Summer of Innovation

Robotics Unplugged
4th – 9th grade

Introduction

The goal of the NASA Summer of Innovation Robotics Unplugged camp is to excite young minds and inspire student trainees toward future science, technology, engineering, and mathematics (STEM) pursuits. Raising student trainee achievement in STEM pursuits begins by leading students on a journey of understanding through these highly engaging activities. The activities and experiences in this guide come from across NASA's vast collection of educational materials.

This themed camp outline provides examples of one-day and two-day science and engineering programs. Each day contains 6-8 hours of activities totaling more than 12 hours of instructional time. The camp template will assist you in developing an appropriate learning progression focusing on the concepts necessary to engage in learning about rockets. The Robotics Unplugged camp provides an interactive set of learning experiences that center on the engineering design process and how we can envision, develop and build robots to help us in our work. The activities scaffold to include cooperative learning, problem solving, critical thinking, and hands-on experiences. As each activity progresses, the conceptual challenges increase, offering students full immersion in the topics.

Intended Learning Experiences

Through the participation in these camps future scientists and engineers will have the opportunity to explore robotics and have learning experiences that open the door and help make robotics something that they can envision in their lives, realize that they have the potential to make a contribution to this field and ignite their curiosity to see what they might create. The learning outcomes also anticipate that campers will be able to:

- Explain the roles of robots in our lives and at NASA
- Describe the role of the engineering design process in the development of a robot
- Demonstrate the role of journaling in engineering design
- Follow instructions and checklists in building
- Plan a design and follow through with a building plan
- Develop the communication skills that form the basis for programming
- Envision materials in a variety of new roles
- Discuss the mechanics of movement

Professional Development

Educator Professional Development (PD) experiences are available. Webinars, NASA Digital Learning Network (DLN) programs, training videos, and online meeting spaces will help you implement the program. We hope that you and your students have a memorable and successful experience implementing these activities.

Professional Development Resources

- The NASA Educator Online Network is a great resource for STEM educators to share and learn about STEM topics. The Robotics Unplugged camp hosts a group that will provide a place for sharing about the activities, additional resources, extension ideas, and support.
- Visit the Summer of Innovation homepage for an extensive catalog of news, media resources, and educational materials.
- NASA Robotics Website is a comprehensive collection of NASA resources that support robotics in educational settings.

Format of the Guide

The Six E's
Each day or section of activities utilizes the 5-E Instructional Model. Included in this program guide is a sixth 'E' for Excite. This additional 'E' shows you how to incorporate NASA's unique information and resources to excite students with career connections, real world examples, spinoffs from NASA research, and more. Learn more about the 5-E Instructional Model.

$ Requires simple materials common in the classroom or relatively inexpensive to obtain.

$$ Requires purchasing unique materials such as poster board, duct tape, or hot glue guns.

$$$ Requires purchasing or building higher-cost items, though many are one-time purchases that may used for many students over several years.

Title	Overview	Time	Cost	Additional Resources
The title hyperlinks to the activity.	An overview describes the main concepts and strategies used in the lesson, activity, or demonstration.	The time listed includes time for an introduction, activity time, and conclusion time.	Please find this camp or the activity you are using in the Resource Repository for more information on costs and tips.	Suggested resources may include additional lesson plans, posters, images, or other learning support materials.

Engage: Question?

Icons may appear throughout the program

A computer symbol means you may need one or more computers or other technology, though alternatives are available.

Journal

Journals are an optional element of your camp. Throughout the camp template, you will find reflective questions, ideas, and guidance in creating a journal. Journals also provide trainees with a unique souvenir of their experiences. Learn more about how scientists and engineers use journaling at NASA by watching this eClip video: Journaling in Space.

One - Day Program: Rover Construction

This one-day camp is designed to introduce some of the fundamental concepts of robotics and ignite a curiosity to discover more about robotics. Campers will become robotic specialists in training as they explore the role of robots in our lives and those that work at NASA. A delightful way to begin the day is welcome each new specialist with NASA identification (name tags) and assign them to a team of 2-4 specialists. Their goal today is to enter the training program and learn to build rovers. Once at their team's base, a pre-assigned table or area, they can begin to get to know each other and develop stories to *ID That Robot.* Participating in this activity helps students tie their previous knowledge of robots to questions that can help guide their activities for the day. This is followed by a traditional NASA activity: Mission Patch development. Each team will then delve into Rover Construction Techniques 101. An interactive webcast through NASA's Digital Learning Network (DLN) provides a briefing for the new specialists. After debriefing their initial construction, specialists will be introduced to the engineering design process as a development tool. Next, specialists will have the opportunity to extend their learning by refining their design and meeting a NASA Mission Challenge.

Title	Overview	Time	Cost	Additional Resources
Engage: Discover the Robots in our Lives and at work at NASA				
ID That Robot	Robotic specialists in training enter their NASA center and team base to find a stack of laminated robot pictures. Each team is responsible for guessing what these robots do at NASA and creating a story or guesses to go along with the picture. Encourage specialists to use as many descriptive words as possible. This is a great activity to have waiting for students as they arrive and are waiting for the whole team to assemble.	0.5 hrs	$	Following this link will take you to the Summer of Innovation lesson plans and background on using robotics. Scrolling down will connect you to a training module Robots at NASA that provides an overview of robotics. Sample pictures of robots at NASA
Mission Patches	As a team building activity each group may design a mission patch to represent them throughout the day. When each team has completed their patch they can introduce themselves to the group as a whole and choose one story/robot they are curious about to share with the whole group. Including the NASA e-Clips video can augment this section.	1.0 hrs	$ 	Follow this link to the NASA e-Clips website. If you enter Mission Patch into the search box it will connect to a great video you can use.

Explore: Rover Construction Techniques 101				
Rover Construction a.k.a Rocket Races	Specialists have the opportunity to work individually, getting help from teammates when need, to in their teams to build a balloon-powered rover. This is a great time to emphasize that robotics requires the ability to follow directions precisely in construction, mission parameters and communication. Rover Testing: You can make a research zone for the rovers to traverse on the floor with a 5x5 foot masking tape outline.	2.0 hrs	$	NASA eClips has a great example of a rover at work: just type Lunar Electric Rover into the search box
Explain: Briefing: Robotics at NASA				
Space Bots DLN Spacebots Lesson Overview	This is a NASA briefing for the new robotic specialists. Through the interactive DLN presentation Spacebots the specialists will be introduced to the many robots at work at NASA.	1.5 hrs	$ 	You can find informative videos about DLN here DLN registration page
Elaborate: Learning with the Engineering Design Process				
Debrief	Specialists return from their initial experience building a rover and discuss how it performed. This is a wonderful time to introduce the concept of the engineering design process	0.5 hrs	$	Two training modules on teaching engineering design can be found by following this link. Even at NASA there may be different versions of the design process in use. Visit the NASA BEST site to see more training videos
Evaluate: Summarize and Extend Knowledge About Robot Construction				
Briefing	Specialists can hear about the Desert-RATS (Desert Research and Technology Studies) team at NASA and how they are currently setting the goal of developing the equipment necessary to land on and explore an asteroid.	15 min	$ 	D-RATS Video Description of D-RATS asteroid goal

