

# ROBOTICS ENGINEERING (BEEBOT FOCUS)

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# 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?

Lego Robots directly tap into the creative play urge of children in a healthy and educational way



# GOOD FOR BOYS

- We have found robotics especially good for boys with ADD and LD issues who do Legos at home and tech oriented boys that need challenges
- What other activities in elementary schools especially cater to boy's interests?

# GOOD FOR BOYS

- It was very interesting that we got to build a real, live robot. I never imagined I would build a robot. It was really cool. *Grade 5 Boy 1*
- It's fun because it allows you to challenge yourself in a different way than just your mind, because you have to be able to figure out how things go together because that's physical memory. *Grade 6 Boy 1*



# GOOD FOR GIRLS



- Girls don't always get to use Lego at home
- Need to be exposed to engineering before cultural constraints become strong

# HOW IS IT DIFFERENT?

It's fun because it allows you to challenge yourself in a different way than just your mind, because you have to be able to figure out how things go together because that's physical memory. *Grade 6 Boy 1*

[It's] Absolutely! [different from other schoolwork.] It's [robotics] 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 like, 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 in 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*

Robots are something that you don't learn on a board, you kind of learn by doing it with your hands. You look at it and observe it more. *Grade 6 Girl 1*

# STEM PIPELINE

- STEM occupations are projected to grow by 17.0 percent from 2008 to 2018, compared to 9.8 percent growth for non-STEM occupations.
- STEM workers command higher wages, earning 26 percent more than their non-STEM counterparts.
- We need creators of technology, not just consumers.
- Will we be STEM competitive in the new global economy?

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 scientists 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

# NATIONAL AND STATE STANDARDS

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 2*

*Teachers have integrated math, science, technology, programming, art, music, ELA*

*Other important 21st Century Skills, collaboration, communication, problem solving*

*National and state standards and tests will have much more engineering in them in the future*

# ENGINEERING

- Not all kids should or need to be engineers but:
  - We have created a lot of problems with our technology and will need ethical engineers and scientists to solve them
  - Practices a way of thinking based on reflection, fact based research, iterative and revision, collaboration, and sharing out



