WeDo 2.0 Frequently Asked Questions

GENERAL:

Q: What is WeDo 2.0?

A: LEGO® Education WeDo 2.0 is a hands-on, primary science solution that develops science practices in the classroom through a robot-based learning system. The unique solution combines the LEGO® brick, classroom-friendly software, engaging, standards-based projects and every pupil's desire to discover the world around them. With WeDo 2.0, pupils will explore, create, and share their scientific discoveries as they build, program, and modify projects. As they collaborate, they deeply engage with science and computing, sparking a love for experimentation and investigation. Teachers receive support through training, curriculum and built-in assessment. The result – a resource that builds pupils' confidence to ask questions, define problems, and design their own solutions by putting scientific discovery in their hands.

Q: What comes with the solution?

A: The WeDo 2.0 solution components can be purchased separately, creating your own preferred combination of items, or it can be purchased in one of our two recommended solution bundles.

- The recommended classroom solution includes the following:
  WeDo 2.0 core set, which is delivered in a blue storage box and comes with a sorting tray and labels, LEGO system elements, Smarthub, medium motor, motion sensor, and tilt sensor.
- WeDo 2.0 Core software plus curriculum pack is desktop and tablet supported and provides an easy-to-use, age-appropriate programming environment that enables pupils to program their LEGO models. The Curriculum pack includes a Project Library with more than 40 hours of material along with a Design Library that delivers additional ideas for inspiring projects. The pack includes eight guided and eight open projects with up to 48 hours of learning, and a teacher's guide that contains a variety of getting-started resources including learning grids, assessment tools, ideas for differentiation, and classroom-management tips and tricks.
- The Get Started Project, which delivers an introduction to the hardware, software, and documentation tool as well as a single science project for pupils to complete.

Q: How many pupils do you recommend for each set?

A: One set contains the building elements needed for two pupils to complete all the projects presented in the curriculum pack.

Q: What is the target age group?

A: WeDo 2.0 is designed for primary pupils aged 7+. The projects in the curriculum pack are built specifically upon the latest curriculum objectives for Key Stage 2.

Q: What languages is the LEGO Education WeDo 2.0 curriculum available in?

A: Languages available throughout Q1 2016 include English (UK), English (US), Spanish, German, French, Danish, Swedish, Norwegian, Japanese, Chinese, Russian, Arabic, Brazilian Portuguese, Australian, Arabic, and Korean.

Q: How long will the old WeDo platform be available?

A: Currently, the older version of the WeDo platform will be available for purchase through mid-2017.

HARDWARE:

Q: What comes in the WeDo 2.0 Core set?

A: The LEGO Education WeDo 2.0 Core set is delivered in a blue storage box and comes with a sorting tray and labels, 280 LEGO system building elements, a low-energy Bluetooth Smarthub, a medium motor, a motion sensor, and a tilt sensor.

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Q: **What is the technology inside the Smarthub?**
A: The Smarthub can communicate with the WeDo 2.0 software through low-energy Bluetooth /Bluetooth 4.0 technology.

Q: **What new sensors are included? How many motors are included? What other accessories are available?**
A: The set includes a motion sensor and a tilt sensor both of which have increased functionality from the previous system, and a single medium powered motor.

Q: **What kind of batteries does it use?**
A: There are several options for batteries. You can use regular Alkaline or rechargeable AA sized batteries or the LEGO Education Smarthub rechargeable battery that is a Li-Ion Polymer battery, which is sold separately.

Q: **What is the charge time and conditions for the Smarthub rechargeable battery?**
A: The full charge time for the battery is 3 hours but will take longer if the product is turned on while charging. After 500 full charge cycles (fully charged to fully discharged), the remaining capacity of the rechargeable battery will be 80%.

Q: **Is it still required that the WeDo models be tethered to the device used for programming?**
A: No, WeDo 2.0 is a wireless solution. The Smarthub utilizes low-energy Bluetooth technology to communicate with the connected tablet, laptop, or desktop.