Rover Challenge	NASA Mission: Develop a prototype of a rover that can travel on rougher ground. Place a couple of obstacles in the research zone (this might be cardboard layers or wax paper or crumpled aluminum foil). Have specialists examine their first robot, get reconnaissance about the new landing zone. Next they can and take stock of the new parts they have available. Using the engineering design process have the team sketch a proposed robot. Next, the team builds a prototype and tests it on the new landing zone. Because not every student will have a model to take home educators can have the equipment to photograph the models and print out pictures for students.	1.5 hrs	$	The Global Exploration Road Map provides a great visual summary of where we can explore in the universe. This activity is an extension of the Rocket Races lesson. To explore other ways to build rovers and other parts connect here to the Lunar Nautics Guide.
Debrief	Teams demonstrate their rover modifications and the results of the first test run. Teams conclude by listing their next steps in the design process and getting suggestions from the other teams.	15 min per team	$ 	Desert- RATS explains how they have modified ATHLETE in a NASA e-Clips on this webpage – Type 'Real World Triathlete' into the search box.
Excite: NASA Connection				
Virtual Mission and Test Site	Specialists can further their knowledge through simulations. At the D-Rats website they can log on at home or camp to attempt virtual data gathering and mission simulations.		$ 	To extend their learning students can try a virtual test site by Desert-RATS

Two-Day Program – Day One: Rover Construction

This two-day camp is designed to introduce some of the fundamental concepts of robotics and ignite a curiosity to discover more about robotics. On day one, campers will become robotic specialists in training as they explore the role of robots in our lives and those that work at NASA. A delightful way to begin the day is welcome each new specialist with NASA identification (name tags) and assign them to a team of 2-4 specialists. Their goal today is to enter the training program and learn to build rovers. Once at their team's base, a pre-assigned table or area, they can begin to get to know each other and develop stories to *ID That Robot.* Participating in this activity helps students tie their previous knowledge of robots to questions that can help guide their activities for the day. This is followed by a traditional NASA activity: Mission Patch development. Each team will then delve into Rover Construction Techniques 101. An interactive webcast through NASA's Digital Learning Network (DLN) provides a briefing for the new specialists. After debriefing their initial construction, specialists will be introduced to the engineering design process as a development tool. Next, specialists will have the opportunity to extend their learning by refining their design and meeting a NASA Mission Challenge.

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Mission Patches	As a team building activity each group may design a mission patch to represent them throughout the day. When each team has completed their patch they can introduce themselves to the group as a whole and choose one story/robot they are curious about to share with the whole group. Including the NASA e-Clips video can augment this lesson.	1.0 hrs	$ 	Follow this link to the NASA e-Clips website. If you enter Mission Patch into the search box it will connect to a great video you can use.

Explore: Rover Construction Techniques 101				
Rover Construction a.k.a Rocket Races	Specialists have the opportunity to work individually, getting help from teammates when need, to in their teams to build a balloon-powered rover. This is a great time to emphasize that robotics requires the ability to follow directions precisely in construction, mission parameters and communication. Rover Testing: You can make a research zone for the rovers to traverse on the floor with a 5x5 foot masking tape outline.	2.0 hrs	$	NASA eClips has a great example of a rover at work: just type Lunar Electric Rover into the search box
Explain: Briefing: Robotics at NASA				
Space Bots DLN Spacebots Lesson Overview	This is a NASA briefing for the new robotic specialists. Through the interactive DLN presentation Spacebots the specialists will be introduced to the many robots at work at NASA.	1.5 hrs	$ 	You can find informative videos about DLN here DLN registration page
Elaborate: Learning with the Engineering Design Process				
Debrief	Specialists return from their initial experience building a rover and discuss how it performed. This is a wonderful time to introduce the concept of the engineering design process	0.5 hrs	$	Two training modules on teaching engineering design can be found by following this link. Even at NASA there may be different versions of the design process in use. Visit the NASA BEST site to see more training videos
Evaluate: Summarize and Extend Knowledge About Robot Construction				
Briefing	Specialists can hear about the Desert-RATS (Desert Research and Technology Studies) team at NASA and how they are currently setting the goal of developing the equipment necessary to land on and explore an asteroid.	15 min	$ 	D-RATS Video Description of D-RATS asteroid goal

Rover Challenge	NASA Mission: Develop a prototype of a rover that can travel on rougher ground. Place a couple of obstacles in the research zone (this might be cardboard layers or wax paper or crumpled aluminum foil). Have specialists examine their first robot, get reconnaissance about the new landing zone. Next they can and take stock of the new parts they have available. Using the engineering design process have the team sketch a proposed robot. Next, the team builds a prototype and tests it on the new landing zone. Because not every student will have a model to take home educators can have the equipment to photograph the models and print out pictures for students.	1.5 hrs	$	The Global Exploration Road Map provides a great visual summary of where we can explore in the universe. This activity is an extension of the Rocket Races lesson. To explore other ways to build rovers and other parts connect here to the Lunar Nautics Guide.
Debrief	Teams demonstrate their rover modifications and the results of the first test run. Teams conclude by listing their next steps in the design process and getting suggestions from the other teams.	15 min per team	$ 	Desert- RATS explains how they have modified ATHLETE in a NASA e-Clips on this webpage – Type 'Real World Triathlete' into the search box.
Excite: NASA Connection				
Virtual Mission and Test Site	Specialists can further their knowledge through simulations. At the D-Rats website they can log on at home or camp to attempt virtual data gathering and mission simulations.		$ 	To extend their learning students can try a virtual test site by Desert-RATS

Two-Day Program – Day Two: Dexterous Robots

After completing Day 1 of their robotic specialist training, the specialists explore humanoid robots at NASA. Day 2 is spent learning about dexterous robots and the complex actions required to make hands work. First, each team explores the constraints and complexities of hands, tools, and protective gear. Next, specialists work on construction skills and anatomy as they construct a prototype of a hand. A debriefing reacquaints specialists with the engineering design process and its role in robotics construction. A briefing on sign language at NASA provides the knowledge needed to begin to tackle the dexterous hand building challenge. During the challenge, each team will design and build a prototype capable of signing a word in American Sign Language. The day concludes with the exciting video of Robonaut shaking hands with the Commander of the International Space Station and signing "Hello World."

