

Note Length Races

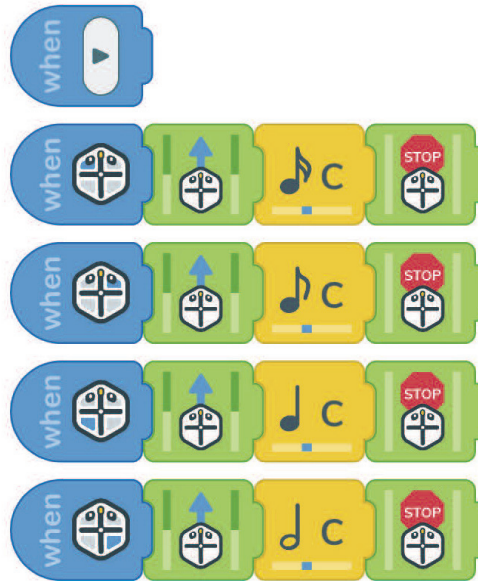
Challenge students to write a program that turns Root's wheels on for an entire duration of a note.

Teacher Prep

- Download and cut out the Note Length Races game cards
- Create a start and finish line on your whiteboard or another smooth, flat surface.

With the Class

- Ask students to build the program to the right. This program turns Root's wheels on for the duration for the different notes.
- Ask students to draw music notes on top of Root (as pictured to the right) with a dry erase marker.
- Divide the class into teams and provide each team with a Root, a device running the iRobot Codescape, and a deck of the Note Length Race game cards.



Race Time!

Time to race! Students should take turns drawing note cards from their deck and touch the corresponding note on Root's top. Who will cross the finish line first?!

Subject(s):

Coding/Robotics
Music

Experience Level:

Beginner

Time:

15-20 mins

Group Size:

1-4

Supplies:

Dry-Erase Marker
Root Robot
iRobot Codescape
Note Length Game Cards

