

# THE PAUL STREET BOYS THE BATTLE PLAN (T6)

S3  
T6  
D5  
L1 P3

## Focus on:

- Social skills (D5)



**Task3: Draw a map of the classroom or the Grund! Make challenges to each other: get from one point to another!**

Students create maps – making sure to measure the proportions and distances of objects

**Every solution is good!**

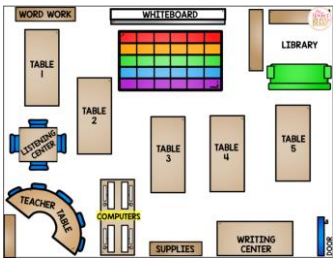
Any kind of tool and material can be used!

You can use the ideas and the list of materials from the Idea Bazaar, use your own ideas or just let the children to solve the problem using their creativity.

**Idea Bazaar – some ideas:**

- Students can make challenge cards (e.g. Get from the whiteboard to the teacher's table!) and play with them
- Students should give instructions to each other (Go ahead, Turn right, etc.)
- First move in the classroom for real, then just show the route you'd take on the map!

**For details of the different solutions, see the Idea sheets!**



**Developmental fields:**

**In focus:**

- Spatial orientation
- Computational thinking
- Attention

**In addition:**

- Subject concentration – Drawing, IT
- Creativity

**Task9: Create a catapult, a pulley, a lift, a screw, or other simple machines!**

Students „learn by doing“ about simple machines

**Every solution is good!**

Any kind of tool and material can be used!

You can use the ideas and the list of materials from the Idea Bazaar, use your own ideas or just let the children to solve the problem using their creativity.

**Idea Bazaar – some ideas:**

- Students should research simple machines and build some of them
- Recycled materials (eg. Tin cans, spatula, cardboard boxes, etc) can be used

**For details of the different solutions, see the Idea sheets!**



**Developmental fields:**

**In focus:**

- Subject concentration – Physics
- Fine motor skills
- Life skills

**In addition:**

- Creativity
- Talent development

**How to manage output:**

Hang the pictures on the wall, on a big poster, and ask the children to arrange them according to a rule they decide. Store the objects in a wardrobe, to protect them from falls. Attach a label with the name of the group!

# THE PAUL STREET BOYS THE BATTLE PLAN (T6)

S3  
T6  
D5  
L2 P3



## Focus on:

- Social skills (D5)

## Goals of the lesson:

- text comprehension
- problem solving
- decision making
- organizing group work

The Paul Street Boys were preparing for a battle for the Grund against the Redshirts. Boka, their president, explained the battle plan to the boys.

„Divisions A and B (this is the army on the Paul Street side), upon seeing the Redshirts approach, will open the gate.”

„Open it?”

„Yes, you'll open it. We won't hide from them because we want to give them battle.

So, as I say, you'll open the gate and let their troops enter. As soon as their last man steps in, you'll attack them. At the same time, fortresses 4, 5 and 6 will begin to bombard them. You'll make every effort to drive them out, if you fail in that, you will at least prevent them from breaking through the line formed by fortresses 3, 4, 5 and 6 and from remaining on the ground.

The other army, the one on Maria Street (Divisions C and D), will send a patrol into Maria Street. When the other army of redshirts emerges in that region, your divisions must line up ready for battle. After the redshirts have come through the big gate, both divisions will pretend to beat a hasty retreat. Here, look at the map... do you see my point? Division C will run into the wagon shed...”

„On the other hand, Division D will run into Janó's hut. The Redshirts will naturally run around both sides of the steam-saw. But behind the saw they'll come face to face with fortresses 1, 2 and 3. These will start bombardment at once.

The two divisions will emerge, one from the wagon shed, the other from the Slovakian's hut, and attack the enemy in the back. If you fight bravely, the enemy will be forced into a tight corner and will have to surrender. If they do not, you'll drive them into the shack and bolt the door on them.

