

# Programming with Art Bots

## **Key Stage 2**

### **75 minute facilitated session**

Our Programming with Art Bots workshop explores the use of robots as an artistic tool, combining art with computing. Students will learn about some of our more technologically advanced vehicles in the museum, before getting hands on with our own programmable art bots. Through a series of investigative tasks we will discover how to control their movement and instruct the robots to draw different shapes and patterns. Students will then use their newly found understanding to collaborate and get creative on some giant pieces of artwork.

### **Curriculum links**

- Writing and debugging programs that control physical systems
- Using sequence and repetition in programs
- Detecting and correcting errors in algorithms and programs

### **Learning outcomes**

- To understand how a program can be used to make a robot do a repetitive task
- To use programming to direct a robot to draw repeating patterns
- To explore the use of technology as a tool in creating art

### **Cost & How to Book**

[Please click here for details on costs.](#) To make a booking, contact our bookings team on 02476 237523 or [ctm.info@cvlife.co.uk](mailto:ctm.info@cvlife.co.uk)