Title	Overview	Time	Cost	Additional Resources
Engage: Constraints and Capabilities of Hands at Work in Space				
All Hands On Deck	Robotic trainees enter their NASA center and team base to find an assortment of gloves on the table. Each team will experiment with how the gloves change what work their hands can do. You might provide some Lego, Tinker toys, large wooden puzzles or pen and paper and assign each team a task to try while wearing various gloves.	0.5 hrs	$	
Helping Hands NASA eClips	NASA's Astronauts face a lot of challenges in space, including how to work with tools while wearing gloves and experiencing Newton's 3rd law while trying to work in space. You can share this eClips video with students to demonstrate these space obstacles and the innovative solutions we have found at NASA. Just type Real World Power Tools in Space into the search box on the eClips site.	0.5 hrs	$ 	Velcro is another great tool that helps NASA's astronauts keep tools accessible. From the Best Dressed Astronaut webpage you can show students this image of an astronaut's Velcro and tools.
Explore: Dextrous Robot Construction Techniques 101				
Robotics: Hands Down	Specialists have the opportunity to work individually, getting help from teammates when need, to in their teams to build a working model of a hand.	2.0 hrs	$	There is a training module called I want to Hold Your Hand that can be accessed by following this link. The module demonstrates how to build the hand.

Elaborate: Learning with the Engineering Design Process				
Debrief	Specialists return from their initial experience building a dexterous hand and discuss how it performed. This is a wonderful time to elaborate on the concept of the engineering design process	0.5 hrs		Two training modules on teaching engineering design can be found by following this link. Even at NASA there may be different versions of the design process in use. Visit the NASA BEST site to see more training videos
Evaluate: Summarize and Extend Knowledge About Robotic Hand Construction				
Briefing: What is Sign Language?	The International Space Station has had guests from all over the world, representing myriad languages. But until NASA astronaut Tracy Caldwell Dyson came aboard, one language was still not represented. Said to be the fourth most commonly used language in the United States, American Sign Language, or ASL, made its debut on the space station in a special video recorded by Caldwell Dyson. Robonaut is a humanoid robot and one of the newest residents on the International Space Station (ISS). Watch the video in the resources section to see how Robonaut uses its hands.	0.5 hrs	$ 	Video of Astronaut Caldwell Dyson is sending a sign language message The webpage Signs of Science explores sign language at NASA Video of the role Robonaut is expected to play on the ISS
Give me a Sign: Dexterous Hand Challenge	NASA Mission: Develop a prototype of hand that can sign a word. For example the hand sign for “I Love You” or a color such as yellow. Once specialists have chosen their word, they can return to the engineering design process and their first hand prototypes to determine what modifications are necessary to sign the word. You may want to encourage them to sign the word several times, each time observing their own hand and what parts move in what order. Next, they can and take stock of the new parts they have	1.5 hrs	$	Many guides to sign language are available on the internet or in the library. It may help for students to have access to various color rubber bands and string to help with color coding the patterns and directions they write to move the hand.

	available. Using the engineering design process have the team sketch a proposed new hand. Next, the team builds a prototype and tests it. Because not every student will have a model to take home educators can have the equipment to photograph the models and print out pictures for students.			
Debrief	Teams demonstrate their robotic hand modifications and the results of the first test run. Teams conclude by listing their next steps in the design process and getting suggestions from the other teams.	5-15 min per team		
Excite: NASA Connection				
Exciting News: Robonaut Signs!	An exciting new development at NASA is the arrival of Robonaut on the International Space Station (ISS). On February, 15th 2012 Robonaut shook hands with the Commander of the ISS and signed "Hello World."	15 min	$ 	Robonaut's debut video
Following Robonaut's Adventures	Specialists can continue to follow the adventures of NASA's dexterous robot. We look forward to many new challenges and the various ways Robonaut will lend a hand in space!		$ 	Robonaut's home page

Five-Day Program – Day One: Rover Construction

This five-day camp is designed to introduce some of the fundamental concepts of robotics and ignite a curiosity to discover more about robotics. On day one, campers will become robotic specialists in training as they explore the role of robots in our lives and those that work at NASA. A delightful way to begin the day is to welcome each new specialist with NASA identification (name tags) and assign them to a team of 2-4 specialists. Their goal today is to enter the training program and learn to build rovers. Once at their team's base, a pre-assigned table or area, they can begin to get to know each other and develop stories to *ID That Robot.* Participating in this activity helps students tie their previous knowledge of robots to questions that can help guide their activities for the day. This is followed by a traditional NASA activity: Mission Patch development. Each team will then delve into Rover Construction Techniques 101. An interactive webcast through NASA's Digital Learning Network (DLN) provides a briefing for the new specialists. After debriefing their initial construction, specialists will be introduced to the engineering design process as a development tool. Next, specialists will have the opportunity to extend their learning by refining their design and meeting a NASA Mission Challenge.

Title	Overview	Time	Cost	Additional Resources
Engage: Discover the Robots in our Lives and at work at NASA				
ID That Robot	Robotic specialists-in-training enter their NASA center (NASA has 10 Centers across the United States) and team base (or station) to find a stack of laminated robot pictures. Each team is responsible for guessing what these robots do at NASA and creating a story or guesses to go along with the picture. Encourage specialists to use as many descriptive words as possible. This is a great activity to have waiting for students as they arrive and are waiting for the whole team to assemble. For an optional activity Specialists may write their own definition of what a robot is in their words. As the comparison of answers emerges they may recognize items they had not thought of as robots; for instance they may discover that satellites are indeed a kind of robot which can extend human senses safely into hazardous environments like space.	0.5 hrs	$	The Summer of Innovation robotics lesson plans provide an overview on how to teach with robotics and background information on robots at NASA. Scrolling down will connect you to a training module about Robots at NASA that provides an overview of robotics. Sample pictures of robots at NASA
Mission Patches	As a team building activity each group may design a mission patch to represent them throughout the day. When each team has completed their patch they can introduce themselves to the group as a whole and choose one story/robot they are	1.0 hrs	$	NASA e-Clips has a wonderful video that explains the process astronauts

	curious about to share with the whole group. Including the NASA e-Clips video can augment this lesson. Teams may want to adopt their mission patch using it to identify their work and centers.			engage in as they design their mission patches. Just type "mission patch" into the search box to get to the video. Google "NASA mission patch" and look for the Picture Switcher games for various NASA shuttle mission patches, such as STS-131. Click on any part of the patch to find out what each element symbolizes about the NASA mission.
Explore: Rover Construction Techniques 101				
Rover Construction a.k.a Rocket Races	Specialists have the opportunity to work individually, getting help from teammates when needed, to build a balloon-powered rover. This is a great time to emphasize that robotics requires the ability to follow directions precisely in construction, mission parameters and communication. Rover Testing: You can make a research zone for the rovers to traverse on the floor with a 5x5 foot masking tape outline.	2.0 hrs	$	NASA eClips has a great example of a rover at work: just type Lunar Electric Rover into the search box
Explain: Briefing: Robotics at NASA				
Space Bots DLN Spacebots Lesson Overview	This is a NASA briefing for the new robotic specialists. Through the interactive online DLN (Digital Learning Network) presentation Spacebots the specialists will be introduced to the many robots at work at NASA. Be sure to sign up for this event a few weeks in advance.	1.5 hrs	$ 	You can find informative videos about DLN here DLN registration page
Elaborate: Learning with the Engineering Design Process				
Debrief	Specialists return from their initial experience building a rover and discuss how it performed. This is a wonderful time to introduce the concept of the engineering design process	0.5 hrs	$	Two training modules on teaching engineering design can be found by following this link.

