

# Navigating Conversations

In this coding challenge, students will program the Root simbot as a spinner using variables. Then, use the spinning Root to help start some conversations about friendship, courage, and values. Gamify conversations and help the Root simbot answer as many questions as possible!

## Teacher Prep

- Print and cut out Question Cards
- Preview questions for conversation

## Getting Started

When students enter into conversation, it's important to agree on expectations so everyone can feel heard. You can generate expectations as a whole group or if you already have co-created expectations for your learning community, this might be a great opportunity to revisit them as a class. Some examples include:

- One mic (Allow students to take turns speaking)
- Practice active listening (Listen with your ears, eyes, heart, body, and brain)
- Be brave (Ask questions when you don't understand and be ready to learn!)

## Game Set Up

1. Separate the Game Cards by type and place each deck on each corresponding spot on the Gameboard.
2. Open the iRobot Coding App and set up the Conversation Compass with the Root simbot.

### Option 1: Create a Conversation Compass

Students need to work together to program Root to spin and land in four different directions, like a compass rose. Steps included in the Student Guide.

### Option 2: Download a Conversation Compass

To download the example Conversation Compass, open the iRobot Coding app and click on the download icon. Type in the project code **LCREK** and open the project.

#### Subject(s):

Coding / Robotics  
SEL: Communication

#### Experience Level:

Intermediate

#### Time:

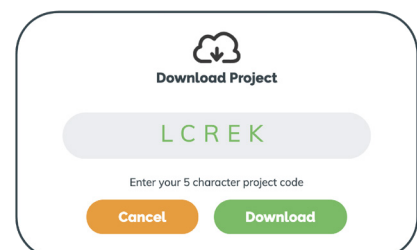
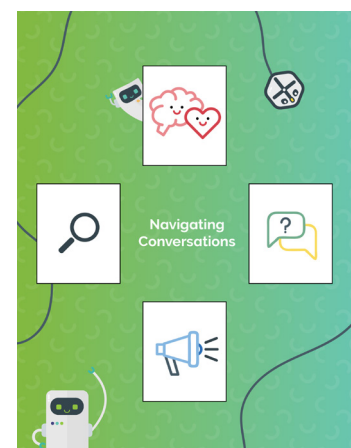
30-45 mins

#### Group Size:

Small Groups

#### Supplies:

iRobot Coding App  
Scissors (for prep)  
Gameboard



## Game Play

Player 1 will go first and press Play. Tap on the top of the Root simbot and watch it execute the program. Whichever direction the Root simbot is facing when it stops, draw the corresponding top card from the gameboard. Player 1 will read the question out loud and respond.

When everyone has responded, the turn is over. Place the Question Card in a discard pile on the side of the grid. The next student taps on the top of the Root simbot and draws a corresponding card. Continue until all Question Cards have been answered or time is up.

## Reflection

At the end of the lesson, bring students back to a whole group for discussion. Some questions to help guide the discussion and engage students include:

- What surprised you about this activity?
- Which questions were difficult to answer? Which questions were easy to answer?
- Did your group find similarities or agree during the game?
- Did your group find differences or disagree during discussion?

## Continue the Conversation

Looking for more SEL activities for students? Check out the **iRobot Education Learning Library** for additional resources!



## Question Card Preview

These questions are conversation starters for students. Select specific questions or use the template to create your own!



### Examine the Situation

- While walking to school, you see a student from your class push another student. What would you do?
- A new student joins your class. You learn he just moved here. In the cafeteria, he is sitting all by himself. What would you do?
- You and your friends are picking teams for basketball. Angel doesn't get picked and your friends just laugh and start the game. What would you do?
- While in the bathroom, you overhear two friends saying hurtful things about another friend. What would you do?
- You studied really hard for your test and find out you did not do well. What would you do?
- You spent extra time on your art assignment. You find it torn up on your desk. What would you do?
- You find a note on the floor that says unkind things about another student. What would you do?
- One of your classmates posts something online that makes you feel unsafe. What would you do?
- Your friend posts a meme online that hurts your feelings. What would you do?



