



Renmark Primary School students Delaney and Miah coding their BeeBot as part of the Learn to Speak Robot project from the Commissioner's Digital Challenge. PHOTO: supplied

Primary students learn how to 'speak robot'

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YOUNG Riverlanders at a local school recently learned new skills including coding as part of a South Australian digital-thinking challenge.

Through the Commissioner's Digital Challenge, 83 Renmark Primary School (RPS) reception to year 2 students engaged in the Learn to Speak Robot challenge and learned to code through a range of activities.

RPS technology teacher Naomi Darby said the school chose to participate in the challenge this year to "further build on and enhance the technology curriculum we are already teaching and learning at Renmark Primary School".

"In 2021, 98 of our reception to year 3 students completed the challenge, with our school winning the first-place prize of a website upgrade," Ms Darby said.

"There are so many skills that can be learnt through coding, so it seemed like a great opportunity to participate again this year.

"Some activities were 'unplugged', meaning

there was no technology involved, such as programming their partner to follow step-by-step instructions or coding small objects around a large grid, using arrows.

"Students also learned to code using a range of technologies, such as BeeBots (small programmable robots), iPad apps and online coding software.

"All participating students have further developed their understanding of coding, along with a range of skills including problem solving, clear communication, teamwork, persistence, trial and error, creativity and the importance of making and learning from mistakes."

A variety of student testimonials, photos and evidence of learning will be submitted to the challenge's judging panel.

"Students have loved the learning experiences, especially being challenged to code their BeeBots around mats, tracks and a variety of shapes," Ms Darby said.

"They have also loved incorporating online software and coding apps into their learning, with many students choosing to contin-

What students had to say about Learn to Speak Robot:

- "I liked moving the BeeBots around on the computer. Sometimes it was a bit hard to make the code but I kept trying."
- Delaney, year 2.
- "It was really fun that I didn't give up when I was coding my BeeBot."
- Caleb, year 1.
- "I liked moving the BeeBots on the mat. I pressed the buttons to make it move."
- Rhianna, reception.
- "I liked to make the BeeBots turn all around the square."
- Rahmat, reception.

ue with their coding learning at home."

Meanwhile, Barmera library hosted a Space to Dream display as part of the Commissioner's Digital Challenge.

An estimated 38,000 children joined the Space to Dream challenge last year and created designs using the free Makers Empire 3D Design Software.