## Otto Cardy Worksheet 2

Walking Cardboard Robot - Claudio Gasparini - www.cad-tutor.com/otto\_cardy

## Worksheet #2 - Course planning

Name of the activity	Otto Carty - Build Your Robot
School level and class name	AII
Disciplinary contexts	STEAM, math, technologies
Learning Outcomes	<ul> <li>development of computational thinking</li> <li>program with visual block programming;</li> <li>tinkering and creativity skills</li> <li>ability to work in a team</li> <li>stimulate motivation towards STEM disciplines and reduce the gender gap</li> <li>use programming languages to approach robotics</li> </ul>
Time	About 3 hours. Time needed to develop the proposed didactic cards and the construction of the robot (See didactic cards)
Individual or team product	Working Robot Otto Carty
Assessment	Formative evaluation and self-evaluation. (See teaching sheets)



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Description of the activities	The implementation phases can be divided into three distinct activities that contribute to creating the robot.  The <b>first activity</b> is the construction of the cardboard components starting from the interpretation of the technical drawings provided and we can subdivide it into::  A1: cutting of the single components from the cardboard  A2: folding of the cardboard  A3: choosing the best gluing techniques  The <b>second activity</b> concerns the assembly of electronic components and the verification of their operation:  B1: study of the assembly diagram of the components  B2: identification and verification of the function of the individual components  B3: connection of all components and check if they are functioning correctly  The <b>third activity</b> is the block programming of the robot and the experiment with the various movements:  C1: OttoBlockly software installation  C2: calibration of the basic movements  C3: loading some movement and dance sketches  C4: addition of sounds and music
Prerequisites	No specific knowledge of computer science or electronics is required to work on this project.