				Even at NASA there may be different versions of the design process in use. Visit the NASA BEST site to see more training videos
Evaluate: Summarize and Extend Knowledge About Robot Construction				
Briefing	Specialists can hear about the Desert-RATS (Desert Research and Technology Studies) team at NASA and how they are currently setting the goal of developing the equipment necessary to land on and explore an asteroid.	15 min	$ 	D-RATS Video Description of D-RATS asteroid goal
Rover Challenge	NASA Mission: Develop a prototype of a rover that can travel on rougher ground. Place a couple of obstacles in the research zone (this might be cardboard layers or wax paper or crumpled aluminum foil). Have specialists examine their first robot, and get reconnaissance about the new landing zone. Next they can take stock of the new parts they have available. Using the engineering design process have the team sketch a proposed robot. Next, the team builds a prototype and tests it on the new landing zone. Because not every student will have a model to take home educators can have the equipment to photograph the models and print out pictures for students.	1.5 hrs	$	The Global Exploration Road Map provides a great visual summary of where we can explore in the universe. This activity is an extension of the Rocket Races lesson. To explore other ways to build rovers and other parts connect here to the Lunar Nautics Guide.
Debrief	Teams demonstrate their rover modifications and the results of the first test run. Teams conclude by listing their next steps in the design process and getting suggestions from the other teams.	15 min per team	$ 	Desert- RATS explains how they have modified ATHLETE in a NASA e-Clips on this webpage – Type 'Real World Triathlete' into the search box.

Excite: NASA Connection				
Virtual Mission and Test Site	Specialists can further their knowledge through simulations. At the D-Rats website they can log on at home or camp to attempt virtual data gathering and mission simulations.		$ 	To extend their learning students can try a virtual test site by Desert-RATS

Five-Day Program – Day Two: Dexterous Robots

After completing Day 1 of their robotic specialist training, the specialists explore humanoid robots at NASA. Day 2 is spent learning about dexterous robots and the complex actions required to make hands work. First, each team explores the constraints and complexities of hands, tools, and protective gear. Next, specialists work on construction skills and anatomy as they construct a prototype of a hand. A debriefing reacquaints specialists with the engineering design process and its role in robotics construction. A briefing on sign language at NASA provides the knowledge needed to begin to tackle the dexterous hand building challenge. During the challenge, each team will design and build a prototype capable of signing a word in American Sign Language. The day concludes with the exciting video of Robonaut shaking hands with the Commander of the International Space Station and signing "Hello World."

Title	Overview	Time	Cost	Additional Resources
Engage: Constraints and Capabilities of Hands at Work in Space				
All Hands On Deck	Robotic trainees enter their NASA center and team base to find an assortment of gloves on the table. Each team will experiment with how the gloves change what work their hands can do. You might provide some Lego, Tinker toys, large wooden puzzles or pen and paper and assign each team a task to try while wearing various gloves.	0.5 hrs	$	
Helping Hands NASA eClips	NASA's Astronauts face a lot of challenges in space, including how to work with tools while wearing gloves and experiencing Newton's 3rd law while trying to work in space. You can share this eClips video with students to demonstrate these space obstacles and the innovative solutions we have found at NASA. Just type Real World Power Tools in Space into the search box on the eClips site.	0.5 hrs	$ 	Velcro is another great tool that helps NASA's astronauts keep tools accessible. From the Best Dressed Astronaut webpage you can show students this image of an astronaut's Velcro and tools.
Explore: Dexterous Robot Construction Techniques 101				

Robotics: Hands Down	Specialists have the opportunity to work individually, getting help from teammates when need, in their teams, to build a working model of a hand.	2.0 hrs	$	There is a training module called I want to Hold Your Hand that can be accessed by following this link. The module demonstrates how to build the hand.
Elaborate: Learning with the Engineering Design Process				
Debrief	Specialists return from their initial experience building a dexterous hand and discuss how it performed. This is a wonderful time to elaborate on the concept of the engineering design process	0.5 hrs		Two training modules on teaching engineering design can be found by following this link. Even at NASA there may be different versions of the design process in use. Visit the NASA BEST site to see more training videos
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Briefing: What is Sign Language?	The International Space Station has had guests from all over the world, representing myriad languages. But until NASA astronaut Tracy Caldwell Dyson came aboard, one language was still not represented. Said to be the fourth most commonly used language in the United States, American Sign Language, or ASL, made its debut on the space station in a special video recorded by Tracy Caldwell Dyson. Robonaut is a humanoid robot and one of the newest residents on the International Space Station (ISS). Watch the video in the resources section to see how Robonaut uses its hands.	0.5 hrs	$ 	Video of Astronaut Caldwell Dyson is sending a sign language message The webpage Signs of Science explores sign language at NASA Video of the role Robonaut is expected to play on the ISS
Give me a Sign: Dexterous Hand Challenge	NASA Mission: Develop a prototype of a hand that can sign a word. For example sign the words for “I Love You” or a color such as yellow. Once specialists have chosen their word, they can return to the engineering design process and their first	1.5 hrs	$	Many guides to sign language are available on the internet or in the library.

	hand prototypes to determine what modifications are necessary to sign the word. You may want to encourage them to sign the word several times, each time observing their own hand and what parts move in what order. Next, they can and take stock of the new parts (of recycled materials) they have available. Using the engineering design process have the team sketch a proposed new hand. Next, the team builds a prototype and tests it. Because not every student will have a model to take home educators can have the equipment to photograph the models and print out pictures for students.			It may help for students to have access to various color rubber bands and string to help with color coding the patterns and directions they write to move the hand.
Debrief	Teams demonstrate their robotic hand modifications and the results of the first test run. Teams conclude by listing their next steps in the design process and getting suggestions from the other teams.	5-15 min per team		
Excite: NASA Connection				
Exciting News: Robonaut Signs!	An exciting new development at NASA is the arrival of Robonaut on the International Space Station (ISS). The ISS is a Space Station that has been orbiting Earth since 1998. On February, 15th 2012 Robonaut shook hands with the Commander of the ISS and signed "Hello World." Astronauts are using Robonaut to see how robots might be able to assist them in conducting spacewalks to fix and maintain parts of the ISS.	15 min	$ 	Robonaut's debut video Introduction to the International Space Station video Download a picture of the International Space Station here.
Following Robonaut's Adventures	Specialists can continue to follow the adventures of NASA's dexterous robot. We look forward to many new challenges and the various ways Robonaut will lend a hand in space!		$ 	Robonaut's home page

Five-Day Program – Day Three:
Robotics Unplugged Camp – Communication and Programming

After completing Days 1 and 2 of their robotic specialist training, the specialists will begin to explore how we communicate with robots. We will work on understanding not only how to follow directions but how to break the directions we give to others into clear, specific sets that convey our intent. Building an obstacle course ("Mars Yard") allows us to discover hurdles and programming solutions. A variety of activities will help us investigate how to gather data and give directions from a distance; which we will then put to use as we communicate to move an out-of-sight rover. By the end of the day we will be ready to communicate as we take on more robotics challenges.