Q: **Are the Sensors and Motors from LEGO MINDSTORMS Education compatible with LEGO® Education WeDo 2.0 products?**
A: No, LEGO® MINDSTORMS® Education Sensors and Motors are not compatible with LEGO® Education WeDo 2.0 Core Set due to different technology platforms for each solution.

Q: **How many Motors or Sensors can you add to a project?**
A:
- With one brick set, you can connect one motor and one sensor or two sensors
- It is possible to connect up to three Smarthubs to one device at the same time. In this scenario, users can connect six motors or six sensors or any mix of motors and sensors.
- It is generally recommended that only one motor connect to one hub, to limit power consumption.

Q: **What does the Medium Motor do?**
A: The Medium Motor can be programmed to turn clockwise and counter-clockwise and to move at different power levels. Axles or other LEGO® system bricks and other LEGO elements can be attached to the motor.

Q: **What does the Tilt Sensor do?**
A: The Tilt Sensor reports the direction it is tilted. A new functionality in the WeDo 2.0 Tilt sensor is shake mode. The Tilt Sensor detects changes within six different positions:
- Tilt This Way
- Tilt That Way
- Tilt Up
- Tilt Down
- No tilt
- Any tilt (shake)

Q: **What does the motion sensor do?**
A: This sensor detects changes in distance from an object within its range in three different ways:
- Object moving closer
- Object moving farther away
- Object changing position

Q: **What is the Smarthub 2 I/O?**
A: An electronic system based building brick that is part of the LEGO Power Functions (LPF) 2.0, a new technology platform for LEGO Education.

- It has built-in Bluetooth low energy to wirelessly connect to the control software/App.
- It is powered from a battery source, either two AA batteries or a rechargeable battery pack.
- It has two I/O ports to connect to external motors, sensors, or any new component belonging to the LPF 2.0 system.
- It has a built in RGB light surface that can show up to 10 different colors that be controlled by the software/App. Colors include: none, pink, purple, blue, sky blue, teal, green, yellow, orange, red, and white.

Q: **What is the difference between the Smarthub 2 I/O and the Smarthub 2 I/O Rechargeable battery?**
A: The Smarthub rechargeable battery is the LEGO-designed rechargeable battery that clicks directly into the Smarthub instead of using AA batteries.

Q: **What does I/O stand for in Smarthub 2 I/O?**
A: The I/O is a specific description for the ports/plugs on The Smarthub:
- I is Input.
- O is Output.
- This means the port can handle an output and an input signal. For example:
- A motor is an output signal.
- A sensor is an input signal.

Please note it does not matter what port you connect your motors and sensors to.

Q: **How do I connect the Smarthub to the WeDo 2.0 software?**
A: Please refer to the programming help section located under the Question Mark tab in the WeDo 2.0 software. Here you will find step-by-step instructions on the connection process, which is dependent upon the device you are using.

Q: **What if the WeDo 2.0 Smarthub is not detected by my iPad?**
A: Check that your iPad is Bluetooth 4.0 compatible:
- iPad 3rd generation and above have Bluetooth 4.0 support.
- i Pad model numbers starting with A13xx or A12xx (where x is a number) are not Bluetooth 4.0 compatible. You can find the model number written at the back of your iPad.https://support.apple.com/en-us/HT201471
- Check that Bluetooth in enabled in the System settings of your iPad
- Go in the iPad Settings by tapping the "Settings icon"
- In the menu on the left of the screen select Bluetooth
- On the panel on the right, validate that Bluetooth is enabled.

Q: **My Smarthub is still not connecting?**
A: If you have tried all of the step-by-step instructions to connect and are still unsuccessful, please refer to the "Help Panel" in the software or please contact the customer support team.

Q: **Is this a new plug system?**
A: Yes, this is the new LEGO Power Functions plug.

Q: **What does that mean for the existing plug systems on other Power Function products? Will they also be changed?**
A: Yes, eventually we will convert to the new plug system after a transition period. The exact timing of this transition has not been determined.

