



Workshop in English for pupils in 3rd to 6th form at Primarschule Basel

Robot Bowling

Moderator: TechLabs

Language English or bilingual

Activities, Methods

In this exciting workshop, participants will discover the fundamentals of coding and robotics through interactive challenges. Using an intuitive, block-based programming environment—familiar to Scratch users *and ideal for beginners*—students will learn key concepts such as sequencing, conditional logic, and problem-solving. They will directly apply their new knowledge in exciting challenges such as "Robot Bowling," where robots navigate mazes, reach goals, and complete exciting missions. An educational and entertaining experience that inspires creativity and curiosity!

Learning objectives:

- Development of computer science thinking through planning, programming, testing and optimizing solution paths.
- Understanding of key programming concepts such as sequences, loops, and conditionals.
- Apply mathematical skills by measuring and calculating distances and angles for precise navigation.

Curriculum 21 Competencies:

- NMG 3.1.2f (Bewegungen und Kräfte)
- COMPUTER SCIENCE MI.2.2.2 (Algorithmen)
- ENGLISH FS2E.6.C.1.3 (Kulturen im Fokus - Handlungen)

TechLabs Workshops can be tailored to your class's level, learning goals, and LP21 competencies. Contact us to create a workshop that fits your needs.



Photographer: TechLabs

Materials and Resources

mBot robots
Laptops (1 per 2 students)
Bowling pins
Tape to mark labyrinth path

Preparation required in advance

Wifi access

Location:

Your school or TechLabs, ELYS, 215 Elsässerstrasse, 4056 Basel

Duration:

2 hours

Number of Participants (min./max.):

Minimum 10, maximum 40 students

Possible Dates (weekdays, times):

Mo.-Fr. 8:30-12:00

Cost:

Fr.16 / Child for a 2 hour workshop
+ Fr.9 / Child / hour for > 2 hours
+ Fr.100 Transport fee to host
event at your school

Contact:

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