

Introduction to programming

Institution	Polytechnic Institute of Bragança - Portugal
Disciplina STEAM	Computer Science
IDD Student Context	College students with Autism Spectrum Disorder (ASD) Level 1 and Attention Deficit Hyperactivity Disorder (ADHD)
Resource used	Sphero SPRK+
Description of the step-by-step activity before the project	
1. Introduction to SPRK+ 2. Explore the Interface development environment 3. Explore the capacities of the SPRK+ robot 4. Propose a challenge based on the SPRK+ robot 5. Evaluate the work in progress of the proposed Challenge	

Description of the activity step by step (changes in red)	
1. Introduction to SPRK+ 2. Explore the Interface development environment 3. Explore the capacities of the SPRK+ robot 4. Classify the IDD into Taxonomy: Use the Taxonomy framework to identify cognitive challenges associated with student IDD. 5. Create the Profile for the Students: Develop profiles detailing its individual interests. 6. Search for Similar Activities: Identify different resources that can be applied for this context. 7. Define the Activity in the User Model: Document the activity, associating it with the students' educational plans. 8. Propose a challenge adequate for the student based on the SPRK+ robot 9. Evaluate the work in progress of the proposed challenge	
Extra resources	https://scratch.mit.edu/
Similar activities	Using different robots, such as Lego Mindstorms and Mbot



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Co-funded by
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