



Crabby Lesson 1 for Teachers

A free, ready-to-teach block-coding lesson for kids aged 8–14

Inside

- Student worksheet: **First moves** (sequences), about 45 minutes
- Teacher notes: key concepts, common mistakes, answers and an assessment checklist
- Works with the free Crabby simulator in any modern browser. No install, no account.

How to open a lesson

Open crabbyrobot.com/app/, click the  **Lessons** menu and choose **L1 First moves (starter)**.

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First moves

Name: _____ Class: _____ Date: _____

Today you will...

- Put blocks in order to make a program (a sequence)
- Make Crabby walk, turn, use its claws and play a song
- Run, stop and reset the simulator

Time

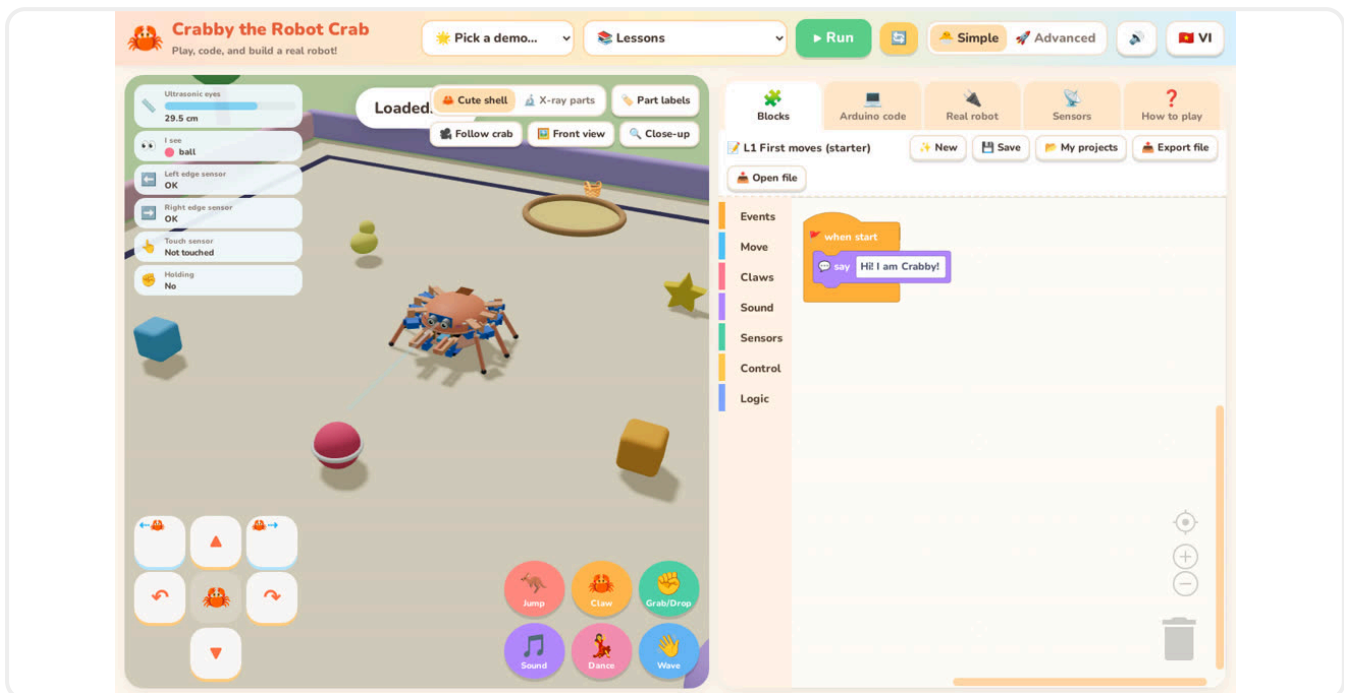
about 45 minutes

You need

- A computer or tablet with Chrome, Edge, Firefox or Safari
- The Crabby simulator (no install, no account)
- Optional: a real Crabby robot + USB cable (Chrome/Edge on a computer)
- A pencil for the worksheet