After that's done, Divisions C and D will hasten to the aid of Divisions A and B. The troops of fortresses 1 and 2 will, at the same time, enter fortresses 4 and 5 in order to make the bombardment all the more intense. After that, Divisions A, B, C and D will form one solid line of attack that must force the enemy toward the Paul Street gate. And so we'll be bound to drive them out! Is that clear?”

## Suggestions

### Understand the battle plan

- Build the model of the Grund according to the map in the text
- Understand the battle plan!
  - Students can use the Storyline template. They should draw the phases of the battle (position and activity of the troops)
  - Students can draw a flowchart of the battle. They should collect the episodes of the battle, their order in time and their connection to each other, the backup plans
- Build small figures and play out the battle

### Why was this battle plan good?

- Discuss the aspects of planning an action (taking causes and effects as well as thoughts and actions of others into consideration, building on cooperation, etc.)
- Figure out alternative battle plans!

## Suggested materials

- ArTeC robot and Blocks (at least the 112 pcs set)
- Cardboard, boxes, recycled materials, other building sets
- Color papers, pencils, sharpies

## How to use the character card:

Each student fills in his/her own Character card:

- writes the name of the character
- their features, movements, reactions
- collects the elements of the environment, other accessories, things to be built
- thinks over the phases, tools and materials of the robot's building





Students can use more pieces of each part of the Character card if needed!

Troops A, B, C, D,  
E1..6  
Catapult  
Flag  
Gate

Run  
Fight  
Bombard  
Cage in  
Throw

The Grund  
Stacks of wood – maze  
Buildings on the Grund  
Paul Steet boys  
Redshirt boys

The main actions of the story  
Divide the text segment into pieces  
Make a list about things needed  
Media files needed

	Your name _____
Build	_____
	Your name _____
Be attentive, your robot should be able to:	_____
	Your name _____
There also should be:	_____
	Your name _____
Think over:	_____

# THE PAUL STREET BOYS THE BATTLE PLAN (T6)

S3  
T6  
D5  
L3-4  
P4



## Suggested materials

- ArTeC Blocks (at least the 112 pcs set) and ArTeC robotics set (1, 2 or more Studuino motherboards, 2 DC motors, wheels, 2 servo motor, 1 Touch sensor, 1 IR Photoreflector, 2 LEDs, 1 Buzzer)
- Mindmap or Chart draft , Storyline
- Character cards and Robotic task card template
- Pencil

## Focus on:

- Social skills (D5)

## Goals of the lesson:

- fine motor skills,
- problem solving,
- decision making
- life skills

## How to fill in the Robotic card?

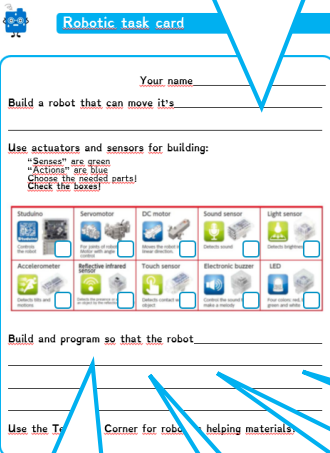
- Choose robot's „activity” and its programming complexity according to the Character task card, the developmental aim and the programming level that fits the child's skills.
- More Robotic cards can be filled in if needed (for clarification or for differentiation).

## Suggestions

- Discuss how catapults work
- Discuss technical possibilities of raising a flag, have the students collect photos about the different solutions
- Discuss military trumpet signals, have the students collect audio files from the internet
- You can have the students build just parts of the battle scene
- OR
- The whole group can work together on this scene. Divide the students into groups and they should build and program robots for each of the troops and each phase of the battle. There could be troops moving along a line according to the battle plan, catapults, opening gates, flags, etc.

