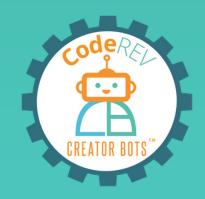
Creator Bot In-Person learning resources

Creating safe and effective in-person learning experiences



The COVID-19 pandemic has changed the landscape of teaching and learning

The COVID-19 pandemic has dramatically changed the landscape of learning. With this guide, Creator Bots wants to share some learning ideas for implementing and improving safe in-person learning for K-12 students



How to safely implement in-person learning?

As students return to schools around the world in these uncertain times, the first priority is to ensure their health and safety and support their well-being. Putting the focus back on learning is the next great task.

Adapting learning to social distanced and safe protocols, as well as CDC guidance on cleaning and disinfecting in school, are integral to ensure learning continues to take place in a healthy and safe setting when students are back in the classroom.

MAKE IN-PERSON LEARNING SAFE

Reducing the spread of germs by keeping surfaces clean and reminding students of the importance of hands hygiene and social distance is the basis to keep us all successfully learning during this socially distanced learning journey.

To support our teachers in their teaching mission, we want to share the following guidelines for making in-person learning safe and sustainable for all.



Create safe environments

CLEANING AND DESINFECTING

Keeping your students active with in-person activities is possible by promoting personal prevention practices (such as handwashing, staying home when sick) and cleaning and disinfecting the classrooms and learning materials that are going to be used.

One of the best practice practice measure for prevention of COVID-19 and other viral respiratory illnesses (in addition to social distancing and mask wearing) is cleaning of surfaces followed by disinfection.

- Cleaning reduces germs, dirt, and impurities from surfaces or objects and works by using soap and water to physically remove germs from a surface.
- Disinfecting kills germs on surfaces or objects and works by using chemicals, on surfaces after they've been properly cleaned.



Keeping Creator Bots clean and kids safe

- Space student working stations a minimum of six feet apart. Place markings on the floor to help students and teachers remember where to be.
- Minimize student contact with shared surfaces and objects. Keep elements and tools in designated areas of the classroom and have students take turns to use them after equipment cleaning or, if possible, provide one for each student.
- **Create more space** by removing bookcases, worktables and other nonessential equipment in the classroom.
- Use cleanable dividers or movable
 whiteboards to separate work stations, but
 be sure they do not disrupt ventilation returns
 or fire systems.
- **Keep a hand sanitizing station** in the classroom next to the entrance.

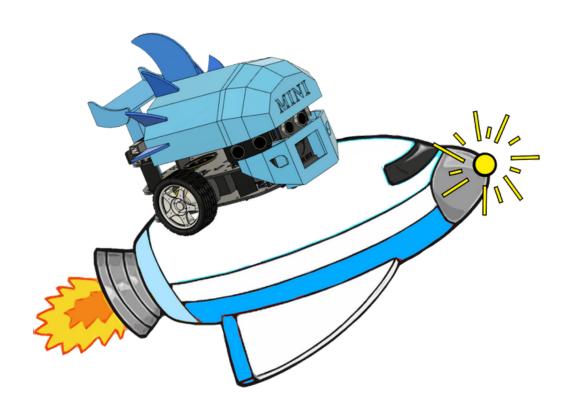
5 IDEAS TO IMPLEMENT SOCIAL DISTANCE IN THE CLASSROOM

- Make sure you have proper cleaning products, like disposable disinfecting wipes or spray and paper towels and disposable gloves.
- Before cleaning your Creator Bot take apart all elements since joined parts will not be cleaned effectively. Electronic parts should be wiped separately.
- Always unplug all sensors and motors from any power source before cleaning
- Wipe the robot's outer surfaces (case, wheels, spikes) or anything that hands have touched.
- When disinfecting electronic elements (Motors, sensors, wires) be sure to avoid submerging or spraying them in any liquid solution; instead, wipe their external surfaces gently.
- Wipe down the surface where you were cleaning or other elements that were used to finish the disinfection process.
- **Separate students in pods** and utilize our simulator so that robots can be used in a pod, then after a certain unit is complete, switch the robots to the other pod after proper cleaning.



We also recommend cleaning shared tablets, keyboards, mice and any other elements used during the class using the manufacturer's specific instructions for cleaning those devices.

An example of our lessons



MARS CHALLENGE: BLINK A LIGHT



Your Creator Bot is on its way to Mars, along with a few of his Creator Bot friends. While the spaceship is flying through space it needs to let the other spaceships know where it is so nobody crashes into each other.

Create a blinking light on your spaceship that signals your position to the other spaceships. Write down your pseudo code for your mission. We want the LED to blink on and off. Next, translate your pseudo code into actual code using blocks from the Control and Arduino palettes.

IMAGINE - BUILD - CODE

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