

Introduction to Elementary and Middle School Robotics

John Heffernan
8/9/2013

Introduction

- Elementary and Middle School Engineering Education with a focus on robotics
- Some background
- Activities
- Wrap-Up



Tap creative play

- Are we tapping into the so important creative play of children in school, especially the kind associated with building?

Tap creative play

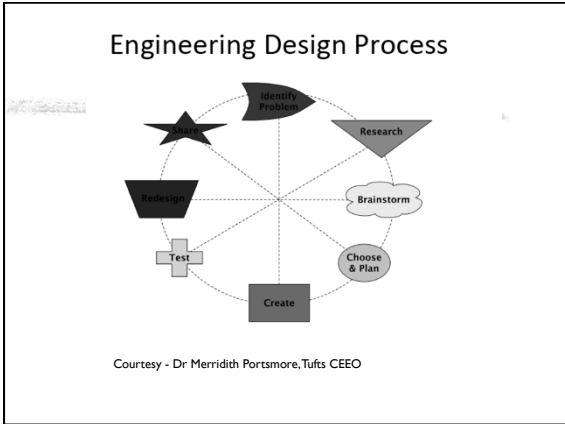
- It's more fun to actually be building something. If you took a class in robots and just learned about things, if the teacher just drilled information into your head, it would not be as fun as building and experiencing it to learn.
- Grade 6 Girl 2

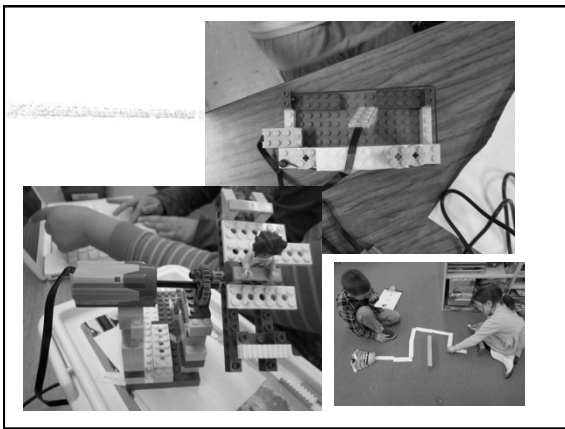
Tap creative play

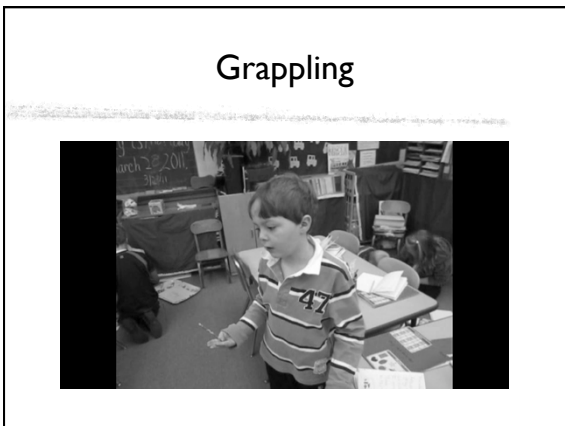


- Who is tapping into creative play? Are we?



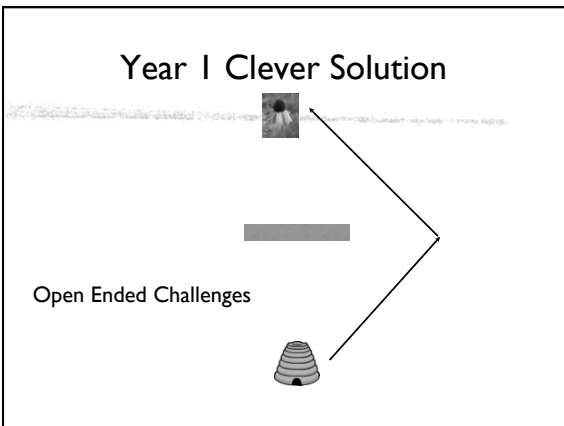












Depth of Learning

153

GRADE 5 LEGO LESSONS 42 - MOTORS - NO SENSORS

NAME: _____ DATE: 4/6/11

TEAM: _____

Follow the checklist below.

- The car turns clockwise for 3 seconds. 8.375
- The car turns counter-clockwise for 3 seconds. 1.25
- The car goes in a straight line for 3 seconds.
- The car goes forward for 2 seconds, makes a 90 degree turn, goes forward for 2 seconds and stops.
- The car follows a taped square on the floor. 16.743
- The car follows a taped path on the floor.