### I'm Wondering

- What makes a good neighbor?
- Is it easy to make new friends, why or why not?
- How do you feel when you ask for help?
- How do you make others feel welcomed?
- What does it mean to be brave?
- What do you do when you feel sad?
- Is it easy to share? Why or why not?
- How do you help a friend who is upset?
- What is a good strategy to help you stay focused?
- Who is someone you look up to?



### Speak Your Truth

- What are you most proud of?
- What is something you like about yourself?
- What helps you calm down when you're feeling upset or angry?
- What is the kindest thing someone has said or done for you?
- What is an important value in a friend?
- What is the most important value in your classroom?
- How do you respond when something is unfair?
- What is something you can teach to others?
- Share something special about the person sitting to your right.



### Call to Action

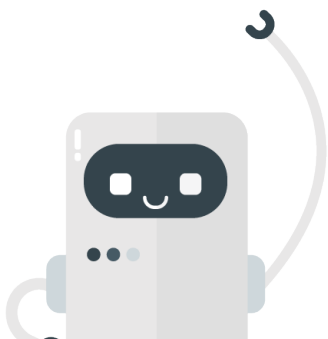
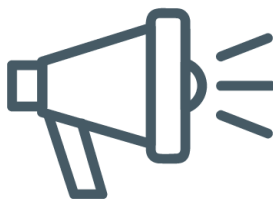
- Next time I hear someone say something unkind, I will \_\_\_\_\_.
- Next time I feel small, I will \_\_\_\_\_.
- Next time I am proud of my friend, I will \_\_\_\_\_.
- Next time I see something unfair, I will \_\_\_\_\_.
- Next time I feel sad, I will \_\_\_\_\_.
- Next time I feel upset, I will \_\_\_\_\_.
- Next time I meet someone new, I will \_\_\_\_\_.
- Next time I am confused, I will \_\_\_\_\_.
- Next time I feel lonely, I will \_\_\_\_\_.



## Navigating Conversations





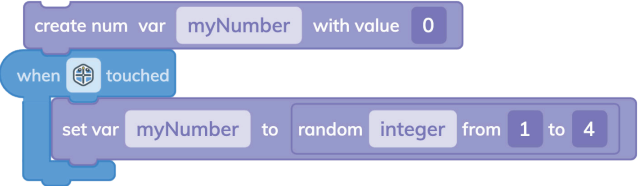
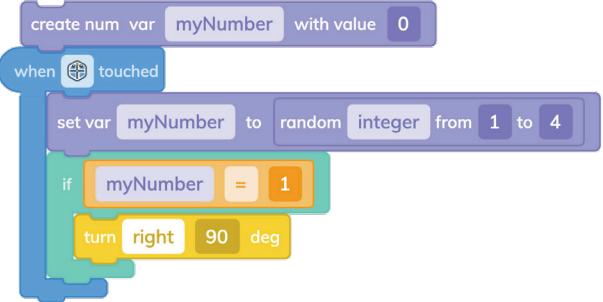
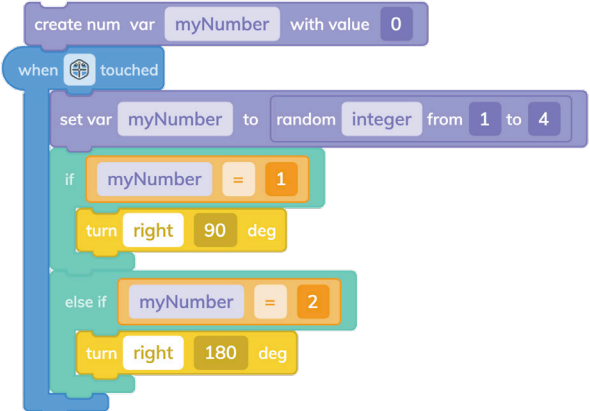
## Navigating Conversations



# Conversation Compass

## Student Guide

In this coding challenge, learn how to program the Root simbot as a spinner using variables. Then, use the spinning Root to help start some conversations about friendship, courage, and values.

