



Age 8/9

Lesson 3

Emotions and Robotics*

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50 min

Lesson Objectives:





Students will learn how different emotions are expressed. They will further explore the difference in expressing emotions by humans and robots.

In this lesson, students will associate emotions with experiences.

Students will learn to program the robot to tell a story (experience) that involves different emotions.

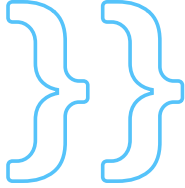
Note: Every lesson pays attention to the digital literacy learning line and 21st-century skills.

Materials Needed:

-  Laptops/tablets for all students
-  Access to playbotix.io
-  Drawing supplies (paper, pencils, markers)
-  Worksheets for students

Notes for the Teacher:

- Guide students in using the portal and encourage creativity in building the app.
- Ensure a positive and supportive atmosphere during the class discussion.



Part 1: Class Discussion – Discovering Emotions 🕒 10 min

The video teacher will ask the students several questions. Students will answer these questions on paper individually or in groups. Once the students are done, the answers can be discussed in class.

- 1 **What makes you happy?**
- 2 **How do you show that you are happy?**

Discuss together the situations that make them happy and add a list on the board. Think of holidays, birthdays, etc. Have them also give examples of how they show their emotions, such as facial expressions, body language, etc.

- 3 **Students write a story in which various emotions are involved. For example: Last week we went on vacation. I was very happy because there was a swimming pool at the holiday park. We went swimming every day. My brother took my swim ring and I got very angry. Luckily, dad solved it. I was sad when we had to go back home.**

Ensure that students incorporate multiple emotions into their stories for better results later on.

Part 2: Independent Work – Robotics and Emotions 🕒 30 min

Students will work independently with the worksheet.

They will follow the steps on the worksheet to log in and create an app. Students will have the robot tell their story and demonstrate how it feels. During the story, the robot makes appropriate gestures. For example, the robot says: "I always feel happy when I play with my friends." As a gesture, it looks happily upwards. Students learn which emotions and gestures appear in stories and how they are used. They also learn that robots do not have emotions, but everything robots do is programmed by humans.

As an extension activity, students can come up with an additional story or expand their story using blocks they have not yet used.



Reflection ⌚ 10 min

Have a few stories told by the robot and discuss with the students. Can the robot tell a story with emotions as well as the students themselves? Not all students may have been able to show their story. Check if there are other times when the other students can also have their story told by the robot.

Students fill out the reflection on the worksheet.