

Day 1: Introduction to Robotics in Primary Education

Block 1: 10:00 - 11:30

- **Overview of Robotics in Primary Education**
 - Introduction to the use of robots in primary education.
 - Exploration of the benefits of integrating robotics into teaching.
 - Discussion on the educational goals achievable through robotics.
 - Introduction to basic robot platforms (BeeBot, BlueBot, Ozobot).

Block 2: 11:45 - 13:15

- **Hands-on with BeeBot and BlueBot**
 - Practical session on using simple robots like BeeBot and BlueBot.
 - How to create lesson plans that incorporate these robots.
 - Example activities that engage young learners in computational thinking.

Block 3: 14:00 - 15:30

- **Collaborative Activity: Co-creating Lesson Resources**
 - Participants work in small groups to develop lesson plans.
 - Focus on incorporating robots to achieve specific educational outcomes.
 - Presentation of initial ideas and peer feedback.
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Day 2: Advanced Robotics Tools for STEAM Learning

Block 1: 10:00 - 11:30

- **Introduction to Advanced Robots (Dash, Edison, LEGO WeDo, Sphero)**
 - Overview of more complex robots and their applications in STEAM education.
 - Emphasis on their use in fostering creativity, problem-solving, and collaboration.
 - Examples of cross-curricular integration (math, science, language).

Block 2: 11:45 - 13:15

- **Hands-on with LEGO WeDo and Dash**
 - Interactive session focused on programming and controlling LEGO WeDo and Dash robots.
 - How to design and execute activities that challenge students in problem-solving.

- Incorporating robots into existing lesson structures.

Block 3: 14:00 - 15:30

- **Group Activity: Creating Interactive Learning Environments**
 - Participants design interactive learning activities using advanced robots.
 - Focus on creating engaging and age-appropriate STEAM activities.
 - Group presentations and reflections on robot usage in classrooms.
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Day 3: Implementing Robotics in the Classroom

Block 1: 10:00 - 11:30

- **Robot-Assisted Storytelling and Creativity**
 - Introduction to digital storytelling with robots (e.g., Ozobot).
 - How storytelling fosters language development and creativity.
 - Demonstration of storytelling activities that use programmable robots.

Block 2: 11:45 - 13:15

- **Security and Ethical Considerations in Using Robots**
 - Discussion of security risks associated with robot use in education.
 - Ethical issues such as data privacy, managing screen time, and bias in AI.
 - Strategies for implementing robots safely in classrooms.

Block 3: 14:00 - 15:30

- **Final Activity: Designing a Robot-Enhanced Curriculum**
 - Participants collaborate to design a mini-curriculum that integrates various robots.
 - Focus on combining robots with STEAM learning and ethical considerations.
 - Group presentations of the designed curriculum, with feedback from peers and instructors.