SOFTWARE:
Q: **What is the WeDo 2.0 software?**
A: The software is an essential and easy-to-use component of all the WeDo 2.0 projects. It has a colorful, drag-and-drop interface that is graphical in nature. It is from the software that teachers and pupils will:
- Access all the projects.
- Program their models.

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- Access the digital building instructions and receive programming guidance.
- Use the integrated Documentation tool.

Teachers also have access to the teacher's guide that can be read using a PDF reader.

Q: **What are the new software updates?**
A: There are several new features including restyling to match the new hardware and touch functionalities available with tablet use, integrating a pupil documentation editor and capture tool to facilitate progress tracking and report creation by pupils..

Q: **What platform does LEGO Education WeDo 2.0 software work on? Does it include laptops, desktops and tablets?**
A: The minimum requirement for both operating system and device specifications.

Operating system
- IOS (from 8.1)
- Android (from 4.4.4)
- Windows 7 (Please note you must hit alt-F4 to exit out of full screen)
- Mac OS (from 10.10)
- Device minimum requirement
- Bluetooth Low Energy / Bluetooth 4 (if not then use recommended dongle which is the BLED112 Bluetooth Smart Dongle)

Q: **Why is Windows 10 not officially supported?**
A: At this time, the Windows 10 operating system does not fully support the Bluetooth connection to our hardware (Smarthub) and is therefore not providing an optimal user experience. We are working on a solution to solve this issue.

Q: **Can I not use WeDo 2.0 on Windows 10 at all?**
A: Yes, WeDo 2.0 can be installed and will work on Windows 10, however there are known bugs that do not provide an optimal user experience.

Q: **What bugs are you experiencing?**
A: If a hub is disconnected from the device (tablet or computer), the user will have to go to settings and delete the hub profile before reconnecting. To avoid this, all hubs must be connected to the particular device before class and kept connected during the session.

Q: **Can teachers and pupils name their project(s)?**
A: Projects are saved automatically by name under the project icon in the lobby and can be renamed by the pupils and teachers.

Q: **Is there a help function built into the LEGO Education WeDo 2.0 software?**
A: Yes, inside the Help panel you will find guidance on the following software elements:
- The names of each programming block
- Steps for connecting your Smarthub to your programming device

Q: **Is it easier to find everything in the software with this new version?**
A: Projects made by pupils are accessible in the software lobby. Educators and pupils can select the tutorials they require to start and work at their own pace from the project library.

Q: **Why am I paying for content and software that is free?**
A: LEGO Education software and content is not free. Customers pay for the right to use it. LEGO Education offers a light version of the WeDo 2.0 software for free for iOS, Android, and desktop platforms, but customers must buy into the full software and curriculum pack to comply with our end-user license agreements. When a purchase is made for the full software and curriculum pack, you will receive an email directing you to LEGO Education Resources Online (LERO), where you will register and receive an activation code for use in app stores. Currently app stores do not require the activation code provided to you by LERO. If you have purchased the WeDo 2.0 Curriculum Pack, you may download without a code to your tablet devices from app stores. As a paid and registered user through LERO, you also have access to consumer and tech support as

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well as receiving relevant; updated information. Please note that legally, downloads for this product done for "free" from the any app store are in violation of our license agreement.

Q: **Why don't I have to use my activation code?**

A: LEGO Education offers an intro version of the WeDo 2.0 software for free for iOS, Android, and desktop platforms, but customers must buy into the full software and curriculum pack to be in compliance with our end-user license agreements. When a purchase is made for the full software and curriculum pack, you will receive an email directing you to LEGO Education Resources Online (LERO), where you will register and receive an activation code for use in app stores. Currently app stores do not require the activation code provided to you by LERO. If you have purchased the WeDo 2.0 Curriculum Pack, you may download without a code to your tablet devices from app stores. Please note that legally, downloads for this product done for "free" from the any app store are in violation of our license agreement.

