

# Where's Augie? Lesson

45 minutes with optional Reflection, ELA and Math Extension Activities (15 min each)

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## Challenge

- Help Augie to find a lost friend!

## CSTA Standards

**K–2 1A-C-7-9** Identify and use software that controls computational devices (e.g., use an app to draw on the screen, use software to write a story or control robots)

**K–2 1A-A-5-2** Construct programs, to accomplish a task or as a means of creative expression, which include sequencing, events, and simple loops, using a block-based visual programming language, both independently and collaboratively (e.g., pair programming)

## Common Core ELA Standards

**Kindergarten:** CC.L.K.1.E - Use the most frequently occurring prepositions (e.g., to, from, in, out, on, off, for, of, by, with).

**1<sup>st</sup> Grade:** CC.L.1.1.I - Use frequently occurring prepositions (e.g., during, beyond, toward).

**1<sup>st</sup> Grade:** CC.L.1.1.J - Produce and expand complete simple and compound declarative, interrogative, imperative, and exclamatory sentences in response to prompts.

**1<sup>st</sup> Grade:** CC.L.1.5.C - Identify real-life connections between words and their use (e.g., note places at home that are cozy).

## Materials

- 1 Augie per group
- 1 tablet per group with the downloaded Augie App
- A teacher Augie, tablet, and projection screen linked to your tablet to demonstrate the Augie app and Trailblazer.
- Space in your room for the Augies to travel a short distance.
- 1 printable worksheet packet for each student.
- Scissors
- Glue sticks
- 1 piece of colored paper per group
- 1 chair per group (could be a chair being used for class)

## Preparation

Prior to this lesson make sure the tablets and Augie are ready for use in the classroom. This includes:

- Download the Augie app on each tablet.
- Use WLAN setting to download the firmware and upgrade before using Augies in class.
- Charge each Augie and tablet.
- Check to make sure each Augie can connect to an individual tablet using WLAN. (Using WLAN will download the firmware and provide any upgrades before class. When you are ready to use Augies in class use the LAN setting. )

For more support in setting up your Augies and tablets, please visit:

[https://www.youtube.com/watch?v=39TDC\\_BAuXY](https://www.youtube.com/watch?v=39TDC_BAuXY)

- Set up the “Where’s Augie?” slides on a projector or other device to be viewed by the class

## Narrative

Today, we are going to help Augie to find a friend. Augie’s friend Cat is missing and Augie needs our help to find her.

We’re going to use **new words** to help Augie move around and look for Cat. Is Cat behind the tree? Is Cat under the rock? Is Cat next to the house? We’ll find out by working together and working hard! If we find Cat, we’ll work with our classmates to play hide and seek with Augie!

### Part 1: Identifying and Understanding Our New Words

- 1) Using your scissors, cut out the words and pictures on your worksheet.
- 2) Look at each picture (or the slides that your teacher shows!).
- 3) Think and speak: *Where is Augie? Augie is...*
- 4) Use your glue stick to attach the pictures to their matching words to create Word Cards.
- 5) Play with a friend! Fold the picture so that it faces you when you hold up a word. Show your friend the word OR the picture only and ask, “Where is Augie?”

### Part 2: Practice Our New Words with Augie

- 1) Turn your Augie on.
- 2) Open *Trailblazer*.
- 3) Work together to choose an emoji to represent each word card.

*For example: ON = Chicken, IN = Guitar sound, UNDER = Do sound, etc.*

- 4) Place Augie on the ground next to a chair and a piece of paper.
- 5) Hold up a Word Card and use it in a complete sentence to tell your friend where Augie should go!

Examples: *Augie is behind the chair! Augie is under the chair! Augie is on the paper! Etc.*

- 6) Help your friend use *Trailblazer* to move Augie into the correct position in relation to the chair or the paper.
- 7) After you draw the path to place Augie in the right position, add the emoji that represents the word card that he is performing to that position!
- 8) Continue play until everyone has had a turn!

#### **Extension:**

***Use only sounds to represent each position, and agree upon these before the game begins.***

**Player 1: Word Master**

**Player 2: Augie Controller**

**Player 3: Word Guesser**

- 1) Encourage **Player 3** to hide their eyes.
- 2) **Player 1:** Choose a word and *silently* show it to **Player 2**
- 3) **Player 2:** Move Augie to the correct position and use the correct sound to represent Augie's position
- 4) **Player 3:** Keeping your eyes closed, guess where Augie is based on the sound you hear. Turn around/uncover your eyes to verify if you are right!

