

LEGO- Tutor Guidance

Topic /Subject: **Problem Solving**
Duration: 1 hr
Level: All Levels

Taking **you** higher

Session Overview: This session aims to introduce and develop the skills required for success in employability relating to problem solving, teamwork, communication, collaboration and inter-personal skills.

Note:

Objective/s: At the end of the session student will be able to.....

- Effectively collaborate to solve problems.
- Use effective communication to transmit ideas.
- Successful complete given tasks as a cohesive team.
- Successfully manage/ negotiate conflict.

Outcome:

Learners have an understanding of how to access problems and come to solutions effectively and efficiently. Learners will have an understanding of how their can improve their own problem-solving skills.

Resources Needed – Laptop, Lego Kit (Spike), Spike App (<https://education.lego.com/en-us/downloads/spike-app/software>), Payload of some sorts (Can be anything, room has many options)

Suggested Lesson Structure

(Teachers are encouraged to modify the delivery notes to meets the needs of their students)

Slide	Teacher Action	Learner Activity- What will students do to learn?
1,2 and 3	Introduction – State outline aims	Read and listen.
4 Thinking Activity	Pose questions: What does good problem solving look like?	Small group peer discussion. Write and post ideas (post-its or online site, Padlet/ Mini-Whiteboards/MiniTeams).
5 Thinking Activity Summary Feedback	Explain flowchart and speak about the questions. Ask the learners to think about it.	Group discussion and comment.
6 Team Challenge	Explain task and show points A and B and payload. Be on hand during build time and program time to facilitate and help debug. Encourage them to make it as simple as they can.	Solve problem: Evaluate Form possible solutions Test solutions Reflect Build and Program and Test creation.
7 Summary	Conclude session and ask the questions on screen to each team. Encourage them to reflect on their performance.	Answer questions posed and reflect on performance.
8 Wellbeing survey	Get learners to scan QR code and fill in survey before leaving.	Scan and fill in survey before leaving.