Q: **Is LEGO Education over-charging me for content that appears to be free in app stores?**

A: LEGO Education prices products – sets, software, curriculum, teacher enablement – with school budgets in mind and strives to provide the most value to educators and students. LEGO Education software and content is not free. Customers pay for the right to use it. LEGO Education offers an intro version of the WeDo 2.0 software for free for iOS, Android, and desktop platforms, but customers must buy into the full software and curriculum pack to be in compliance with our end-user license agreements. When a purchase is made for the full software and curriculum pack, you will receive an email directing you to LEGO Education Resources Online (LERO), where you will register and receive an activation code for use in app stores. Currently app stores do not require the activation code provided to you by LERO. If you have purchased the WeDo 2.0 Curriculum Pack, you may download without a code to your tablet devices from app stores. Please note that legally, downloads for this product done for "free" from the any app store are in violation of our license agreement.

Q: **How does this affect my license agreement?**

A: Customers pay for the right to access LEGO Education software and curriculum, regardless of the platform. If you have paid for the WeDo 2.0 Curriculum Pack, you may download it to all applicable devices within your schools. As a paid and registered user through LERO, you also have access to consumer and tech support as well as receiving relevant; updated information. Please follow the instructions you receive via email to register at LEGO Education Resources Online (LERO), and proceed to download pursuant to the instructions there. Currently app stores do not require the activation code provided to you by LERO. If you have purchased the WeDo 2.0 Curriculum Pack, you may download without a code to your tablet devices from app stores. Please note that legally, downloads for this product done for "free" from the any app store are in violation of our license agreement.

Q: **What do I then pay for?**

A: When purchasing the full software including content pack, you purchase the right to use and access LEGO Education software and curriculum on all platforms (IOS, Android, Windows and Mac OS). As a paid and registered user through LERO, you also have access to consumer and tech support as well as receiving relevant; updated information. When registering as a user on our LERO (LEGO resources online) we are also able to support you with any consumer or technical support you might run into.

Q: **Can the software be purchased separately and can I download it online and where?**

A: LEGO Education offers a light version of the WeDo 2.0 software for free for iOS, Android, and desktop platforms, but customers must buy into the full software and curriculum pack to comply with our end-user license agreements. When a purchase is made for the full software and curriculum pack, you will receive an email directing you to LEGO Education Resources Online (LERO), where you will register and receive an activation code for use in app stores. Currently app stores do not require the activation code provided to you by LERO. If you have purchased the WeDo 2.0 Curriculum Pack, you may download without a code to your tablet devices from app

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Q: **Is WeDo 2.0 open source?**
A: WeDo 2.0 will provide an open source SDK, enabling programmers to communicate with the Smarthub via Bluetooth 4.0.

Q: **Are there any mobile applications available?**
A: WeDo 2.0 is available for iPad, Android tablets, and Windows tablets.

Q: **Where do I download my software?**
A: The software is downloadable via LEGO Education Resource Online (LERO) and in the app stores of the respective platforms (App Store for iOS, Google Play store for Android). The full version requires an unlock code that must be purchased separately from LEGO Education or an approved LEGO Education distributor.

Q: **How will I receive updates to my software?**
A: Software updates are provided through the App Stores of the platform except for Windows 7 where they will be available through LERO.

Q: **Is it Scratch compatible?**
A: Yes, WeDo 2.0 is Scratch compatible. It will be available from the end of January/early February, 2016 for Windows and Mac platform.

Q: **Is there on-brick programming?**
A: No, there is not.

Q: **In what languages is the LEGO Education WeDo 2.0 software available?**
A: Languages available include English (UK), English (US), Spanish, German, French, Danish, Swedish, Norwegian, Japanese, Chinese, Russian, Arabic, Brazilian, and Korean.

