









STEM ROBOTICS AND MAKER* CHALLENGE

This year's challenge: Build a robot that moves Baxter into manufacturing and service robot-designated spaces within a specific time frame while chronicling the Engineering Design Process.



STEM K-12 robotic activities focus not only on collaboration, problem solving and critical thinking skills but also these STEM skills:

Science—

Students investigate the physics of motion and energy transformation.

${ m T}$ echnology—

Students are introduced to basic computer programming, motor control, electronics and feedback systems.

Engineering—

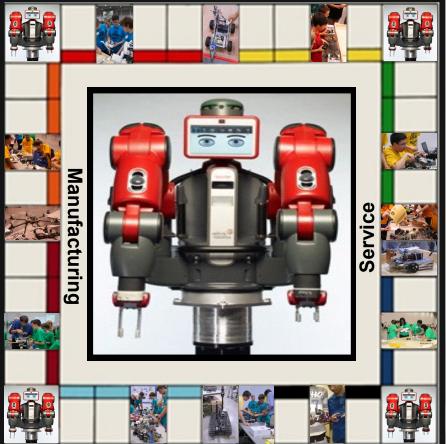
Students create a microcontroller for robotic manipulation and begin to understand

"Mechatronics" and the relationships between electronic and mechanical systems.

Mathematics-

Students demonstrate knowledge and application of measurement, ratios and proportions, conversion of units, applied geometry and probability through computational thinking.

BAXTER ON THE BOARDWALK



*MAKER CHALLENGE

Select student teams will be given limited resources to design and produce a product and present their experiences using the Engineering Design Process. Construction of a prototype utilizing the 3D printer will take place onsite during the day.





June 12, 2015
Public Invited 10:00AM - 4:00PM
Virginia Beach Convention Center

For more information contact
Office of Technical & Career Education 648-6180.







