Relay Race

Lesson Date: 
Teacher(s): 
Duration: 20 - 30 minutes Age range: Grades 3rd - 5th

Lesson Objectives:
1. Problem Solving
2. Teamwork
3. Communication
4. Critical thinking

Lesson Materials:
1. Dice
2. Cones
3. Paper with Simple Exercises/Activities and their Explanations
4. Matching Cards
5. Number cards 1-25

Lesson Introduction:
6. Explain the rules of the relay
   - Run through each station and explain what they are supposed to do.
7. Split off into teams
   ● Should be 3 - 4 per team.

Lesson Activity:
1) For Loop - Exercise
   - Roll a Dice look at the card on the floor, fill in the X with the number they rolled
2) Group Problem Solve
   - Sort the stick-notes in order (You have to wait for your whole group)
3) Basketball While loop
- While person 1 is shooting hoops, the other members of the group are doing squats
- All members of the group must make one (or more) baskets before moving to the next station

4) For Loop - Exercise
   - Roll a Dice look at the card on the floor, fill in the X with the number they rolled

5) If - Else Guess the card behind the back.
   - If they guess the correct (color or number) they get to move on.
   - If they guess incorrectly they go back to the previous for loop exercise and repeat.

6) Group Problem Solve
   - Matching shapes on cards.

7) For Loop - Exercise
   - Roll a Dice look at the card on the floor, fill in the X with the number they rolled

8) Hula hoop hop
   - Sit when all finished

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**Lesson Conclusion:**

1. Run through simple computer science exercises
2. Understand basic loops