# GRAPPLING



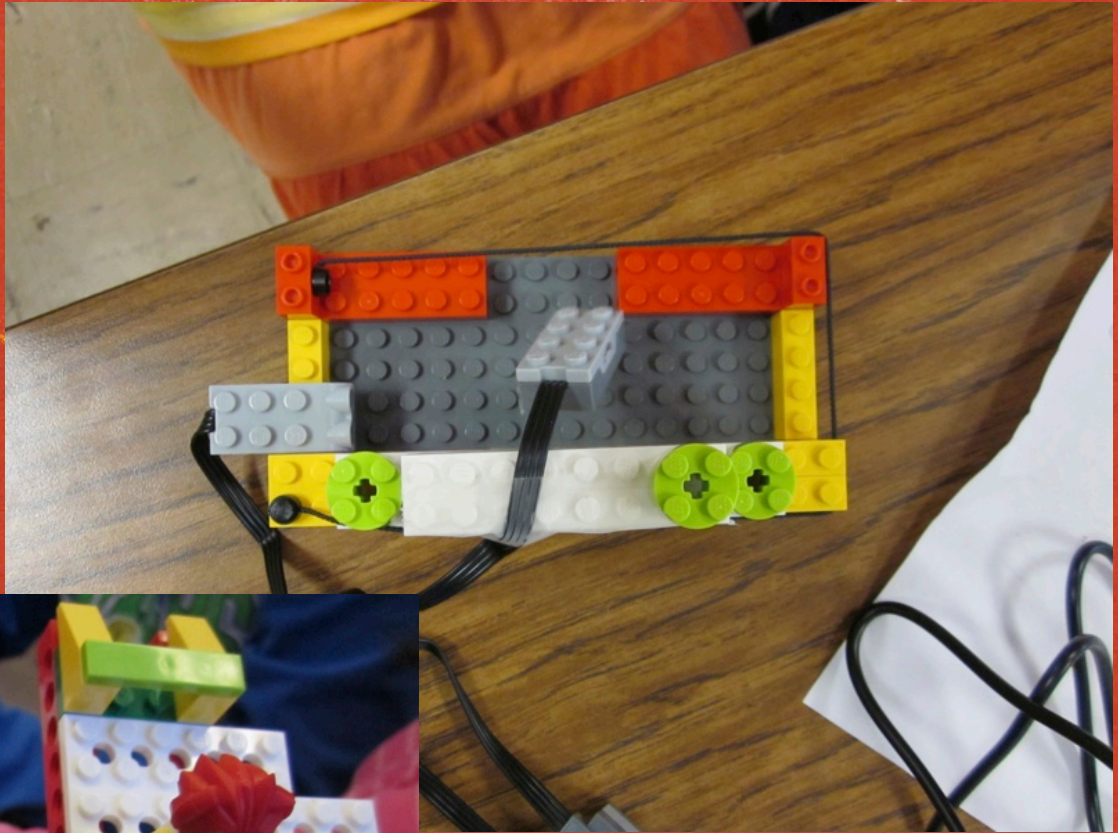


# GRAPPLING 2



# ENGINEERING DESIGN





# DEPTH OF LEARNING

## GRADE 5/6 LEGO LESSONS #2 - MOTORS - NO SENSORS

TEAM \_\_\_\_\_ DATE 4/6/11

Follow the checklist below.

The car turns clockwise for 5 seconds.

The car turns counterclockwise for 5 seconds.

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.

The car follows a taped path on the floor.

15.5

8.375  
125

$$\begin{array}{r} 2 \overline{) 16.756} \\ \underline{-16} \phantom{00} \\ 107 \\ \underline{-107} \\ 156 \\ \underline{-154} \\ 26 \end{array}$$

$$\begin{array}{r} 12.5660 \\ \times 12.67 \\ \hline 251260 \\ 125660 \\ \hline 150726 \end{array}$$

$$\begin{array}{r} 16.74\frac{2}{3} \\ \times 12.67 \\ \hline 210.72 \end{array}$$

## GRADE 6 VELOCITY WORKSHEET

NAME Corie 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. 11 seconds

Calculate the velocity (rate) of your robot in feet per second. Distance = rate x time.

Rate = 1.1 feet/second

Compare your results with others.

Why are results different for different teams? lighter robots

What was the fastest speed? 1.016 sec

Extra credit

What is the velocity of a robot car with the power set to 100%? 8sec per 10 foot or

What is the slowest speed you can get the robot to go? .8 in 1 sec

$$\begin{array}{r} .900 \\ 11 \overline{) 100} \\ \underline{-99} \\ 10 \\ \underline{-10} \\ 0 \end{array}$$

$$\begin{array}{r} 11 \\ 10 \overline{) 11} \\ \underline{-10} \\ 10 \\ \underline{-10} \\ 0 \end{array}$$

$$\begin{array}{r} .8 \\ 10 \overline{) 8} \\ \underline{-8} \\ 0 \end{array}$$



# FUN



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

# What Can You Do?

- Use hands on engineering in your classroom
- Take apart, blocks, robotics learning centers
- Find other ways to do hands on science and engineering
- ???

# BEEBOTS

- Made by Terrapin Logo
- 5 BeeBot Bundle for \$400 with mat, cards, and shells
- Requires AA batteries
- Left, Right, Forward, Back, Pause, Clear, Go, On/Off
- Try it!



# BEEBOT MEASUREMENT

- BeeBot forward step - how long is it?
- Estimation - how many BeeBot steps to ...
- And measurement
- See BeeBotEstimation.doc

NAME CARTER BEEES AND HONEY #1

HIVE	STEPS
1	✓ 6
2	✓ 7
3	✓ 6
4	✓ 3
5	✓ 4
6	✓ 6



# K - TEACH YOUR BEEBOT

- Recognise letters (read) - use block letters only, why?
- Recognize numbers (math)
- Count
- Add
- Subtract
- Use number lines and masking tape - try it!