Title	Overview	Time	Cost	Additional Resources
Engage: Clear Communication				
Simon Says Robot Style	Robotic specialist trainees enter their NASA center and team base to find paper plates, string/yarn and a brad. Along with an assortment of permanent markers. Help them mark 0,45, 90, 180 and 360 degrees on their plates. Secure the string to the center of the plate with a brad. They can then practice their turning angles by moving their bodies and the plates to the various degrees. Once they have their angles down – they can make another plate with north, east, south and west to learn the directions. It is now time for a great game of Simon Says Robot Style. A group leader can call out robot like directions; such as turn right 90 degrees or go north two steps. Trainees then discover how they best understand and give directions and how hard it can be!	1.0	$	You can also have the students use a compass or their phone for directions.
Explain: Briefing: Mind & Robotics Connections at NASA				
NASA eClips: Mind Body Connection	This is a NASA briefing for the new robotic specialists. In this video trainees will learn how the mind is a tool and how robots help us use our mind and communication skills to do amazing things – such as practicing for spacewalks and communicating with robots.	.5		
Explore: Communication				
Person Programming	Specialists build a model of a "Mars Yard." Have teams of 4-8 specialists make 20x20 or 10x10 grids composed of 12" squares. They can draw on the ground with sidewalk chalk outside or they can use removable masking tape inside. Assign specialists to	2.0	$	The Jet Propulsion Laboratory in Pasadena has build a Mars Yard. Follow this link to view an

	mission roles – robot, programmer, communications and mission development. The mission development team is responsible for building a mission simulation grid with obstacles to avoid and targets to visit for data. The programmers then use sheets of paper to develop simple units of commands just like they did in Simon Says. Next, the communications team holds the signs up and without speaking proceeds through the sequence to direct the robots actions while on the grid. After the first try, the programmer communications and mission development team should de-brief to determine how they can improve their program.		Optional 	interactive Panorama of the Mars Yard at JPL. If you have time to expand the lesson a bit, you may want to consider this lesson plan that involves person programming for Rover Races.
Elaborate: Learning with the Engineering Design Process				
De-brief: How can we improve our communication skills?	After Specialists have learned about how we communicate, how difficult it is to give directions, and what programming can look like, it is time to break out the journals and have them record their thinking, tips and tricks of what they have learned and what they need to know to be better programmers.	.5 hrs		
Evaluate: Summarize and Extend Knowledge About Robotic Communication				
"Out of Sight" Remote Vehicle Activity	Specialists will employ all of their new communications skills in this activity as they try to communicate a mission to an out-of-sight remote vehicle. As they specialists work through this mission you can emphasize the importance of debriefing to learn how to increase our performance on each new try.	2.0 hrs	$$	
Excite: NASA Connection				
Space Operations Learning Center	Specialists can complete training at home or in after school/camp time by engaging in training, testing and mission planning. One of the topics is space communication!			

Five-Day Program – Day Four: Robots Lead the Way

Day four helps specialists discover the many potential roles for robots at work at NASA. Today we look at several new robots, ask questions about the tasks we need robots to perform, and then explore how we can build robots for specific missions or data gathering. A key concept that underlies these activities is that robots can lead the way by taking or assisting with work that may be too difficult or dangerous. Here at NASA, robotics engineers and programmers collaborate to build innovative, mission specific robots. By leading the way and exploring new horizons robots can provide us with the assistance and data necessary to further exploration.

Title	Overview	Time	Cost	Additional Resources
Engage: Robots at Work				
Robots at Work	In this activity we ask specialists to draw pictures of robots in their lives on one side of an index card. On the other side they list the title and what job the robot does. Once every team has a stack of approximately ten robots you can ask them to place them all on one table. Shuffle the cards and return ten random cards to each team. The specialists then have to guess the robot (without looking) and what it does. To conclude, you can have each team sort the robots into tasks they perform and have the whole group put their robot cards into the appropriate task category.	1.0		Teaching tip: These make a great display for the last day's museum. Specialists can describe current robots to the visitors and the connection to their lives.
Explain: Briefing: Mind & Robotics Connections at NASA				
NASA eClips Real World: Hubble Repair Mission	This is a NASA briefing for the new robotic specialists. In this video trainees will learn how NASA can use robotic assistance to do work in space. In this case, we discover how robotic assistance, training, communication and specialized tools allowed astronauts to update the Hubble Space Telescope. As the video concludes, some great questions can center on what tools they saw, who performed what task, and when humans and robotic assistance were intertwined to complete a task.	.5		Depending on what resources are available and what your time constraints are – there is a great in depth Imax movie about repairing Hubble: Hubble 3D
Explore: Extending Our Reach				
Building an End Effector Lesson is on page 17 of the	In this task, specialists build an end effector. The first model is often capable of lifting small loads. A great challenge is to ask the specialists to modify their end effectors to handle a specific load such as a water bottle. They can modify their design with	1.5		NASA photographs of the end effector.

guide	sturdier tape, by reinforcing the string and tape connections and doubling the strings or experimenting with other string substitutions (yarn, dental floss, cord, embroidery thread). Who will be able to life the most water?			
Elaborate: Learning with the Engineering Design Process				
Debrief	Specialists return from their initial experience building an end effector and discuss how it performed and the results of the modifications. This is a wonderful time to return to the concept of the engineering design process and ask which modifications they would use if they could do it again.	0.5 hrs	$	

Evaluate: Building for a Mission Specific Task				
Build a Robotic Arm	In this mission specific task, specialists are asked to bring their building knowledge to work as a team and use all of their previous skills to build a robotic arm.	2.0		NASA website on the Canadarm
Debrief	Teams demonstrate their designs, prototypes and the results of the first test run. Teams conclude by listing their next steps in the design process and getting suggestions from the other teams.	5-15 min per team		
Excite: NASA Connection				
On The Moon Educator Guide	In this online curriculum specialists can continue their building at home with activities such as: On Target – Constructing a zip-line payload delivery system Roving on the Moon – Constructing a Rubber band powered rover.		$ 	

Five-Day Program – Day Five: Robots of the Future

Day Five provides an opportunity to reflect on our learning and look forward to dreams of exploration to come. Specialists begin the day by documenting their ideas and dreams for robots of the future. This is a really important step for the specialists to realize their ideas are important and need to be written down – because they just might be the idea for a robot of the future. Next, we look at some of the dreams of NASA engineers for the robots they are working on and hope to make mission ready someday.

