

LEGO- Tutor Guidance

Topic /Subject: **Teamwork – Basic Intro**

Duration: 1 hr

Level: All Levels

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

Note: This session depending on skills and abilities of students can be delivered as either 1 session which includes build, program and compete or as two separate sessions which can focus on session 1: Build and session 2: Program and compete.

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 understand the roles and responsibilities required for effective teamwork and how they can successfully develop these skills in readiness for work.

Resources Needed – Laptop, Lego Kit (Spike), Spike App (<https://education.lego.com/en-us/downloads/spike-app/software>), Tape measure

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	Complete initial teamwork self-assessment
4	Pose question Skills, Attributes and Behaviours Summarise answers (Refer to slide notes)	Small group peer discussion Write and post ideas (post-its or online site, Padlet/ Mini-Whiteboards/Mini-Teams)
5 Teamwork Visual	Reveal Visual	Group discussion and comment
6 Main Activity Introduction (Session 1 if split over 2 sessions) Jump to relevant slide if split over 2 sessions	Model build activity Action notes: guide learners to the build instructions in SPIKE Prime, see notes in PowerPoint Observe learners during build. Focusing on how they have organised their team to do the build and how they have delegated and assigned roles. Are they all involved? Has a group leader emerged/been chosen? How are they managing disagreements, etc?	Learners replicate build in teams (2-3 max) (time: 10 minutes) Step 1: Watch video Step 2: Build
7 Model Programming	Challenge: Program your rhino to stop closest to a given point from a given starting point Demonstrate the challenge Model how to input basic program Questions to pose: What do we want the rhino to do? What will make the rhino move? How far do we want the rhino to move? How might we write that as a step-by-step program using the purple coding blocks? Tutor to support individual teams during their programming.	Learners replicate program in teams (2-3 max) (time: 15 minutes) Step 3: Program Working as a team Learning to use block coding Logical thinking Problem solving Communicating ideas Discussion, debate and challenging ideas Applying programming skills

Test and compete	Facilitate, ensure starting point is the same for everybody and adjudicate	Test, fault find and resolve Take part in competition
Conclusion	Pose questions: What skills, attributes and behaviours do you think you used to help in this challenge? Did you work as a team? If you did, how do you know. If not, then why not? What would you do differently next time?	Open discussion and respond to questions Revisit column 2 of questionnaire Self-evaluate teamwork skills Set improvement actions