



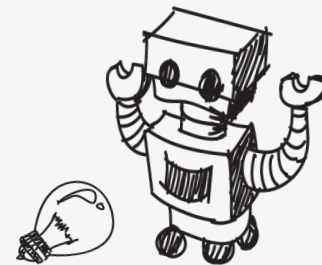
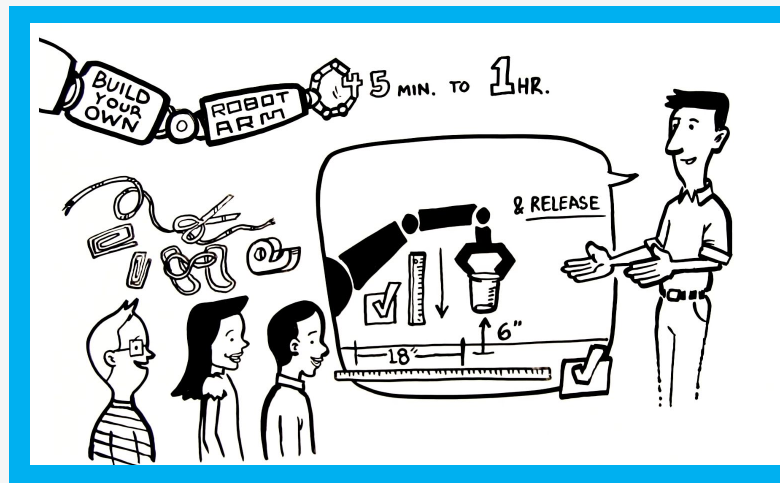
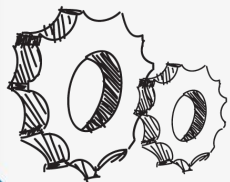
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TRYEngineering

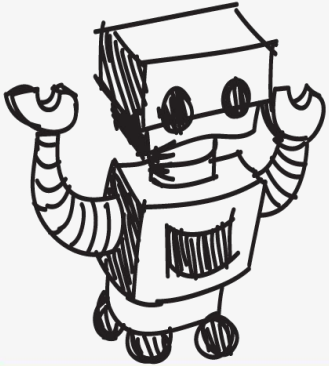


Lesson Plan:

Build Your Own Robot Arm



Real-World Application



Industrial Robots

- Robots that work in a manufacturing setting are known as “industrial robots.”
- Industrial robots perform tasks such as sorting, welding, painting, product assembly, packaging, labeling, and quality inspection.
- Visit [IEEE’s Robots website](#) and check out some videos of Unimate the first industrial robot ever built.



ROBOTS

YOUR GUIDE TO THE WORLD OF ROBOTICS

Home [Robots](#) News Play Learn Q



Unimate

The Unimate was the first industrial robot ever built. It was a hydraulic manipulator arm that could perform repetitive tasks. It was used by car makers to automate metalworking and welding processes.

CREATOR
Unimation 

COUNTRY
United States 

YEAR
1961

TYPE
Industrial



Unimate, the grandfather of industrial robots.
Photo: SSPL/Getty Images



Titan: Strongest Robot Arm in the World

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Titan

The Titan is the strongest robot arm in the world, with a payload capacity of over 1,000 kg (2,200 lb). That's enough to lift aircraft parts, marble blocks, and more than a dozen roboticists.

CREATOR
Kuka [K](#)

COUNTRY
Germany 

YEAR
2007

TYPE
Industrial



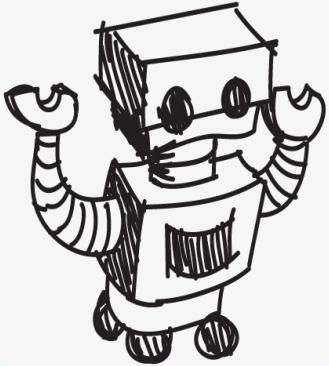
This is one of the world's strongest robots.
Photo: Kuka

[Photo](#) [Photo](#) [Video](#) [Video](#) [Video](#)

Visit [IEEE's Robots website](#) and check out some videos of Titan the world's strongest robot arm in action



The Design Challenge



The Design Challenge

- You are a team of engineers all working together, using the engineering design process, to design a robot arm that meets the challenge's criteria and constraints.