Title	Overview	Time	Cost	Additional Resources
Engage: Imagine				
Robots of the Future	Specialists are asked to brainstorm and draw their robot of the future. This is a great time for each of the specialists to explain their idea to the group.	1.0	$	At JPL you can access the plans, artists renderings and documents that explain the development of the new Mars Science Laboratory known as the Curiosity Rover.
Explain: NASA Briefing – Robots in Development				
NASA eClips Our World: NASA's New Moon Robot	Provide students with a chance to hear from NASA what they are dreaming and building for the future. To access the video just type the title into the search box on the eClips page.	.5	$ 	
Elaborate: Option 1 – NASA BEST Lessons for Building a Rover				
NASA Best Design a Lunar Transport Rover	Utilizing household materials specialists build a rover and lander.	3	$	
Elaborate: Option 2 – Build Your Own				
Build Your Own Future Robot	A variation of the above lesson lets specialists take their earlier drawings and build a robot of their own. Robots might be edible or made of recycled materials. Just remember to remind the specialists – Never eat science!	2-3	$	You can access plans to build Edible Robots at this site. Just scroll down to the Edible Robots lesson and click the link.

Evaluate: Robots at the Museum				
Robot Museum	Specialists create a display with all of their robots, modifications and notes from the camp. As friends and family arrive they provide guided tours of prototypes, engineering designs, and their ideas for robots of the future!		$ 	

Excite: NASA Connection				
Continuing the Connection	After a week of camp we hope specialists are eager to tackle the next stages of robotics. We have placed links to various robotics programs in the box to the right so that you can encourage the connection to continue.		$ 	NASA Robotics Alliance First Lego League

Five-Day Program – Day One: Rover Construction

This five-day camp is designed to introduce some of the fundamental concepts of robotics and ignite a curiosity to discover more about robotics. On day one, campers will become robotic specialists-in-training as they explore the role of robots in our lives and those that work at NASA. A delightful way to begin the day is to welcome each new specialist with NASA identification (name tags) and assign them to a team of 2-4 specialists. Their goal today is to enter the training program and learn to build rovers. Once at their team's base, a pre-assigned table or area, they can begin to get to know each other and develop stories to *ID That Robot.* Participating in this activity helps students tie their previous knowledge of robots to questions that can help guide their activities for the day. This is followed by a traditional NASA activity: Mission Patch development. Each team will then delve into Rover Construction Techniques 101. An interactive webcast through NASA's Digital Learning Network (DLN) provides a briefing for the new specialists. After debriefing their initial construction, specialists will be introduced to the engineering design process as a development tool. Next, specialists will have the opportunity to extend their learning by refining their design and meeting a NASA Mission Challenge.

Title	Overview	Time	Cost	Additional Resources
Engage: Discover the Robots in our Lives and at work at NASA				
ID That Robot	Robotic specialists-in-training enter their NASA center (NASA has 10 Centers across the United States) and team base (or station) to find a stack of laminated robot pictures. Each team is responsible for guessing what these robots do at NASA and creating a story or guesses to go along with the picture. Encourage specialists to use as many descriptive words as possible. This is a great activity to have waiting for students as they arrive and are waiting for the whole team to assemble. For an optional activity Specialists may write their own definition of what a robot is in their words. As the comparison of answers emerges they may recognize items they had not thought of as robots; for instance they may discover that satellites are indeed a kind of robot which can extend human senses safely into hazardous environments like space.	0.5 hrs	$	The Summer of Innovation robotics lesson plans provide an overview on how to teach with robotics and background information on robots at NASA. Scrolling down will connect you to a training module Robots at NASA that provides an overview of robotics. Sample pictures of robots at NASA
Mission Patches	As a team building activity each group may design a mission patch to represent them throughout the day. When each team has completed their patch they can introduce themselves to the group as a whole and choose one story/robot they are	1.0 hrs	$	NASA e-Clips has a wonderful video that explains the process astronauts

	curious about to share with the whole group. Including the NASA e-Clips video can augment this lesson. Teams may want to adopt their mission patch using it to identify their work and centers.			engage in as they design their mission patches. Just type "mission patch" into the search box to get to the video. Google "NASA mission patch" and look for the Picture Switcher games for various NASA shuttle mission patches, such as STS-131. Click on any part of the patch to find out what each element symbolizes about the NASA mission.
Explore: Rover Construction Techniques 101				
Rover Construction a.k.a Rocket Races	Specialists have the opportunity to work individually, getting help from teammates when needed, to build a balloon-powered rover. This is a great time to emphasize that robotics requires the ability to follow directions precisely in construction, mission parameters and communication. Rover Testing: You can make a research zone for the rovers to traverse on the floor with a 5x5 foot masking tape outline.	2.0 hrs	$	NASA eClips has a great example of a rover at work: just type Lunar Electric Rover into the search box
Explain: Briefing: Robotics at NASA				
Space Bots DLN Spacebots Lesson Overview	This is a NASA briefing for the new robotic specialists. Through the interactive online DLN (Digital Learning Network) presentation Spacebots the specialists will be introduced to the many robots at work at NASA. Be sure to sign up for this event a few weeks in advance.	1.5 hrs	$ 	You can find informative videos about DLN here DLN registration page
Elaborate: Learning with the Engineering Design Process				
Debrief	Specialists return from their initial experience building a rover and discuss how it performed. This is a wonderful time to introduce the concept of the engineering design process	0.5 hrs	$	Two training modules on teaching engineering design can be found by following this link.

				Even at NASA there may be different versions of the design process in use. Visit the NASA BEST site to see more training videos.
Evaluate: Summarize and Extend Knowledge About Robot Construction				
Briefing	Specialists can hear about the Desert-RATS (Desert Research and Technology Studies) team at NASA and how they are currently setting the goal of developing the equipment necessary to land on and explore an asteroid.	15 min	$ 	D-RATS Video Description of D-RATS asteroid goal
Rover Challenge	NASA Mission: Develop a prototype of a rover that can travel on rougher ground. Place a couple of obstacles in the research zone (this might be cardboard layers or wax paper or crumpled aluminum foil). Have specialists examine their first robot, and get reconnaissance about the new landing zone. Next they can take stock of the new parts they have available. Using the engineering design process have the team sketch a proposed robot. Next, the team builds a prototype and tests it on the new landing zone. Because not every student will have a model to take home educators can use equipment to photograph the models and print out pictures for students.	1.5 hrs	$	The Global Exploration Road Map provides a great visual summary of where we can explore in the universe. This activity is an extension of the Rocket Races lesson. To explore other ways to build rovers and other parts connect here to the Lunar Nautics Guide.
Debrief	Teams demonstrate their rover modifications and the results of the first test run. Teams conclude by listing their next steps in the design process and getting suggestions from the other teams.	15 min per team	$ 	Desert- RATS explains how they have modified ATHLETE in a NASA e-Clips on this webpage – Type 'Real World Triathlete' into the search box.