# MANAGING BEEBOTS

- Partner consideration and Cooperative learning skills
- Checklists
- K considerations
- Clear button
- On/off
- Batteries

# K - BEES AND HONEY

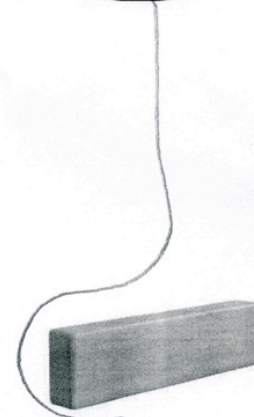
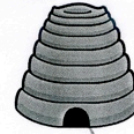
- Open ended challenge - why?
- Culmination of long BeeBot unit
- Winter/Spring
- Props
- Can tie in with science
- Preplanning routes (design - choose and plan)

# BEFORE MAP SAMPLE

NAME ATTI

B

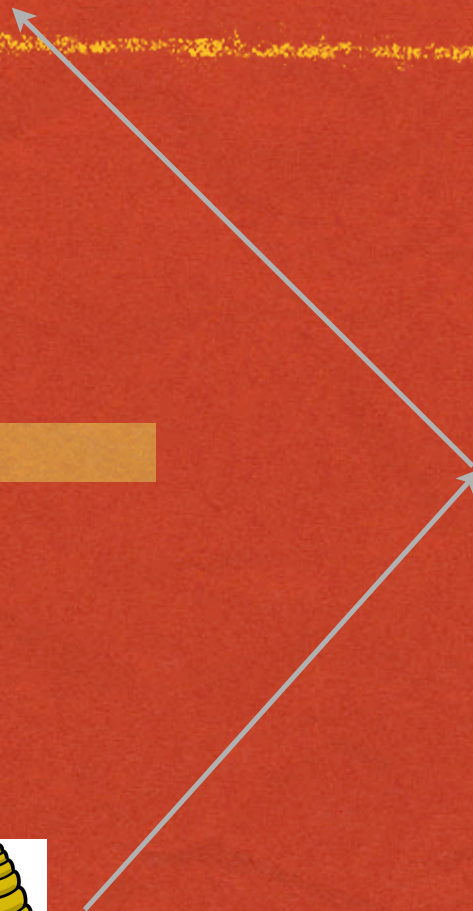
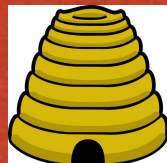
Draw the path the BeeBot took to the flower.



# EXAMPLE OF ROUTE PLANNING WITH RULERS



# YEAR 1 CLEVER SOLUTION





# K ENGINEERING CONCLUSIONS

- Balance of “open endedness” and “doability” difficult to achieve
- Difference in time of year
- Difference in classes
- Evaluate and modify how much scaffolding is needed

# MATS

- Can be used as a way to pick the answer
- See BeeBot Lessons
- Try one

# GRIDS

- Problem Solving With BeeBots by Lester Carr
- Challenges
- Find It Challenges
- Graph It Challenges
- Map It Challenges
- Predict It Challenges
- Scramble It Challenges

# TRAFFIC JAM

- Teaches the Pause button
- Teaches cooperation
- Use tape (cross)

# GEOMETRY

- Trace shapes (square/rectangle)
- Make shapes
- Perimeters
- 90 degree angles
- Create a rectangle for others to try
- Add estimation

# BEEBOT RACE

- Students race their BeeBot across the floor.
- Make a start and finish line
- Program
- 1-2-3 Go
- Why are some faster than others?

# CUMULATIVE PROGRAMMING

- Students can program cumulatively or not
- Be consistent
- For non-cumulative, can use aids such as rulers and turn markers and notes
- Acting out method

# BEEBOT ADVENTURES

- <http://mybeebot.wordpress.com/welcome-beebot-parents/1st-adventure/>



# LEGO WEDO ROBOTICS

- If time permits, create and program Dancing Birds
- Can be used in grades 1 or 2
- Use Getting Started for grade 1 first

# Resources

- [jheffernan@hr-k12.org](mailto:jheffernan@hr-k12.org)
- <http://www.kidsengineer.com/>
- <http://mybeebot.wordpress.com/>

# SUPPLIES

- BeeBots
- Batteries
- Mats
- Number lines
- Markers
- Masking Tape
- 2 Curriculum Books
- Projector/speakers
- Snacks/coffee?
- Grid paper
- Rulers
- Meter sticks
- Scissors
- Worksheets
- Files (online?)
- Sign in/evalulations
- Cards
- Challenges Sheets (1 of each)