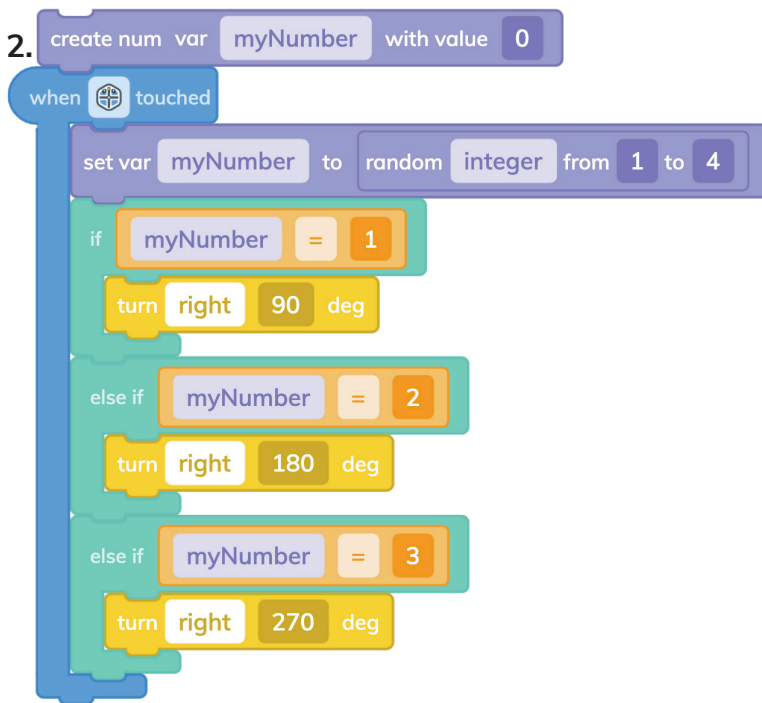
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## Directions

1. Open a new coding project on the iRobot Coding App. Switch from Level 1 to Level 2 by clicking on Level 1 in the bottom left corner of the project editor.
2. Drag in a **When Touch Block**. Then, connect a **Set Variable Block**. We need to introduce a variable to help randomize the program. Insert a **Random Integer Block** inside the **Set Variable Block**. Set the random integer from 1 to 4.
3. Connect an **If Block** and drag in a **Comparison Block**. Set the **Comparison Block** to read if myNumber = 1. When the variable equals 1, program the simbot to turn right 90 degrees. Drag a **Turn Block** inside the **If Block**.
4. Connect an **Else If Block** and drag in a **Logic Block**. Set the **Logic Block** to read if myNumber = 2. When the variable equals 2, program the simbot to turn right 180 degrees. Drag a **Turn Block** inside the **If Block** and edit it to 180 degrees.

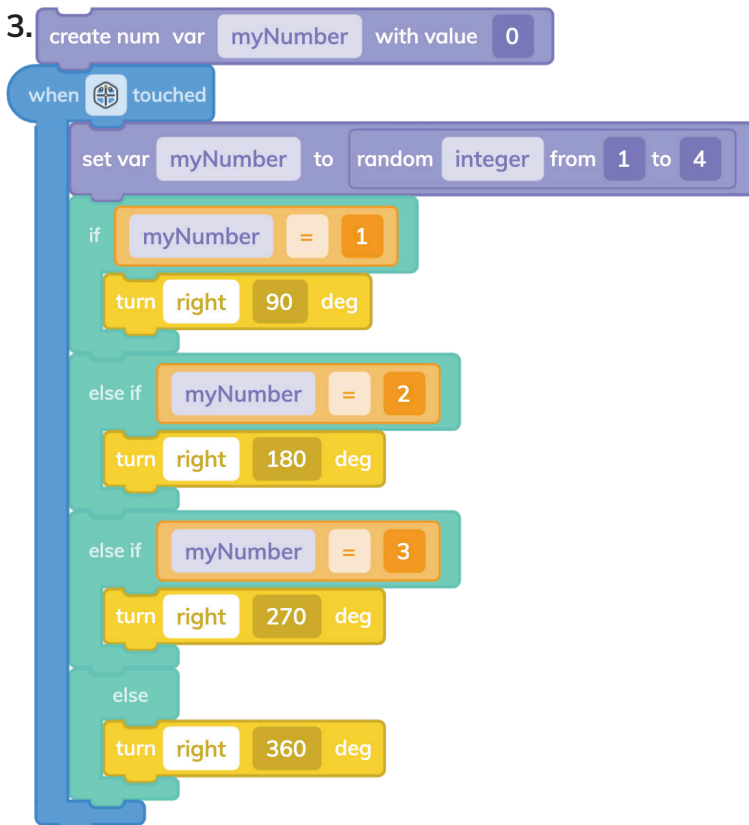
1.