Excite: NASA Connection				
Virtual Mission and Test Site	Specialists can further their knowledge through simulations. At the D-Rats website they can log on at home or camp to attempt virtual data gathering and mission simulations.		$ 	To extend their learning students can try a virtual test site by Desert-RATS

Five-Day Program – Day Two: Dexterous Robots

After completing Day 1 of their robotic specialist training, the specialists explore humanoid robots at NASA. Day 2 is spent learning about dexterous robots and the complex actions required to make hands work. First, each team explores the constraints and complexities of hands, tools, and protective gear. Next, specialists work on construction skills and anatomy as they construct a prototype of a hand. A debriefing reacquaints specialists with the engineering design process and its role in robotics construction. A briefing on sign language at NASA provides the knowledge needed to begin to tackle the dexterous hand building challenge. During the challenge, each team will design and build a prototype capable of signing a word in American Sign Language. The day concludes with the exciting video of Robonaut shaking hands with the Commander of the International Space Station and signing "Hello World."

Title	Overview	Time	Cost	Additional Resources
Engage: Constraints and Capabilities of Hands at Work in Space				
All Hands On Deck	Robotic trainees enter their NASA center and team base to find an assortment of gloves on the table. Each team will experiment with how the gloves change what work their hands can do. You might provide some Lego, Tinker toys, large wooden puzzles or pen and paper and assign each team a task to try while wearing various gloves.	0.5 hrs	$	
Helping Hands NASA eClips	NASA's Astronauts face a lot of challenges in space, including how to work with tools while wearing gloves and experiencing Newton's 3rd law while trying to work in space. For example, if an astronaut uses a screwdriver s/he needs to use foot restraints otherwise the astronaut will turn instead of the screw. You can share this eClips video with students to demonstrate these space obstacles and the innovative solutions we have found at NASA. Just type Real World Power Tools in Space into the search box on the eClips site.	0.5 hrs	$ 	Velcro is another great tool that helps NASA's astronauts keep tools accessible. From the Best Dressed Astronaut webpage you can show students this image of an astronaut's Velcro and tools.
Explore: Dexterous Robot Construction Techniques 101				
Robotics: Hands Down	Specialists have the opportunity to work individually, getting help from teammates when needed, to build a working model of a hand.	2.0 hrs	$	There is a training module called I want to Hold Your Hand that can be accessed by following this link. The module demonstrates how to

				build the hand.
Elaborate: Learning with the Engineering Design Process				
Debrief	Specialists return from their initial experience building a dexterous hand and discuss how it performed. This is a wonderful time to elaborate on the concept of the engineering design process.	0.5 hrs		Two training modules on teaching engineering design can be found by following this link. Even at NASA there may be different versions of the design process in use. Visit the NASA BEST site to see more training videos.
Evaluate: Summarize and Extend Knowledge About Robotic Hand Construction				
Briefing: What is Sign Language?	The International Space Station has had guests from all over the world, representing myriad languages. But until NASA astronaut Tracy Caldwell Dyson came aboard, one language was still not represented. Said to be the fourth most commonly used language in the United States, American Sign Language, or ASL, made its debut on the space station in a special video recorded by Tracy Caldwell Dyson. Robonaut is a humanoid robot and one of the newest residents on the International Space Station (ISS). Watch the video in the resources section to see how Robonaut uses its hands.	0.5 hrs	$ 	Video of Astronaut Caldwell Dyson is sending a sign language message The webpage Signs of Science explores sign language at NASA Video of the role Robonaut is expected to play on the ISS
Give me a Sign: Dexterous Hand Challenge	NASA Mission: Develop a prototype of a hand that can sign a word. For example trainees can experiment with the hand sign for “I Love You” or sign a color such as yellow. Once specialists have chosen their word, they can return to the engineering design process and their first hand prototypes to determine what modifications are necessary to sign the word. You may want to encourage them to sign the word several	1.5 hrs	$	Many guides to sign language are available on the internet or in the library. It may help for students to have access to various color rubber bands and string to help with color coding the

	times, each time observing their own hand and what parts move in what order. Next, they can take stock of the new parts (of recycled materials) they have available. Using the engineering design process, have the team sketch a proposed new hand. Next, the team builds a prototype and tests it. Because not every student will have a model to take home educators can use the equipment to photograph the models and print out pictures for students.			patterns and directions they write to move the hand.
Debrief	Teams demonstrate their robotic hand modifications and the results of the first test run. Teams conclude by listing their next steps in the design process and getting suggestions from the other teams.	5-15 min per team		
Excite: NASA Connection				
Exciting News: Robonaut Signs!	An exciting new development at NASA is the arrival of Robonaut on the International Space Station (ISS). The ISS is a Space Station that has been orbiting Earth since 1998. On February, 15th 2012 Robonaut shook hands with the Commander of the ISS and signed "Hello World." Astronauts are using Robonaut to see how robots might be able to assist them in conducting spacewalks to fix and maintain parts of the ISS.	15 min	$ 	Robonaut's debut video Introduction to the International Space Station video Download a picture of the International Space Station here.
Following Robonaut's Adventures	Specialists can continue to follow the adventures of NASA's dexterous robot. We look forward to many new challenges and the various ways Robonaut will lend a hand in space!		$ 	Robonaut's home page

Five-Day Program – Day Three:
Robotics Unplugged Camp – Communication and Programming

After completing Days 1 and 2 of their robotic specialist training, the specialists will begin to explore how we communicate with robots. We will work on understanding not only how to follow directions but how to break the directions we give to others into clear, specific sets that convey our intent. Building an obstacle course ("Mars Yard") allows us to discover hurdles and programming solutions. A variety of activities will help us investigate how to gather data and give directions from a distance; which we will then put to use as we communicate to move an out-of-sight rover. By the end of the day we will be ready to communicate as we take on more robotics challenges.

Title	Overview	Time	Cost	Additional Resources
Engage: Clear Communication				
Simon Says Robot Style	Robotic specialist trainees enter their NASA center and team base to find paper plates, string/yarn, a protractor, a compass, and a brad. Along with an assortment of permanent markers. Help them mark 0,45, 90, 180 and 360 degrees on their plates. Secure the string to the center of the plate with a brad. They can then practice their turning angles by moving their bodies and the plates to the various degrees. Once they have their angles down – they can make another plate with north, east, south and west to learn the directions. It is now time for a great game of Simon Says Robot Style. A group leader can call out robot like directions; such as turn right 90 degrees or go north two steps. Trainees then discover how they best understand and give directions and how hard it can be!	1.0	$	You can also have the students use a compass or their phone for directions.
Explain: Briefing: Mind & Robotics Connections at NASA				
NASA eClips: Mind Body Connection	This is a NASA briefing for the new robotic specialists. In this video trainees will learn how the mind is a tool and how robots help us use our mind and communication skills to do amazing things – such as practicing for spacewalks and communicating with robots.	.5		
Explore: Communication				
Person Programming	Specialists build a model of a "Mars Yard." Have teams of 4-8 specialists make 20x20 or 10x10 grids composed of 12" squares. They can draw on the ground with sidewalk chalk outside or they can use removable masking tape inside. Assign specialists to mission roles – robot, programmer, communications and mission	2.0	$ Optional	The Jet Propulsion Laboratory in Pasadena has build a Mars Yard. Follow this link to view an interactive Panorama of the

