

Teaching STEAM Using Robotics

Day 1	Day 2	Day 3	Day 4	Day 5
<p>Welcome and registration.</p> <p>Intro to Lego EV3</p> <ul style="list-style-type: none"> • Basics of construction (Wheels, Treads & Skids, Gears & Pulleys) • Intro to Programming • Using Sensors 	<p>Programming with the EV3 language</p> <ul style="list-style-type: none"> • Logical Reasoning • Iconic programming language • Algorithmic programming • Robot communication • Line Following Techniques 	<p>Data logging</p> <ul style="list-style-type: none"> • EV3 links to the real world • Predict, collect and analyse • Log data and view live graphs • Basic and advanced analysis tools 	<p>Using EV3 to teach CS-STEAM</p> <ul style="list-style-type: none"> • How to make use in class • Educational Methodologists 	<p>Examples and activities of using EV3 with CS-STEAM</p>