2.



1. Repeat Step 4 when variable equals 3. Drag a **Turn Block** inside the **If Block** and edit it to turn 270 degrees.

3.



2. Connect an **Else Block** and a **Turn Block**. Program Root to turn 360 degrees.

3. Press Play and touch the top sensors to watch the Root simbot spin around!

**Great work! Time to play!**

**NOTE: Print all game cards double-sided!**



### Examine the Situation

While walking to school, you see a student push another student.

What would you do?

### Examine the Situation

A new student joins your class. You learn he just moved here. In the cafeteria, he is sitting all by himself.

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### Examine the Situation

You and your friends are picking teams for basketball. Angel doesn't get picked and your friends just laugh and start the game.

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### Examine the Situation

While in the bathroom, you overhear two friends saying hurtful things about another friend.

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What would you do?

### Examine the Situation

You spent extra time on your art assignment. You find it torn up on your desk.

What would you do?

### Examine the Situation

You find a note on the floor that says unkind things about another student.

What would you do?

### Examine the Situation

One of your classmates posts something online that makes you feel unsafe.

What would you do?

### Examine the Situation

Your friend posts a meme online that hurts your feelings.

What would you do?



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Why or why not?

**I'm Wondering**

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**Speak Your Truth**

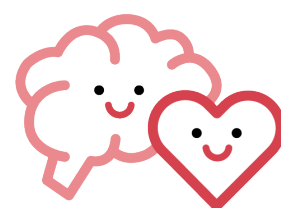
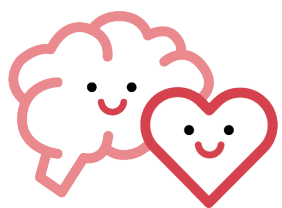
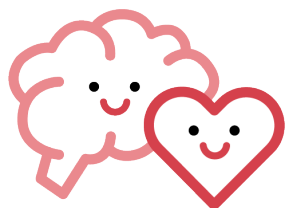
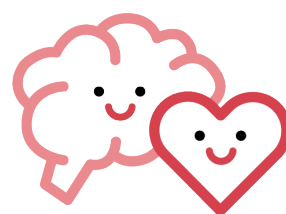
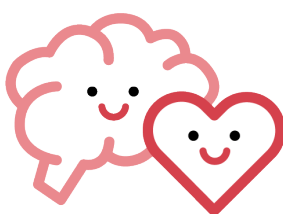
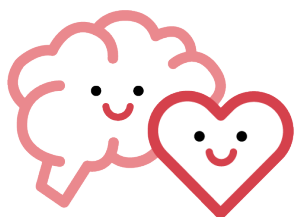
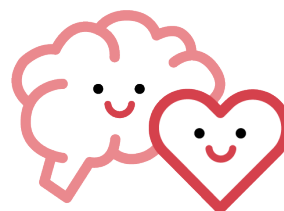
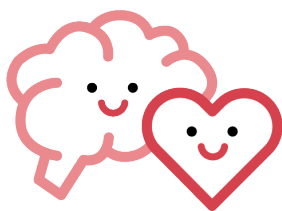
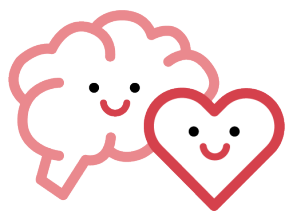
How do you respond  
when something  
is unfair?

**Speak Your Truth**

What is something you  
can teach to others?

**Speak Your Truth**

Share something special  
about the person  
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### Call to Action

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Next time I feel small,  
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