BACKWARD COMPATIBILITY:
Q: **Why is there no backwards compatibility from WeDo to WeDo 2.0?**
A: Both the SW and HW technology platform is very new and different. The new WeDo 2.0 is among other things tablet compatible working with the Bluetooth low energy wireless connection from the hardware. Our previous hardware used a wired USB connection and as a result there is not a natural link between the old and new platform.

Q: **Will WeDo sensors work with the WeDo 2.0 software or the other way around?**
A: There is no backwards compatibility other than the LEGO-based building system. This means the current WeDo sensors will not work with the new WeDo 2.0 sensors.

Q: **How do the LEGO Education WeDo 2.0 sensors compare with the LEGO Education WeDo sensors?**
A: The new sensors overall have increased precision. The new tilt sensor has an additional shake mode and the new motion sensor has increased functionality that enables it to detect objects moving closer and detect objects that are moving away.

Q: **How does the LEGO Education WeDo 2.0 Medium Motor compare with the LEGO Education WeDo motor?**
A: The new, medium-power motor has a 2 x 2 building area on the top of it and a snap interface on the front to allow for easy and optimized integration with the WeDo 2.0 Core Set elements.

Q: **Can I use my existing LEGO Education WeDo Construction Set with the LEGO Education WeDo 2.0 software?**
A: You can reuse all the bricks from the LEGO Education WeDo Construction Set, however the technology components from the WeDo set do not utilize Bluetooth low energy and therefore cannot be recognized by the new software.

Q: **Can I use the LEGO Education WeDo 2.0 core set with my existing WeDo software?**
A: No, it is not backwards compatible due to the new hardware capabilities.

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CURRICULUM:

Q: **How are the curriculum materials structured?**

A: WeDo 2.0 has a range of different projects. The projects are divided into the following types:

- One Getting Started project divided into 4 parts to learn the basic functions of WeDo 2.0 platform.
- Eight Guided Projects linked to the curriculum standards, which provide educators with a step-by-step instructional experience for completing each project.
- Eight Open Projects linked to the curriculum standards to provide educators with a more free-flowing, open-ended experience.

All 17 projects are divided into three phases:

- The Explore phase to connect pupils to the real-world problems they will be asked to solve
- The Create phase to enable pupils to build, program, and modify their designs
- The Share phase to document and present their project to their peers

Each project should last around three hours. Every phase has equal importance in the project flow, and we recommend 45 minutes be spent on each phase. However, teachers can modify the time spent based on their schedule or pupils' abilities.

Q: **What is the difference between Guided and Open Projects?**

A: The Guided Projects will help teachers set the scene and facilitate the learning experience. These projects are intended to build pupils' confidence and provide the foundational knowledge necessary for success. All Guided Projects follow the Explore, Create, and Share sequence to ensure that pupils' progress through the learning experience.

The Open Projects also follow the Explore, Create, and Share sequence but intentionally do not offer the same step-by-step guidance as the Guided Projects. They provide an initial brief and starting point to build upon. The key to using the Open Projects is to make them your own and offer opportunities for projects that are locally relevant and challenging in the areas you want them to be. Educators can use their creativity to adapt these project ideas to suit their pupils' needs. Within the software, there is a teacher support section included in the Open Projects chapter.

Q: **What is an example of a real life project with WeDo 2.0?**

A: One example is in the Drop and Rescue project, pupils are challenged to design a device to reduce the impacts on humans, animals, and the environment after an area has been damaged by a weather-related hazard. Pupils can prototype solutions to a challenge where there is no single right answer helping teach creativity and problem-solving skills. This also enables educators to tailor lessons to meet all pupils' needs, no matter their abilities.

Another example is the structure test, which focuses on physical science topics such as structures and how they are linked to real life situations such as earthquakes. Pupils will build an earthquake simulator to investigate how houses can be built to better resist an earthquake. They will even be challenged to build the tallest building that can resist a grade 8 "LEGO" earthquake.

