



Solar System

(PRIMARY FOCUS: SCIENCE/STEAM)

For students from approximately 8 to 10 years old.

SUMMARY

Using a map of the solar system, give students clues about a planet. Students chart a route for KUBO to visit that planet. Then provide additional clues to a new destination, or have the students write clues for each other. Students must research other objects in the solar system, draw those objects on the map in the correct location, and then have KUBO visit those objects. This is a great task for KUBO Coding++ TagTiles® - as you can use the event tiles on the map to trigger responses to the clues.

BEFOREHAND

Students should understand how to use KUBO Coding and KUBO Coding+ TagTiles, as well as KUBO Coding++ if you want to increase the complexity of programming.

RESOURCES FOR 2 STUDENTS

- 1 KUBO robot per pair, fully charged
- 1 KUBO Coding Starter Set per pair
- 1 set of KUBO Coding+ tiles per pair
- (Optional) 1 set of KUBO Coding++ tiles per pair
- Map of solar system - you could also have students create their own maps using the KUBO blank map which you can download at kubo.education/Curriculum/KUBO-blank_map-A3.pdf



CROSS-CURRICULAR LINKS

- ELA: Have KUBO visit each planet and write a captain's log explaining what KUBO sees.
- Math: After KUBO has visited all the planets, students calculate how far KUBO has traveled and convert the number to light-years using ratios.
- Social Studies: Students research the history of travel to the various planets.

EXTENSION ACTIVITIES

- Students select a planet and create a map of the planet for KUBO to traverse.
- Students design a space suit for KUBO based on a planet's surface environment and atmosphere so KUBO can explore the planet.

SOLUTION EXAMPLE

Clue: KUBO's first planet to visit is known for a surface similar to that of Earth's Moon – a barren, rocky surface covered with many craters.

Answer: KUBO charts a path to Mercury.

NOTES
