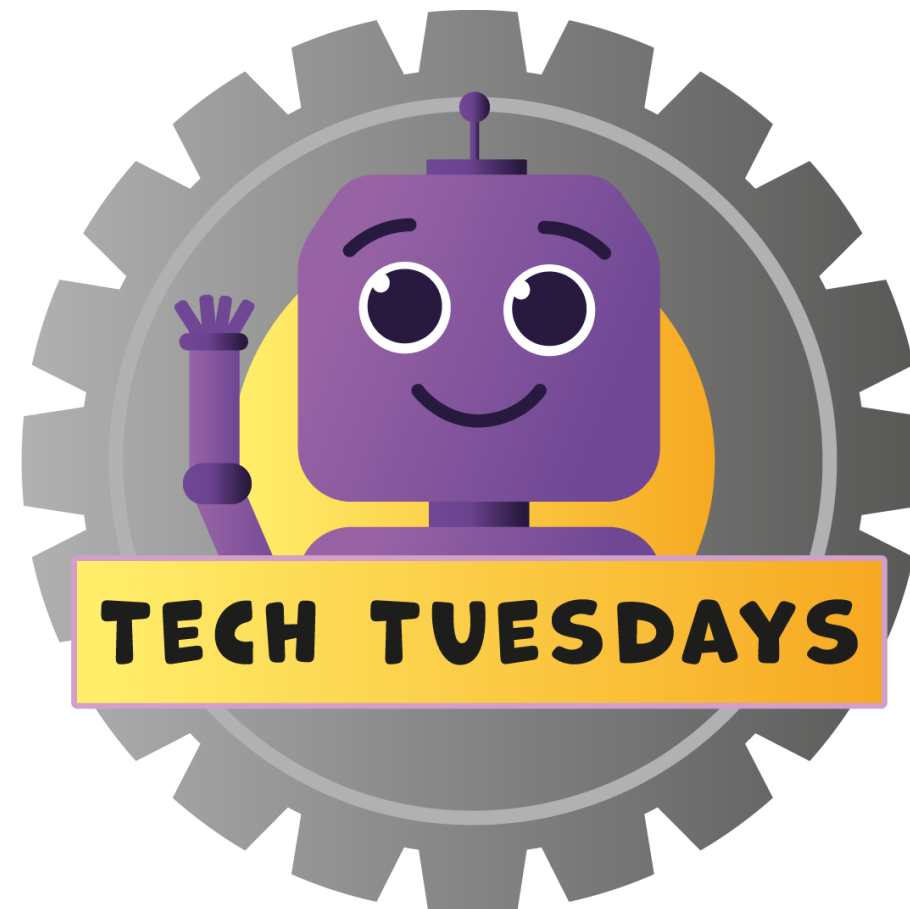


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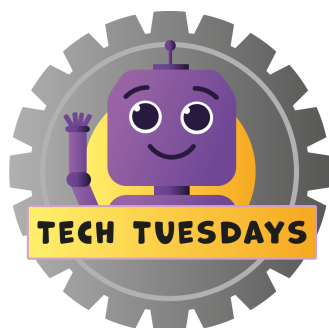
MARTY THE ROBOT



MARTY THE ROBOT

In this Tech Tuesday lesson, you will be introduced to Marty the Robot, the Marty Controller and MartyBlocks JR.

The video will guide you through the process of learning how to move Marty using the Controller. You will then program Marty, using MartyBlocks JR platform, to score a goal. You will find further suggestions of how your learning can be applied across the curriculum within this guide.



LEARNING INTENTION

We are learning to **direct** a floor bot, using a simple sequence of commands, to reach an end goal.

SUCCESS CRITERIA

- **Identify** what moves Marty is able to do.
- **Develop** a sequence of commands to get Marty to score a goal.
- **Run** the sequence of commands using a floor bot, making any changes needed.



PRIOR KNOWLEDGE

- Have you met Marty the Robot before? What do you think Marty can do?
- How do you think robots work?
- Have you ever programmed a human robot or floor bot before? If yes, what did you program them to do?