Q: **How should teachers introduce WeDo 2.0 in their classroom?**

A: After preparing the material, we recommend teachers begin with the Getting Started Project. This project is divided into 4 parts and is intended to teach pupils the basics of using the WeDo 2.0 concept. Throughout the project pupils will become familiar with the hardware and software tools and will gain experience working with the project library, digital building instructions, the programming canvas, and the documentation tool.

Q: **How much time does a project take?**

A: All 17 projects are divided into three phases: the Explore phase, to connect pupils to the task; the Create phase, to allow pupils to build and program; and the Share phase, to document and present their project.

Each project should last around three hours. Every phase has equal importance in the project flow and we recommend 45 minutes be spent on each phase. However, teachers can modify the time spent based on their schedule or pupils' abilities. For example, the teacher can adjust how much

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time pupils are allowed to spend on the explore phase such as going to the library for research, how many tasks the teacher wants the pupils to do in the create phase, and then how the sharing phase is executed, either peer-to-peer or a bigger presentation.

Q: **How does the curriculum meet educational standards?**

A: The WeDo 2.0 Curriculum Pack enables pupils in Key Stage 2 to learn and apply science and computing objectives as defined by the latest curriculum.

1. Ask questions and solve problems.
2. Use models.
3. Design prototypes.
4. Investigate
5. Analyze and interpret data.
6. Use computational thinking.
7. Engage in argument from evidence.
8. Obtain, evaluate, and communicate information.

The progression and difficulty level in the projects allow pupils to develop competencies while exploring and learning about key science topics. The projects were carefully chosen to cover a wide variety of domains and real-world issues. They provide opportunities for pupils to work with and develop ideas and knowledge as well as an understanding of the world around them.

The guiding principle is that every pupil should engage in all of these practices across the projects in each grade.

Q: **What science disciplines does the WeDo 2.0 curriculum link to?**

A: The WeDo 2.0 projects offer learning opportunities across four science domains including:

- Physical Sciences.
- Life Sciences.
- Earth and Space Sciences.
- Engineering, technology and application of science.

Using LEGO bricks in a scientific, engineering, and technology/computational thinking context will lead to different outcomes.

Scientific context:

Pupils can build a model to gather evidence or provide a simulation. Although only representations of reality, models enhance understanding and explain natural phenomena. When implementing a modeling project, encourage pupils to focus their creativity on representing the reality as accurately as possible. By doing that, they will need to identify and explain the limitations of their models.

Planning and carrying out investigations is an ideal framework for a science project. Pupils' learning is enhanced by active engagement with the problem. Pupils are encouraged to make predictions, carry out tests, collect data, and draw conclusions.

Engineering context:

Pupils design solutions for a problem for which there is no single answer. The problem may require pupils to design a combination of plans, models, simulations, programs, and presentations. Going through the design process will require pupils to constantly adjust and modify their solutions to meet criteria. While designing a solution, it will be important to recognize that the idea of failure in engineering is a sign of growth in the cognitive process. Therefore, pupils may not get a viable solution on the first try or within the provided time constraints. In that case, the teacher can have them reflect on their process to identify what they have learned.

Computational thinking context:

Computational thinking is a set of problem-solving skills that is applied to working with computers and other digital devices. In WeDo 2.0, computational thinking is handled in a developmentally appropriate manner with icons and programming blocks.

Its application in science and engineering projects enables pupils to use powerful digital tools to carry out investigations, build, and program models, which might otherwise be tricky to do. Pupils

use programs to activate motors, lights, sounds, or displays or to react to sounds, tilt, or movement to implement functionalities to their models or prototypes.