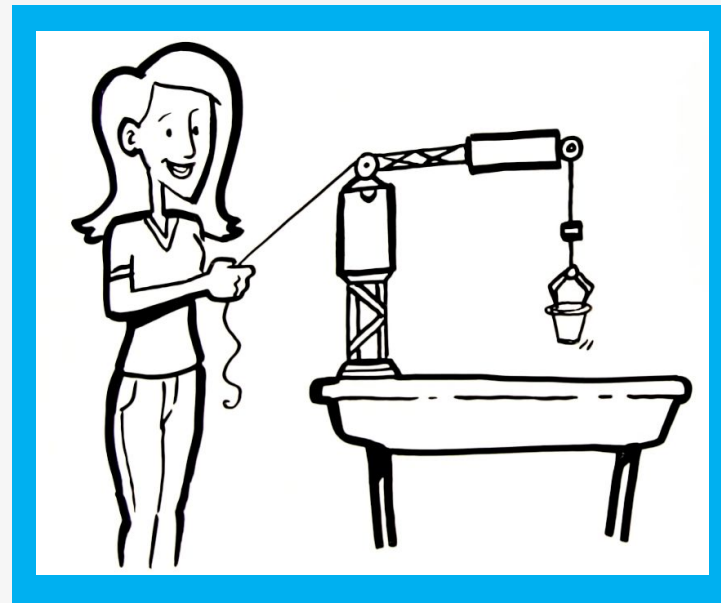
Defining the Challenge: Criteria & Constraints

- Criteria:

- Arm length: minimum of 18"
- Pick up an empty Styrofoam cup 18" away
- Lift the cup to a height of at least 6"

- Constraints:

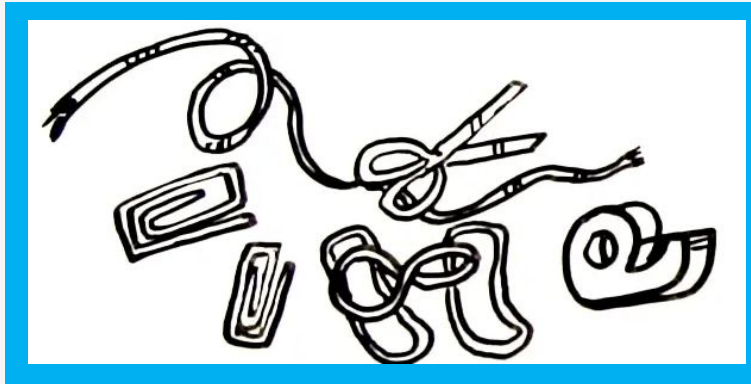
- Use only the materials provided
- Design a solution in the time provided



Materials

- Required for each team

- Cardboard strips
- Cup (for testing) - may want to test multiple types of cups - plastic, styrofoam or paper or just test one.

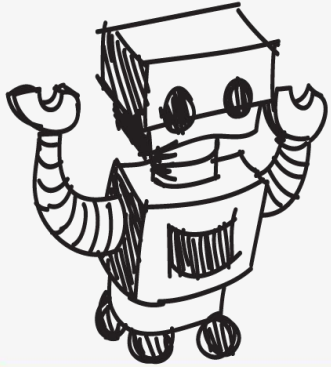


- Optional (Table of Possibilities)

- Binder clips
- Paper clips
- Brass fasteners
- Rubber bands
- Clothespins
- Popsicle sticks
- Wire
- Fishing Line
- String
- Tape
- Paper
- Short pencils



Dig Deeper



Vocabulary

- Engineers: Inventors and problem-solvers of the world. Twenty-five major specialties are recognized in engineering ([see infographic](#)).
- Engineering Habits of Mind (EHM): Six unique ways that engineers think.
- Engineering Design Process: Process engineers use to solve problems.
- Criteria: Conditions that the design must satisfy like its overall size, etc.
- Constraints: Limitations with material, time, size of team, etc.
- Prototype: A working model of the solution to be tested.