ACTIVITY

- 1 Explore Marty using the Marty Controller to find out what each command is programmed to do.
- 2 Using the MartyBlocks JR platform, develop a sequence of commands for Marty to score a goal.
- 3 Run the sequence of commands, checking each step to ensure it is successful in programming Marty to score a goal.



IMPORTANT INFORMATION

- Suggested for First Level.
- Requires a Smart board to display video lesson, Marty Robot(s) with an iPad or computer for each, A3 sheet of paper (or 2 A4 sheets), a ball (in Marty's box) and a small box.

TOP TIPS

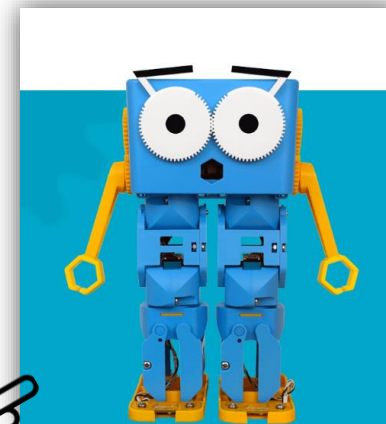
- Best to work a small group and/or with a pupil digital leader.
- Ensure you have plenty of flat floor space to use Marty on.
- Prior experience of ScratchJr would be helpful. If not, try out [Coding a Sequence](#).



MEET MARTY

If you want to find out more about Marty the Robot – click on the image to take you to the Robotics website.

For further support with Marty, check out the **User Guides**.



LEARN WITH MARTY

Marty the Robot can be used in various ways from Nursery to Secondary aged learners.

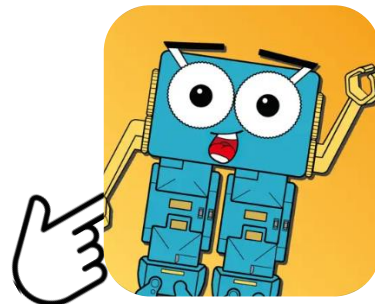
These are all outlined on the Robotics website via the **How To Guides**.

There is also a wealth of learning and teaching resources that can be found via the **Learning Portal**.



LEARN WITH MARTY

Marty the Robot can be controlled using an app on tablets:



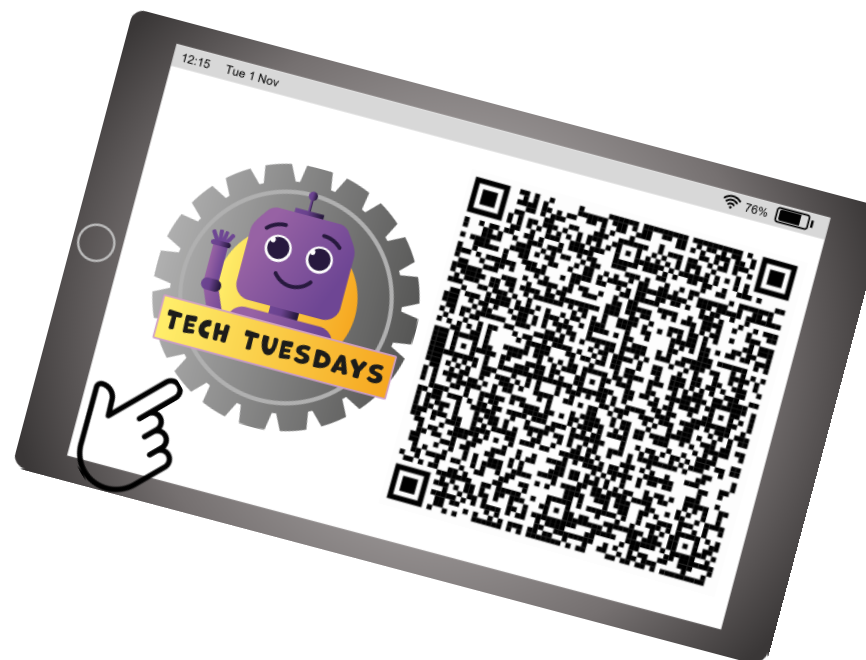
Or by accessing the online platform:



MODELLED EXAMPLE

Click the link to watch a North Lanarkshire Digital Pedagogy Practitioner model this activity.