## Catapult arm

Arm  
Play signal



**Robotic task card**

Your name: \_\_\_\_\_

Build a robot that can move it's: \_\_\_\_\_

Use actuators and sensors for building:  
 \*Senses\* are green  
 \*Actions\* are blue  
 Choose the needed parts!  
 Check the boxes!

<input type="checkbox"/> Ultrasonic sensor	<input type="checkbox"/> Servomotor	<input type="checkbox"/> DC motor	<input type="checkbox"/> Sound sensor	<input type="checkbox"/> Light sensor
<input type="checkbox"/> Accelerometer	<input type="checkbox"/> Reflective infrared	<input type="checkbox"/> Touch sensor	<input type="checkbox"/> Electronic buzzer	<input type="checkbox"/> LED

Build and program so that the robot: \_\_\_\_\_

Use the Technical corner for robot building helping materials.

## Related topics in the Technical corner

- Programming DC motor
  - Winding the motor a number of times (2.a, 2.b)
  - Winding the motor until the sensor detects change (4.b, 4.c)
- Programming servo motor
  - Repeated movement of the arm for a number of times (3.b)
- Testing and programming Touch sensor (4.a, 4.b, 4.c)
- Testing and programming IR Photoreflector (7.a)
  - Using an IR Photoreflector for detecting an object (7.e)
- Using LED (5.a)
  - Blinking (5.b)
- Using Buzzer (6.a, 6.b)

Modeling the Grund, minifigures, mechanical catapult

PROG1

Catapult controlled by a Touch sensor

PROG2

Catapult starting to work when the projectile is put into its bucket  
A trumpeter, started by whistling or clapping, moves around on the Grund, blowing his trumpet

PROG3

Building the Grund with woodstacks, figures, catapult and trumpeter blowing his trumpet while moving around.

A flag rises on a pole.

PROG4

# THE PAUL STREET BOYS THE BATTLE PLAN (T6)

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L3-4  
P5

## Ideas for robots on different programming levels

Modeling the Grund, minifigures, mechanical catapult

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A flag rises on a pole.

PROG4



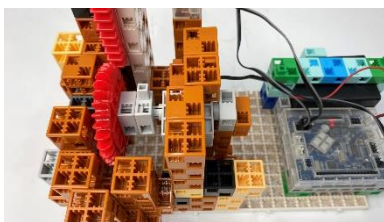
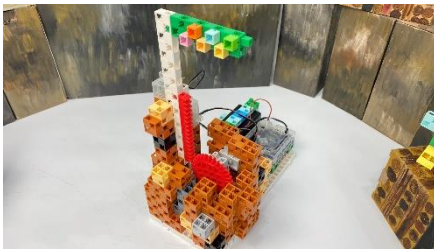
## The battle on the Grund

### P1 Build The Grund with a mechanical catapult

- Build The Grund – woodstacks, little figures, buildings, gates, etc.
- Build a mechanical catapult turning on an axle.
- Affix the axle to various points of the launching arm, and see how far the projectile can be launched with each point.

### P2 Build a controlled catapult

- The catapult should be moved by a servo motor
- It launches at the press of a Touch sensor
- A LED should flash while launching
- After launching, the arm should be moved back to the starting position automatically



### P3 Build a load-controlled catapult and a trumpeter

- The catapult should be moved by a servo motor
- It should launch after a projectile is put into its bucket – an IR Photoreflexor should detect it
- A LED should flash while launching
- After launching the arm should be moved back to the starting position automatically
- Build a robot car and add a trumpeter on top of it.
- The arm of the trumpeter is moved by a servo motor – it can lift up its hand holding the trumpet
- Moving around, he should blow his trumpet – playing a tune with the Buzzer
- The trumpeter should be started by whistling or clapping that is detected with a Sound sensor

### P4 Playing out the battle

- Build all the objects and robots listed in P1-P3
- Build a flagpole with a flag
- The flag-raising mechanism can be built from a servo motor, a gear and a driverail
- The raising starts at the press of a Touch sensor

