



A Team Project

Part 1

Teacher Reads Some people feel more comfortable around computers than they do around other people. This story is about Robin, one of those people.

Each morning at school, Robin went into
7 the classroom and waited for Ms. Martin to
15 begin class. Robin liked to see which scarf Ms. Martin
25 wore each day. Today Ms. Martin had on a white scarf with
37 pink stars.

39 Helen was in Robin's class. Helen came in, loudly chatting
49 with her pals. Then she sat at her desk next to Robin's desk.

62 "What's up, Robin?" Helen asked.

67 Robin said softly, "Not a thing." Robin found it hard to
78 think of what to say next.

84 Robin turned on her laptop. If she was at home, she
95 would be playing **computer** games where she did not have to
106 talk to people. For Robin, talking to people demanded more
116 effort than playing computer games.

Part 2

Teacher Reads *To program* means to write the code for a set of instructions that a computer can follow to do a job. Keep reading to find out about the programming project Ms. Martin assigns.

121 Ms. Martin chose teams for a new project. Each team
131 would use coding to **program** a **robot**.

138 Robin asked, "Can I work by myself? I do not need to be
151 on a team. I do not want to be on a team!"

163 Ms. Martin said, "Robin, give teamwork a try. Your
172 computer skills are outstanding. You could be a big help on
183 a team."

185 At the first team meeting, Robin was on time. Helen
195 was late.



Part 2 continued

197 “You are late, Helen,” said Robin.
203 “Well, I am at the meeting now, right?” said Helen loudly.
214 Robin did not join in when the team talked about plans
225 for the robot.
228 Helen asked Robin, “What is your plan? You are on this
239 team, too.”
241 “I do not have a plan,” said Robin. “I just came because
253 Ms. Martin put me on the team.”
260 “Whatever,” said Helen. The team kept going over
268 the plans.

Part 3

Teacher Reads Progress on Robin’s team slows down when they find a bug in their code. A computer bug is an error—a mistake—in the code that stops a computer from doing what it is supposed to do. Let’s continue reading to see if the team can fix the bug and get their robot working.

270 The team planned to program the robot to go through
280 a maze. Robin went to each meeting, but she did not speak
292 up. The team made good progress—until the robot kept
302 spinning and would not stop.
307 “There must be a coding bug,” said Helen.
315 Robin looked up from her laptop. She had fixed
324 bugs before. She slipped over to the team computer. She
334 felt nervous, but maybe she could do this. All the kids
345 surrounded her to see what she was about to do. Robin’s
356 hands were shaking a bit. Her first try did not work. The kids
369 waited. Robin kept working on the code. At last, the robot
380 stopped spinning. The team was shocked.
386 Helen shouted, “I could not have solved that in a
396 thousand years.”
398 Robin felt proud. Now that the robot was programmed,
407 team meetings would end. That was just fine with Robin.
417 But she did say hello to Helen each morning before class.
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