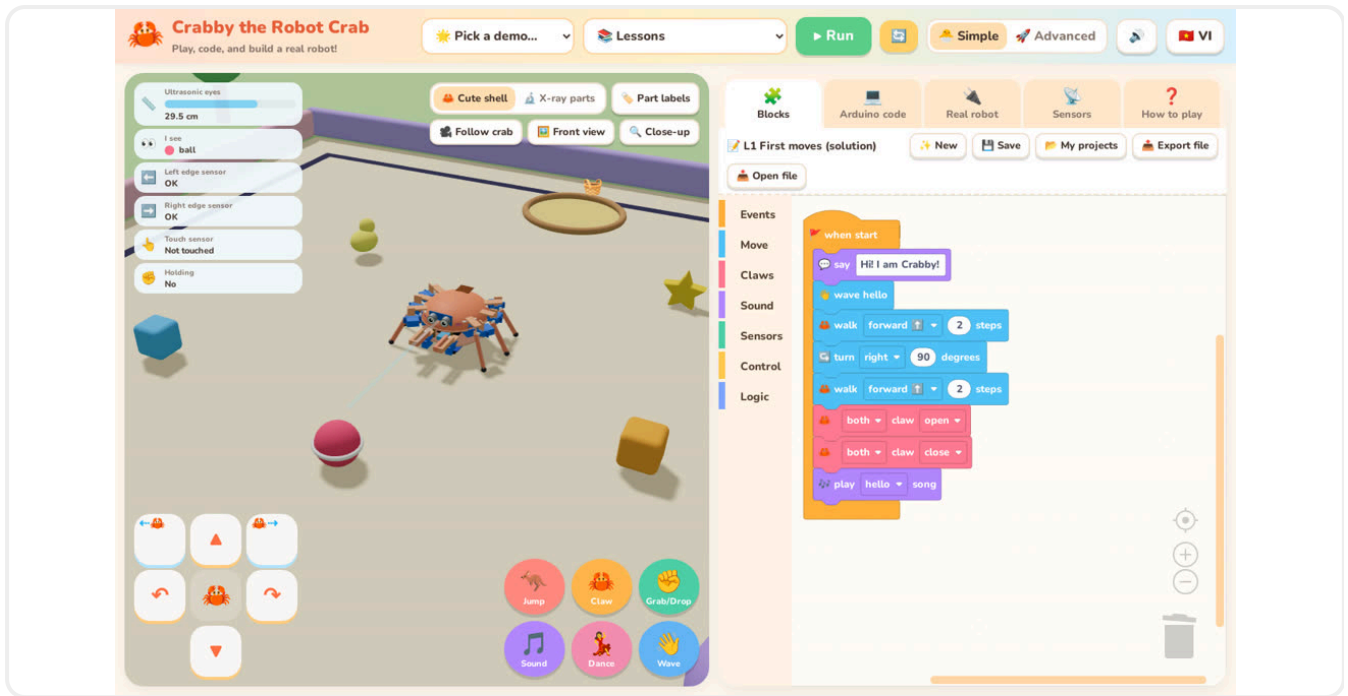
Student worksheet

- 1 Open lesson **L1 First moves (starter)**. You see one **when start** block with **say**.



- 2 Press **Run**. Crabby says hello! Press **Reset** to put Crabby back at the start.
- 3 Open **Move** and drag **wave hello** under the say block. Then add **walk forward 2 steps**.
- 4 Add **turn right 90 degrees** and another **walk forward 2 steps**.
- 5 Open **Claws**: add **both claw open**, then **both claw close**. Snap!

- 6 Open **Sound** : add  **play hello song** at the end. Run it and watch the blocks light up one by one.



- 7 Look at the **Arduino code** tab: every block became a line of real robot code!

Challenges ★

- ☆ Make Crabby walk to the yellow duck.
- ☆ Change the say text to your own name.
- ☆ Can you make Crabby walk sideways like a real crab? (Try walk left / right.)