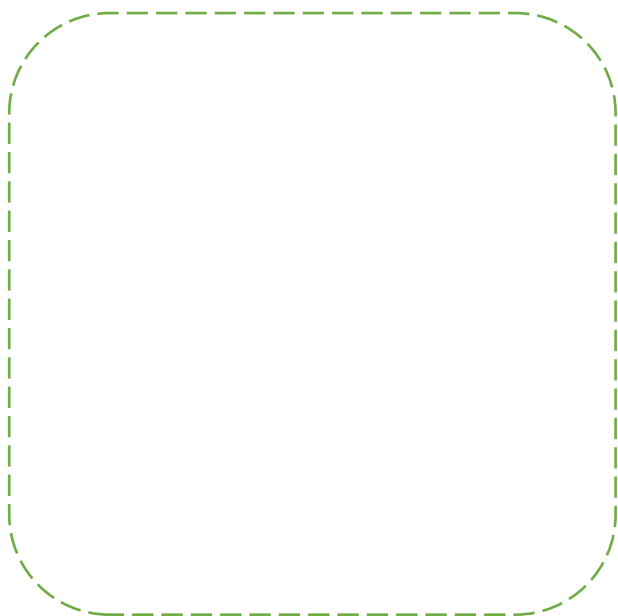
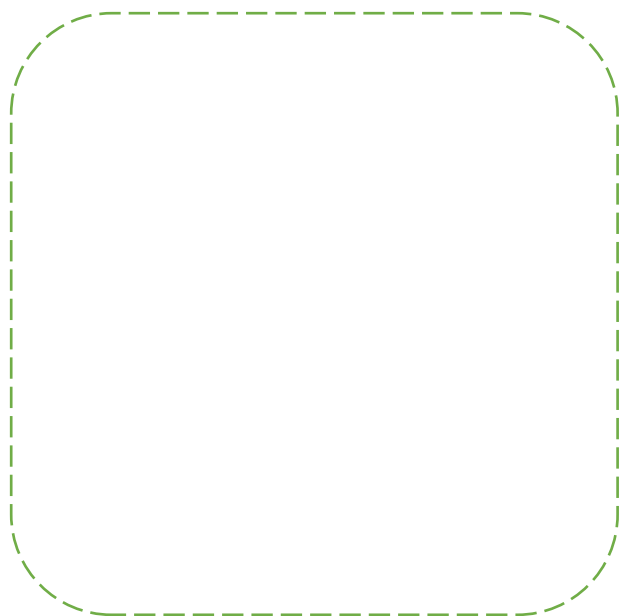
#### **Part 3: Find Cat!**

(DEVELOPER'S NOTE: Would love for this to be a program JUST like Trailblazer, but items/shapes/sounds can be placed before the trail is drawn so that students need to navigate to objects to see the result)

- 1) **Player 1/Team 1** selects the "secret word" for the round by choosing a word card and whispering the word on it to **Player 2/Team 2**. This team is the judge and gatekeeper of this round, to ensure that there is no cheating! When **Player 3/Team 3** finds Cat successfully, **Player 1/Team 1** ends the round by revealing the "secret word" on the card.
- 2) **Player 2/Team 2** hides Cat on the grid with an AR object on screen (e.g. a big rock, a tree, a hole, a house, etc.), according to the "secret word" selected by **Player 1/Team 1**. They must then choose "hide in", "hide on", "hide under", "hide behind" or "hide next to" on the object's square in the *Trailblazer*-like program to determine where Cat will be. Cat may be placed on only one square at a time. **Player 2/Team 2** then asks, "Where's Cat?" and switches to navigation mode for **Player 3/Team 3**.
- 2) **Player 3/Team 3** navigates to an object, triggering Augie to stop and ask the student to choose: "look in", "look on", "look under", "look behind" or "look next to" to find Cat. (Note: They can see Cat on screen with the object, so they need to choose the correct prepositions that describes where Cat is in relation to the object). If they get it wrong 3 times, the game ends to prevent the user from simply going through the list at each object – they must be deliberate about it.





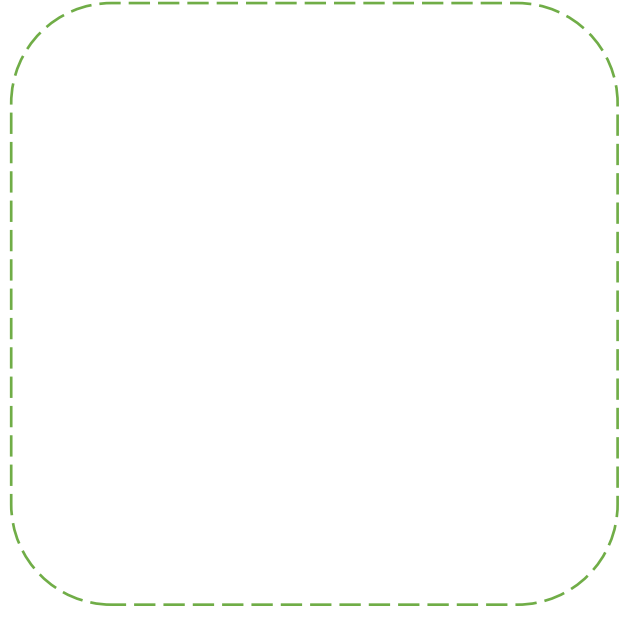
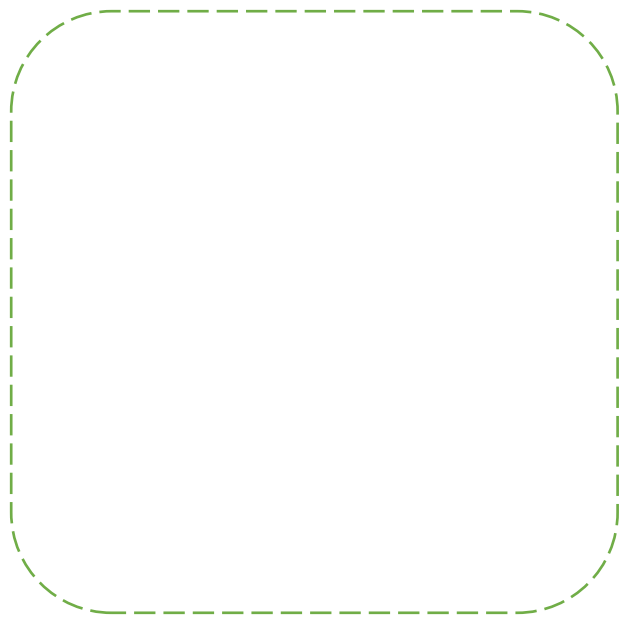


**on**

**in**

**behind**

**under**



**in front**

**of**

**next to**

