Pet Robot

Problem Little Susie wants the companionship of a pet but the

apartment she lives in does not allow pets for cleanliness reasons. However, there are no rules against having robotic pets. You need to create a robotic pet that can give Susie some

companionship.

Lesson Summary The students will design, create and build a robotic pet using

different parts of the Hummingbird kit.

Major Topic and SOL

Math SOL (2009) 5.11, 5.12, 5.13, 5.14

Science SOL (2010) 5.1, 5.2, 5.3

Reading (2010) 5.7

Length of Time 4 weeks for 45 minutes daily

Student Objectives

• The students will identify the parts of the *Hummingbird kit*.

- The students will identify the functions of parts of the Hummingbird Kits.
- The students will work in groups to creatively design an appropriate robotic pet. The students will create and build a working model of the robotic pet for Susie.
- The students will create a poster, commercial, or presentation in order to persuade Susie to buy their particular pet over the competing pets.

21st Century Skills

- Critical-Thinking and Problem Solving
- Communication
- Creativity and Innovation
- Collaboration
- Information and Media Literacy
- Contextual Learning

Assessment Evidence

- Rubric
- Teacher observation
- "Persuasive" form of media final PowerPoint or presentation

Supplies/Materials/Technology

- recyclable materials
- hot glue gun and glue
- tape
- computers
- Hummingbird Duo kits

Lesson Contributed by: C. Rogers

- other materials depend upon the students' pet choice and how they construct it
- There are no material restrictions for this project. The students can bring in things they need for the project that are not provided by the teacher.
- **TEAM** badges (not included) for group roles (**T**ester/timekeeper, **E**lectronic specialist, **A**uthor/illustrator, **M**aterials manager) these should be rotated every work period.
- iPod

Week 1:

- The teacher will introduce the Hummingbird Duo kits and display some working projects.
- The teacher will discuss the parts and functions.
- The teacher will model using the parts of the kits using the teacher made flipchart and Promethean board (not included).
- The students will explore using some of the parts of the kit. The students will work in groups of 4 using the TEAM roles, changing to a new role every work period so everyone can be each part.

Week 2:

- In groups of 4 the students will brainstorm, design and draw a model of a robotic animal of their choice.
- The students will list the materials needed. The materials manager in the group will explore the classroom for the needed materials.
- If there is anything the students need for their robot they can bring in those items from home with their parents' permission.

Week 3:

The students will construct, test, and redesign models with assistance from the teacher.

Week 4:

- When the students' robotic pets are complete they will work on a persuasive form of media to try and sell their robot to Susie. This could be a commercial done using the video camera/Ipod touch. A PowerPoint constructed using the computer. A poster, a skit, a comic strip...it is up to the groups to decide how they want to try and "sell" this item.
- The students will then assess each group using the teacher made rubric.

Student name:	

Robotic Pet Rubric for STEM

	3	2	1
Functions	The robotic pet has more than 1	The robotic pet has 1 programmed function.	The robotic pet has 0 programmed
	programmed function.		functions.
Participation	The student worked	The student worked	The student worked
	extremely hard creating	some at creating the	a little at creating
	the robot.	robot.	the robot.
Creativity	The robotic pet is very	The robotic pet is	The robotic pet is
	creative.	somewhat creative.	not creative.
Collaboration	The teamwork is evident	There was some	There was a lot of
	and there was no	teamwork and little	arguing and the
	arguing.	arguing.	teacher had to
			intervene several
			times.