

DASH IN THE MATHS CLASSROOM

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Dash robots are an exciting hands-on learning tool for students from Foundation – Year 5. These interactive robots have the ability to manoeuvre around the floor in all directions, sense objects, flash LED lights and even playback audio. They operate through a variety of apps that not only develop students' programming skills but also help build creativity, problem solving and critical thinking. Here are some creative ways to incorporate using Dash in your maths lessons.

Mapping

Use Dash to teach about location and coordinates.

Create a grid on the floor with tape and have students program Dash to move to a specific location on the grid.

Dash could even call out the coordinates of where it is heading to.

Measurement

Program Dash to move forwards, backwards, to the left or right and then measure the distance using a ruler. Create a maze using 3D materials or draw a pathway on paper or a chalk drawing on the floor. Students can then program Dash to move specific distances to navigate through the maze.

Number

Using either a number line or numbered grid, students can roll two dice and build an equation to solve (adding, subtracting, multiplying or dividing). Program Dash to move to the answer on the number line or grid. Try using 10 sided dice to increase the difficulty level.

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