216 350
1256
314 18
47
1256

9140-72
-94
16743

1256-89
12360-80
150.72

GRADE 4 VELOCITY WORKSHEET

NAME: Cole DATE: _____

- Measure 10 feet and mark the distance in some way.
- Create a program that goes indefinitely. Set the motor power to 75%.
- Using the wall clock's second hand or a stopwatch, record how long it takes to go 10 feet. _____ seconds.

Calculate the velocity (feet) of your robot in feet per second. Distance ÷ time = Rate = 1.1 feet/second

Compare your results with others.

Why are results different for different teams? higher robots


What was the fastest speed? 1.116 s/c

Extra credit:


What is the velocity of a robot car with the power set to 100%? 800 100 10 8000

What is the slowest speed you can get the robot to go? 10180 300

Motivating



Fun



It was hard so it made us jump up and down when it finally worked. Grade 5 Girls Team 1

How is it different?

-[It's] Absolutely! [different from other schoolwork.] It's more interactive because mostly what we are doing in school is paperwork. With this you get to experiment, instead of just doing something, like math, you got a question, you figure it out. With this you can, change it up, experiment. Grade 6 Boy 1

-It's fun and different in a different way. I just think it is more fun. The way you think - easier is some ways, harder in some ways. The way you think is more fun to think that way than the other way. Grade 4 Boy Team 2

More Quotes

- I didn't think you would use all that math and science to build that robot. Grade 6 Girl 2
- It's more fun [than usual schoolwork.] It's a lot different - sometimes mathematical. You have to think in a different way. This would make this, would make this, happen. Each step is connected. Grade 4 Boy Team

What did you like about robotics?

- What did you like about robotics?
- 24 Mentioned the project as fun
- 15 Got to build/hands on
- 8 Different than other school work/special/exciting
- 7 Liked the programming even though it was hard
- 5 Cool
- 4 It was satisfying/exciting getting things to work
- 2 Liked the trial and error
- 2 Had to learn to compromise, work together
- 2 Got to move around, not stay in seat

RESEARCH - Interview results

- Student very aware of how they are being taught
- Prefer hands on activities and believe they learn better that way

Grade 6 Robots - Pre-Survey

NAME _____ DATE 3-30-11

What is a robot? a robot is a mechanical device that you can program to do different things.

What is engineering? Engineering is a type of work that involves mechanics

How much do you agree or disagree with these statements? Circle One.

I want to be an engineer or scientist when I am older.

Strongly Agree Agree Neither Agree or Disagree Disagree Strongly Disagree

I like using computers and other technology.

Strongly Agree Agree Neither Agree or Disagree Disagree Strongly Disagree

Teacher Interview



Student Interview



Dancing bird activity

- Build Dancing Bird with partner according to the directions
- Create a simple program to make the birds move for 10 seconds
- Do the LEGO created experiment with the pulleys and belts
- Embellish your program or birds if time permits

Reflection

- What STEM learning did you experience? 21st Century Skills?

Drumming Monkey or Spinning Top

- Build the Drumming Monkey or Spinning Top
- Do experiment(s)

Open Ended Challenge

- Build an amusement park ride that is fun and safe
- Only use parts in your kit
- Use words and/or pictures to plan a ride
- 30-40 minutes
- "Mistakes" are progress

Reflection

- What STEM learning did you experience? 21st Century learning?
- How did this differ from the more structured activity?
- How did you experience the engineering design process?

Curriculum Sequence

- PK – BeeBot Introduction, Counting, Letters
- K – BeeBots – E&M, +/-, Letters, Challenge
- 1 – WeDo - Getting Started, Dancing Birds
- 2 – Drumming Monkey, Spinning Top, Ride Challenge
- 3 – Amazing Adventures (ELA), Car Challenge
- 4 – Soccer (Math), Burglar Alarm Challenge
- 5- NXT Introduction – programming movement
- 6- NXT Dragster Challenge – engineering



Sharing Out



Grade Specific Project

- Build project(s) specific to your grade level
- See lesson plan(s) and/or Teacher's Guide

Next Steps

- Logistics – kit sharing, laptop sharing, parts management
- Support – software, hardware
- Curriculum – sequence, follow up session

Final Thoughts?

Resources

- jheffernan@hr-k12.org
- <http://www.kidsengineer.com/>

Materials list

- **NXT robot (1) build - NXT session only**
- **My WeDo Kit**
- **Domabot directions (1) – NXT only**
- **Dancing Birds, Spinning Top, Drumming Monkey Handouts (20)**
- **Ride Challenge Handout (20)**
- **Sound handouts (20)**
- **Directions – address**
- **Post slides online**
- **Laptop, video adaptor, power cord, mouse**
- **Lesson Plans**
- **Slide handouts**