ASSESSMENT:
Q: **Why use Assessment?**
A: Developing pupils' science and engineering practices takes time and feedback. Just as in the design cycle, in which pupils should know that failure is part of the process, assessment should provide feedback to pupils in terms of what they did well and where they can improve. Problem-based learning is not about succeeding or failing: it is about being an active learner, continually building upon and testing ideas.
Q: **What type of Assessment tools are included in WeDo 2.0 solution?**
A: The assessment components include:
Teacher-led assessment:
Anecdotal record grid:
The anecdotal record grid lets you record any type of observation you believe is important about each pupil. Using the template provided, you can deliver feedback to pupils about their learning progress as needed.
Observation rubrics:
For every Guided Project, we have provided rubrics that can be used for evaluation. For every pupil, or every team, you can use the Observation rubrics grid to:
  • Evaluate pupil performance at each step of the process.
  • Provide constructive feedback to help the pupil progress.
The observation rubrics provided in the Guided Projects can be adapted to fit your individualized needs.
Pupil-led assessment:
Each project requires pupils to create a document to summarize their work. To have a complete science report, it is essential for pupils to:
  • Document with various types of media
  • Document every step of the process
  • Take the time to organize and complete their document
After each project, pupils can use their completed report to reflect on the work they have done.
Q: **How would a pupil document a project and why would they want to do so?**
A: Documenting projects is a good way to keep track of pupils' work and learning progression. In the field, scientists and engineers attempt to answer questions and solve problems and are required to explain their progress and reasoning on a daily basis. In the primary classroom, pupils are eager to share what they are capable of doing and what they have accomplished. With the WeDo 2.0, an integrated documentation tool is provided, encouraging pupils to create a customized report that can include text, images, or videos to support their findings and show their work.
Q: **The pupil documentation tool shows only a white page, and is not usable:**
A: Follow the troubleshooting steps below:
  • Click on the project library icon and wait for all projects to be displayed.
  • Then click back on the pupil documentation tool.
Q: **The capture tool is not recording video, allowing me to take a still image, or enabling me to record sounds? What do I do?**
A: Follow the troubleshooting steps below:
  • Check that the application has been granted access to the Photos, camera and microphone.
  • Go in the iPad Settings by tapping the "Settings icon"
  • In the menu on the left of the screen select the WeDo Application

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- On the panel to the right of the screen, validate that Photos, Camera and Microphone access is enabled.

PROFESSIONAL DEVELOPMENT/CLASSROOM MANAGEMENT:

Q: **How can teachers establish classroom management with their pupils?**

A: It is important to establish good classroom management habits when working with the WeDo 2.0 sets and digital devices. It may be helpful to establish clear expectations for team roles:

- WeDo 2.0 projects are optimal for a team of two pupils working together.
- Have pupils identify and work to their strengths in their groups.
- Make adjustments for challenging teams who are ready to develop new skills and improve further.
- Assign or have pupils determine specific roles for each team member.

An example of classroom management:

Assign a role to each pupil so the team can foster collaboration and cooperation skills. Here are some roles you could use:

- Builder, brick picker
- Builder, brick assembler
- Programmer, creating the program strings
- Documenter, taking photos and videos
- Presenter, explaining the project
- Team captain

It is also a good idea to rotate roles to allow every pupil to experience all components of the project, and, therefore, get the chance to develop a range of skills.

Q: **Can teacher and pupils create their own projects?**

A: Teachers can and should define their own projects. The solution provides all the tools needed for teachers to be creative and make it their own:

- Follow the Explore – Create – Share flow to help with structuring the project.
- Use the design library to be inspired about what pupils could build. Don't focus on a specific model but more on a general idea.
- Get active and publish the projects on the LEGO Education community.

Q: **Can teachers edit and write their own projects and text in the SW?**

A: No, it is not possible to edit or write new projects in the digital tool, but teachers can use the tools available to adjust to make the projects their own.

Q: **Does this align with any science standards?**

A: Yes, the curriculum does align with the National Curriculum for science.

Q: **What kind of training will be available for WeDo 2.0?**

A: Each bundle comes with an E-learning course (available in English, German, or Chinese), which offers a flexible online training program that provides tips and tricks on implementation as well as tools for developing more advanced projects and teaching ideas. Additionally, LEGO Education will offer professional development and educator support worldwide. We will provide training programs and workshops conducted by certified trainers, comprehensive online and offline support guides for the software and hardware, lesson planning tips, and classroom management ideas.