



Year 1: Computational Thinking with Cubetto Unit 1: Lesson 1: Cubetto's Discovery	<ul style="list-style-type: none"> • 6 Cubettos and 6 boards • 6 Ancient Egypt maps • 6 sets of blocks (4 of each colour) 	Cross-curricula area: Humanities
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NC Objectives	Outcomes	Computational thinking		Resources provided	Resources needed
		Concept	Approach		
To control a digital device	<ul style="list-style-type: none"> • I can identify different squares on the Primo map • I can say one fact about Ancient Egypt 		Tinkering		<ul style="list-style-type: none"> • Map of Africa • Images of pyramids etc. • Sand boxes, objects to bury, brushes.
Preparation needed <ul style="list-style-type: none"> • Check batteries. • Check sound and video. • Set up sand boxes with buried objects and brushes. 	Teacher-led introduction <ol style="list-style-type: none"> 1. As children enter, play short video introduction to Ancient Egypt (from 30 secs in) https://goo.gl/6QmvZh and ask: <u>What did you see?</u> 2. Introduce Ancient Egypt as a time in history that was very, very long ago – thousands of years ago. 3. Ask: <u>Do you know where Egypt is?</u> Show the pupils its location in Africa on a map and ask them to locate the UK as a reference point. 4. Explain that in Ancient Egypt, some parts of its history can be seen with our eyes but some parts are hidden, waiting to be discovered. 5. Show images of pyramids and explain these were built from stone a very long time ago by the Ancient Egyptians to put the bodies of the Kings after they died. They are still standing in the Egyptian desert today, after thousands of years! 6. Show the Primo map and ask pupils to point out where the pyramid is. Ask: <u>What else can you see on the map?</u> <i>Statues/river/desert.</i> 7. Introduce the word archaeology as how we learn about what people did in the past by digging and exploring what is hidden away. 8. Show Cubetto, the board and the blocks, and explain that pupils will be exploring what Cubetto can do as well as being archaeologists! 				
Key vocabulary Ancient Egypt History Pyramid Archaeology	Guided activity <ol style="list-style-type: none"> 1. Hand the group Cubetto, the board and the blocks and allow enough time for exploration and discussion between the children. 2. Ask: <u>What do you think the board does?</u> <u>What are the blocks for?</u> <u>Why are they different colours?</u> <i>Note children's responses/questions.</i> 3. Lay out the map and ask the children to place Cubetto on one square of their choice. 4. Ask: <u>Can you make Cubetto move?</u> Allow time and space for trial and error – try not to answer their questions but discover themselves. 5. Ask children to find different squares on the map by placing Cubetto on the square e.g. Find the river, dune buggy, jewels, temple. Independent activity <ol style="list-style-type: none"> 1. Explain that hidden in the sand are different objects that the children need to find BUT they can only move them when they have revealed the object completely, as the objects are very fragile! 2. Model very gently brushing away the sand to glimpse an object, then brushing around it to uncover completely. Carefully lift it out. 3. Children take it in turns to use a brush to find an object then carefully brush away all the sand on top and around it. 4. When pupils find an object they must pass the brush to another person for their turn. 5. When all objects have been uncovered, pupils sort the objects into groups depending on their own criteria. 				
Challenge Can you open up Cubetto and explore its parts?					
Creative play Create a sand scene with crayons, glue & sand.	Plenary and assessment <ol style="list-style-type: none"> 1. Ask: <u>What did we find out about Egypt today?</u> <u>Can you tell me one fact about Ancient Egypt?</u> 2. Ask: <u>What does archaeology mean?</u> <u>What did we discover hidden in the sand?</u> 3. Show the map and ask two pupils to stand at the front. One pupil calls out something they can see on the map and the other must point quickly to it. Repeat with other volunteers and clarify what all squares are on the map. 4. Ask: <u>How does Cubetto move?</u> <u>Can Cubetto move on its own?</u> <u>What surprised you about what Cubetto can do?</u> 				