

Colorful Compliments

Overview

Coding programs can help you communicate your feelings! Turn the Root® Coding Robot into a spinning bot that lights up different colors! Use the prompts associated with each color to help initiate a conversation about others' unique strengths.

Learning Objectives

Students will be able to:

- Code a program that makes the Root Coding Robot glow and spin using sensors
- Reflect on other ways coding and robotics can be a tool for communication

Teacher Prep

- Download and preview the Colorful Compliments coding project
- Determine which learning format (remote or socially distant) is ideal for this activity

Getting Started

Start a discussion about kind words and compliments. Invite students to share examples of phrases they have heard in conversation. Highlight the difference between compliments that touch on the surface like, "I like your shoes," and compliments that are a deeper reflection about unique strengths, like "I think you're a great artist." Both are important, but discuss how each compliment makes someone feel.

Brainstorm a list of descriptive words and phrases to help students start thinking about unique strengths and skills. Some example words might include kind, helpful, creative, great artist, makes everyone feel welcomed, etc.

Subject(s):

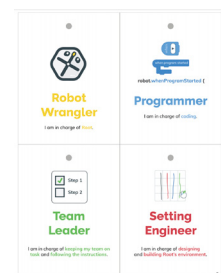
Coding & Robotics
ELA
Social-Emotional Learning

Grade Level(s):

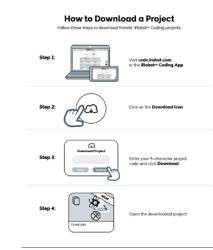
1-3, 3-5

Supplies:

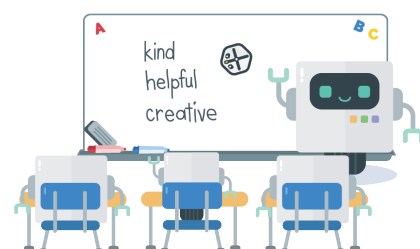
[iRobot Coding platform](#)
Coding device
Root® Coding Robot
Team Badges (optional)
How to Download Projects



Team Badges



How to Download Projects



It can also be important to talk about how it feels to receive a compliment. What are some ways you can respond when someone says something kind about you?

- Thank you so much for your kind words!
- Thanks for noticing that about me.
- I appreciate your reflection.
- I value your thoughtfulness.
- Thanks, that means a lot to me.

It also might be challenging to come up with compliments; no need to force feedback! Be prepared to give students a few minutes to brainstorm ways others have made them feel.

How to Play

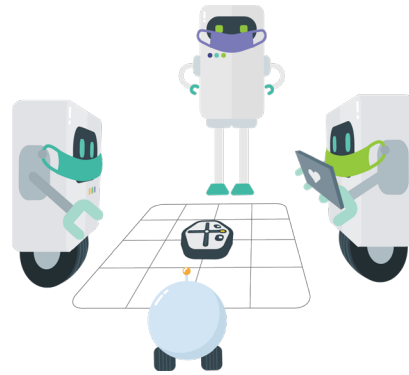
Remote: This could be played in small groups on a video call or in breakout rooms.

- 1) Start with students in groups of four. Go to code.irobot.com and download the Colorful Compliments coding project with download code **SALPR**.
- 2) Open the project and review the directions in the Comment Block.
- 3) Let each student decide which space they would like to occupy on the grid around Root (above, below, right of left).
- 4) Whoever is sharing their screen will be the designated Robot Wrangler. Decide the order on who will play first and let the Robot Wrangler press Play.
- 5) It is Player 1's turn. The Robot Wrangler can click on the top of the SimBot. The Root SimBot will spin a random amount of degrees, stop, and flash a color.
 - If the SimBot stops and is facing another players' square, Player 1 will answer the prompt about that player.
Example: The Root SimBot stops and is facing Player 3's square while flashing red. Player 1 will say, "I think you're great at making others feel included!"
 - If the SimBot stops and is facing Player 1's square, Player 1 will share something positive about themselves.
Example: "I like to help others!"
- 6) When Player 1 is done with their turn, the Robot Wrangler can press the bumper to turn off the lights and the touch zones to start Player 2's turn.



In-Person: This could be played in a small group of students in a socially distant classroom.

- 1) Start with students in groups of four. Decide on one student to be the Robot Wrangler and another to be the Programmer. The Robot Wrangler is in charge of the robot; the Programmer will be in charge of the program on the device.
- 2) Download the Colorful Compliments coding project with download code **SALPR** on the iRobot Coding App.
- 3) Place the Root coding robot between students.
- 4) Direct the Programmer to open the Colorful Compliments project and review the directions in the Comment Block.
- 5) Decide the order on who will play first and let the Programmer press Play on the device.
- 6) It is Player 1's turn. The Robot Wrangler can click on the top of the robot. The robot will spin a random amount of degrees, stop, and flash a color.
 - If the robot stops and is facing another player, Player 1 will answer the prompt about that player.
Example: Robot stops and is facing Player 3 while flashing red. Player 1 might say, "I think you're great at making others feel included!"
 - If the robot stops and is facing Player 1, Player 1 will share something positive about themselves.
Example: "I like to help others."
- 7) When Player 1 is done with their turn, the Robot Wrangler can press the bumper to turn off the lights. Repeat for Player 2 and continue playing for a few rounds.



Reflection

Wrap up the activity with a discussion about students' experience. Some questions to include:

- What were some of the comments shared during your session?
- How did you feel receiving compliments? How did you feel giving compliments? Why?
- How would you change this coding game?
- What other ways can code help us communicate?