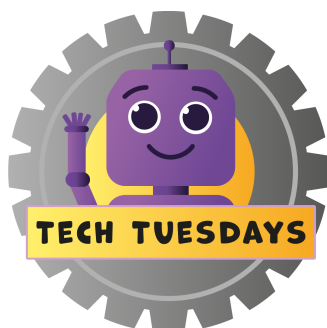
Remember, you can use this knowledge and understanding in a different context.



ACTIVITY

FIRST STEPS

Try tinkering with the Marty Controller, exploring what each button does. Then create a sequence on the Controller, run it and check that Marty does what you expected.



LOOKING FOR A CHALLENGE?

Have a go at programming Marty using the MartyBlocks platform. Check out this [Second Level Tech Tuesday](#) lesson.



REFLECTION

- What was Marty the Robot able to do?
- How did you give Marty the commands needed to make them move?
- Did you get Marty to reach the end goal on your first try? If not, what changes did you need to make?



SUGGESTED ACTIVITIES

LITERACY

Write a short story for Marty, then using the MartyBlocks JR platform, program Marty to act out your story, e.g. Marty is walking in the rain and the rain trickles down their back and Marty shakes to get the water off.

TECHNOLOGIES

Create an obstacle course for Marty, either on the MartyBlocks JR platform, in person or both. Develop a sequence of instructions for Marty to get through the course.

MATHS

Using MartyBlocks JR platform, program Marty to create some 2D shapes. Show the program to a partner and see if they can guess what shape Marty will create, then press the green flag to see if they are correct.

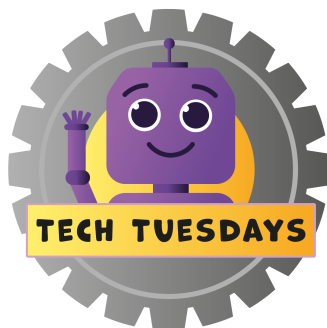
EXP ARTS - P.E

Create a dance for Marty by designing a sequence of moves using the MartyBlocks JR platform. You could have a Marty 'Dance Off' in your class.



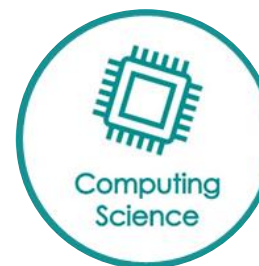
CURRICULAR LINKS

I can demonstrate a range of basic problem-solving skills by building simple programs to carry out a given task, using an appropriate language. **TCH I -15a**



LINK TO PATHWAYS

Designing, building and testing computing solutions



KEY VOCABULARY

MARTY THE ROBOT

Marty is a human-like programmable robot.

PROGRAMME

A sequence of code that gives a computer commands to follow.

ESTIMATE

Estimate is when you use your prior knowledge to help you guess the amount, size or value of something.

SEQUENCE

A specific order in which instructions are performed.

TINKER

To try out something new to discover what it does and how it works.

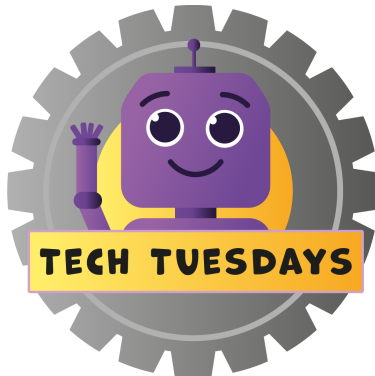
PERSEVERE

To preserve, is to never give up, even when something is quite difficult and sometimes very frustrating.



SHARE YOUR LEARNING

We love to see you all taking part in our Tech Tuesdays lessons. Remember to share your learning with us online.



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TEACHER FEEDBACK

Feedback helps us to improve our lessons or just lets us know we're doing a good job. Please scan or click the QR code below to access our Tech Tuesdays feedback form, to share your comments and views.