Project files: en/L1-starter.crab.json (Starter) · en/L1-solution.crab.json (Solution)



Teacher notes: First moves



Key concepts

- A program is a list of instructions run in order (sequence).
- Blocks run top to bottom; the highlighted block is the one running now.
- Events: a program starts from a hat block (🚩 when start).



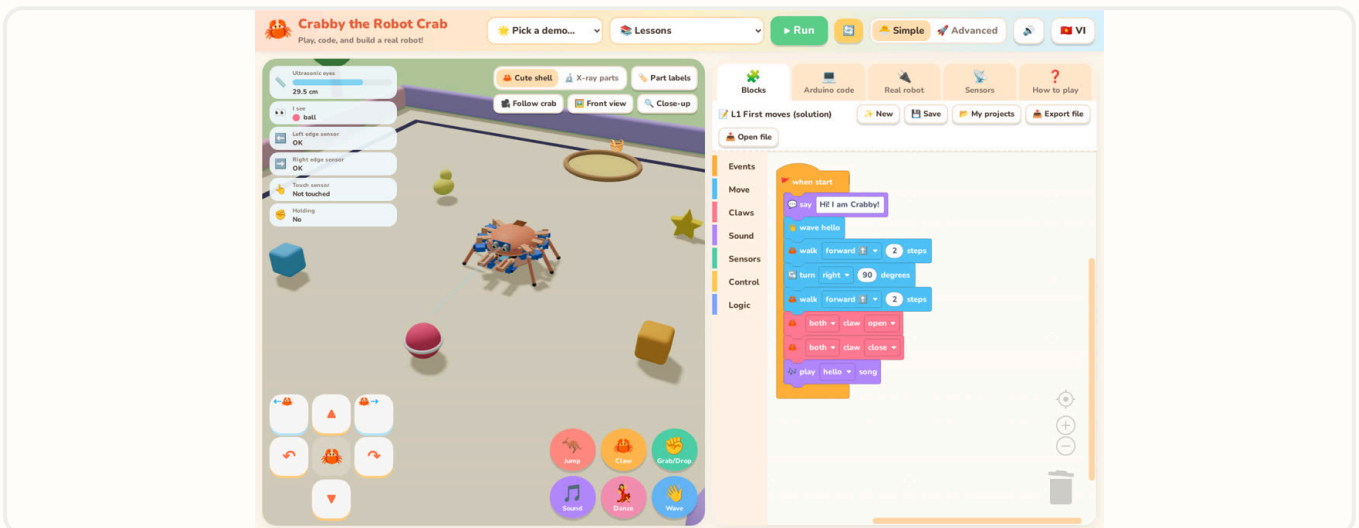
Common mistakes

- Blocks dropped near but not snapped into the stack – they never run (they look loose).
- Forgetting 🔄 reset, so Crabby starts from the last position.
- Typing very large step numbers – Crabby bumps the wall.



Answers

- Solution file L1-solution: say → wave → walk forward 2 → turn right 90 → walk forward 2 → both claw open → both claw close → play hello song.
- Duck challenge: many answers work – the duck is behind Crabby on the right, so turn first, then walk. Any program that reaches it is correct.



Assessment checklist

Runs, stops and resets the simulator	☐	☐	☐
Builds a stack of at least 6 snapped blocks	☐	☐	☐
Can explain what “sequence” means	☐	☐	☐
Changes a number or text and predicts the result	☐	☐	☐

☐ ☐ ☐ = not yet / almost / yes!



Liked Lesson 1?

Get the full **Crabby Starter Lesson Pack** for **\$9**

- ☆ 5 progressive lessons: sequences, loops, sensors with if/else, variables, and a mini project
- ☆ Printable worksheets with real app screenshots, plus teacher notes and answers
- ☆ Starter and solution project files for every lesson, all tested in the simulator
- ☆ About 45 minutes per lesson, for ages 8–14

Get the pack for \$9: ethanvu.gumroad.com/l/hntjui

Free simulator: crabbyrobot.com/app/

Questions or classroom pricing? Reply to the email you got this from.