- Impacts of Computing