Program: Coding Our Future
Grade Level: 3 - 5
Group Size: Max. 30
Length: 1 hour
Location: At your site

OVERVIEW
Are you ready to change the world? Students will learn about coding and its important role in shaping our society, and will learn how to program Ozobot® Bits to complete fun and engaging challenges.

BIG IDEA
• What programming is and what programmers do

OUTCOMES
• Understand the important role programmers play in creating solutions for society
• Learn about a variety of STEM career opportunities
• Learn to program an automated guided vehicle (AGV) and problem-solve to make the robot complete a specific task

VOCABULARY
• Code
• Programming
• Automated Guided Vehicle (AGV)
• Debug
• Sensor

EXTENDED LEARNING
In your classroom:
• Hour of Code: Learn about many different programming activities you can do in your classroom.

RESERVATIONS
For reservations, please call 206-768-7175 or email: outreach@museumofflight.org. For grant assistance, please visit www.museumofflight.org/education/grant-assistance.
**STANDARDS SUPPORTED**

**Next Generation Science Standards (NGSS)**
- Engineering Design: 3-5-ET S1-1, 3-5-ETS1-2

**Common Core State Standards (CCSS)**
- ELA: Speaking & Listening: CCSS.ELA-Literacy.SL.3.1(b-d), CCSS.ELA-Literacy.SL.3.3, CCSS.ELA-Literacy.SL.4.1c, CCSS.ELA-Literacy.SL.5.1, CCSS.ELA-Literacy.SL.5.1b

**21st Century Skills**
- Creativity and Innovation
- Information, Media, and Technology Skills