

Additional Teacher's Notes

Optional Materials

- Card stock or paper
- Fabric scraps for decoration
- Colored felt pens or pencils

Prior Learning

Before beginning this Maker activity, it is recommended that students know how to use the on-brick motor control function, and also how to program a motor to move.

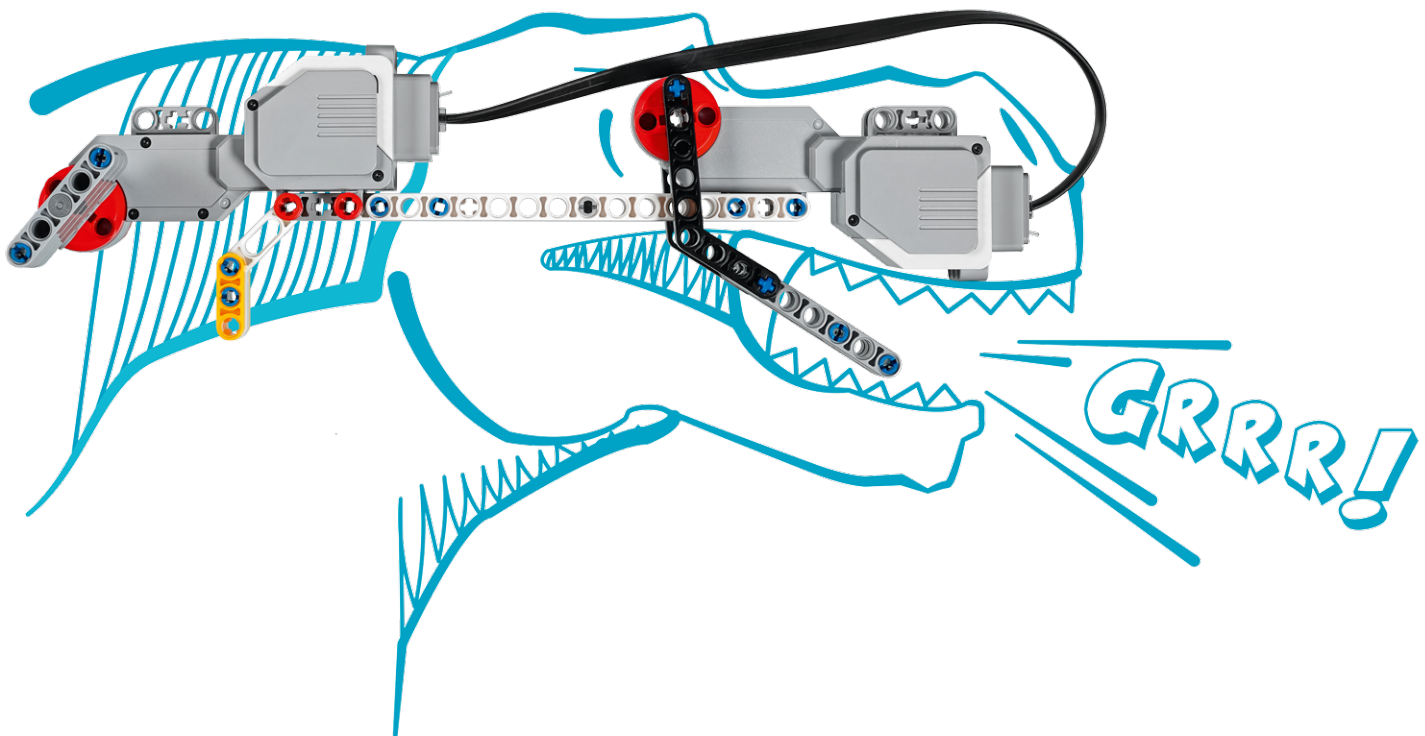
Students can also try connecting two motors together, this is a great way to explore movement.

However, if you prefer a more open-ended, explorative method, you can start out with this activity and allow students to find help on their own using the EV3 Lab and EV3 Programming tutorials.

Tinkering Examples

Some students may need a little inspiration and scaffolding to help them get started. Students can remix an existing model, or invent a new design.

Note: You are advised not to share these images with students.



Make a Puppet of Fun Character

Use this program with the Programmable Brick and Large Motor.