	development. The mission development team is responsible for building a mission simulation grid with obstacles to avoid and targets to visit for data. The programmers then use sheets of paper to develop simple units of commands just like they did in Simon Says. Next, the communications team holds the signs up and without speaking proceeds through the sequence to direct the robots actions while on the grid. After the first try, the programmer communications and mission development team should debrief to determine how they can improve their program.			Mars Yard at JPL. If you have time to expand the lesson a bit, you may want to consider this lesson plan that involves person programming for Rover Races.
Elaborate: Learning with the Engineering Design Process				
Debrief: How can we improve our communication skills?	After Specialists have learned about how we communicate, how difficult it is to give directions, and what programming can look like, it is time to break out the journals and have them record their thinking, tips and tricks of what they have learned and what they need to know to be better programmers.	.5 hrs		
Evaluate: Summarize and Extend Knowledge About Robotic Communication				
"Out of Sight" Remote Vehicle Activity	Specialists will employ all of their new communications skills in this activity as they try to communicate a mission to an out-of-sight remote vehicle. As the specialists work through this mission you can emphasize the importance of debriefing to learn how to increase performance on each new try.	2.0 hrs	$$	
Excite: NASA Connection				
Space Operations Learning Center	Specialists can complete training at home or in after school/camp time by engaging in training, testing, and mission planning. One of the topics is space communication!			

Five-Day Program – Day Four: Robots Lead the Way

Day four helps specialists discover the many potential roles for robots at work at NASA. Today we look at several new robots, ask questions about the tasks we need robots to perform, and then explore how we can build robots for specific missions or data gathering. A key concept that underlies these activities is that robots can lead the way by taking or assisting with work that may be too difficult or dangerous for humans. Here at NASA, robotics engineers and programmers collaborate to build innovative, mission specific robots. By leading the way and exploring new horizons robots can provide us with the assistance and data necessary to further exploration.

Title	Overview	Time	Cost	Additional Resources
Engage: Robots at Work				
Robots at Work	In this activity we ask specialists to draw pictures of robots in their lives on one side of an index card. On the other side they list the title and what job the robot does. Once every team has a stack of approximately ten robots you can ask them to place them all on one table. Shuffle the cards and return ten random cards to each team. The specialists then have to guess the robot (without looking) and what it does. To conclude, you can have each team sort the robots into tasks they perform and have the whole group put their robot cards into the appropriate task category.	1.0		Teaching tip: These make a great display for the last day's museum. Specialists can describe current robots to the visitors and the connection to their lives.
Explain: Briefing: Mind & Robotics Connections at NASA				
NASA eClips Real World: Hubble Repair Mission	This is a NASA briefing for the new robotic specialists. In this video trainees will learn how NASA can use robotic assistance to do work in space. In this case, we discover how robotic assistance, training, communication and specialized tools allowed astronauts to update the Hubble Space Telescope. As the video concludes, some great questions can center on what tools they saw, who performed what task, and when humans and robotic assistance were intertwined to complete a task.	.5		Depending on what resources are available and what your time constraints are – there is a great in depth Imax movie about repairing Hubble: Hubble 3D
Explore: Extending Our Reach				
Building an End Effector Lesson is on page 17 of the	In this task, specialists build an end effector, similar to that used by the robotic arm on the International Space Station. The first model is often capable of lifting small loads. A great challenge is to ask the specialists to modify their end effectors	1.5		NASA photographs of the end effector.

guide	to hand a specific load such as a water bottle. They can modify their design with sturdier tape, by reinforcing the string and tape connections and doubling the strings or experimenting with other string substitutions (yarn, dental floss, cord, embroidery thread). Who will be able to lift the most water?			
Elaborate: Learning with the Engineering Design Process				
Debrief	Specialists return from their initial experience building an end effector and discuss how it performed and the results of the modifications. This is a wonderful time to return to the concept of the engineering design process and ask which modifications they would use if they could do it again.	0.5 hrs	$	

Evaluate: Building for a Mission Specific Task				
Build a Robotic Arm	In this mission specific task, specialists are asked to bring their building knowledge to work as a team and use all of their previous skills to build a robotic arm that can lift a bottle of water and move it from point A to point B.	2.0		NASA website on the Canadarm
Debrief	Teams demonstrate their designs, prototypes and the results of the first test run. Teams conclude by listing their next steps in the design process and getting suggestions from the other teams.	5-15 min per team		
Excite: NASA Connection				
On The Moon Educator Guide	In this online curriculum specialists can continue their building at home with activities such as: On Target – Constructing a zip-line payload delivery system Roving on the Moon – Constructing a rubber band powered rover.		$ 	

Five-Day Program – Day Five: Robots of the Future

Day Five provides an opportunity to reflect on our learning and look forward to dreams of exploration to come. Specialists begin the day by documenting their ideas and dreams for robots of the future. This is a critical step for the specialists, so they realize their ideas are important and need to be written down – because they just might have the idea for a robot of the future. Next, we look at some of the dreams of NASA engineers for the robots they are working on and hope to make mission ready someday.

Title	Overview	Time	Cost	Additional Resources
Engage: Imagine				
Robots of the Future	Specialists are asked to brainstorm and draw their robot of the future. This is a great time for each of the specialists to explain their idea to the group.	1.0	$	At JPL you can access the plans, artists renderings and documents that explain the development of the new Mars Science Laboratory known as the Curiosity Rover.
Explain: NASA Briefing – Robots in Development				
NASA eClips Our World: NASA's New Moon Robot	Provide students with a chance to hear from NASA what robots scientists and engineers are dreaming of and building for the future. To access the video just type the title into the search box on the eClips page.	.5	$ 	
Elaborate: Option 1 – NASA BEST Lessons for Building a Rover				
NASA Best Design a Lunar Transport Rover	Utilizing household materials specialists build a rover and lander.	3	$	
Elaborate: Option 2 – Build Your Own				
Build Your Own Future Robot	A variation of the above lesson lets specialists take their earlier drawings and build a robot of their own. Robots might be edible or made of recycled materials. Just remember to remind the specialists – Never eat science!	2-3	$	You can access plans to build Edible Robots at this site. Just scroll down to the Edible Robots lesson and click the link.

Evaluate: Robots at the Museum				
Robot Museum	Specialists create a display with all of their robots, modifications and notes from the camp. As friends and family arrive they provide guided tours of prototypes, engineering designs and robots of the future!		$ 	

Excite: NASA Connection				
Continuing the Connection	After a week of camp we hope specialists are eager to tackle the next stages of robotics. We have placed links to various robotics programs in the box to the right so that you can encourage the connection to continue.		$ 	NASA Robotics Alliance First Lego League