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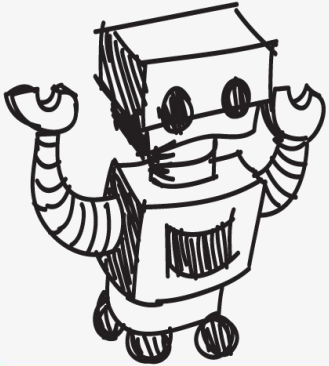


Vocabulary

- Iteration: Test & redesign is one iteration. Repeat (multiple iterations).
- Industrial Robot: Performs tasks such as sorting, welding, painting, product assembly, packaging, labeling, and quality inspection.
- Unimate: First industrial robot ever built.
- Titan: The strongest robot arm in the world, with a payload capacity of over 1,000 kg (2,200 lb).



Engineering Design Process



The Engineering Design Process



Learn about the engineering design process (EDP). The process engineers use to solve problems.



Source: TeachEngineering YouTube Channel

Engineering Design Process

- Divide into teams of two (or up to 4 max)
- Review the challenge and criteria & constraints
- Brainstorm possible solutions (sketch while you brainstorm!)
- Choose best solution and build a prototype
- Test then redesign until solution is optimized
- Reflect as a team and debrief as a class



Productive Failure

- The engineering design process involves productive failure: test, fail, redesign. Iterate again and again until you have the best possible solution.
- It is important to document iterations to keep track of each redesign. Use the engineering notebook to sketch ideas, document iterations and any measurement and/or calculations.
- It's also important to showcase the fact that there can be multiple solutions to the same problem. There's no one "right" solution.



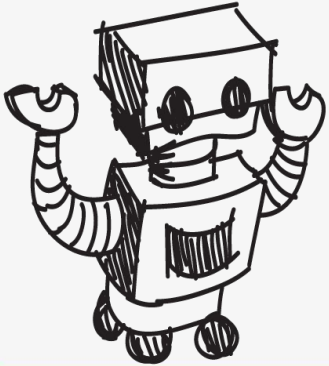
Consider...

Before you get started brainstorming...consider the following...

- How can you control the movement of the arm from a distance?
- How might you use the fishing line?
- Consider the strength of the grip on the different types of cups.
- Look at a trash grabber as one possible example.



Engineering Fields



What is Engineering?



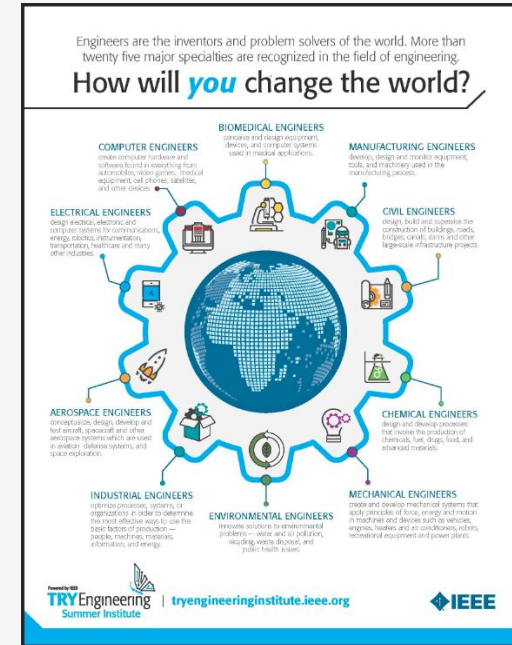
Source: TeachEngineering YouTube Channel

Learn about engineering and how engineers are creative problem solvers and innovators who work to make the world a better place.



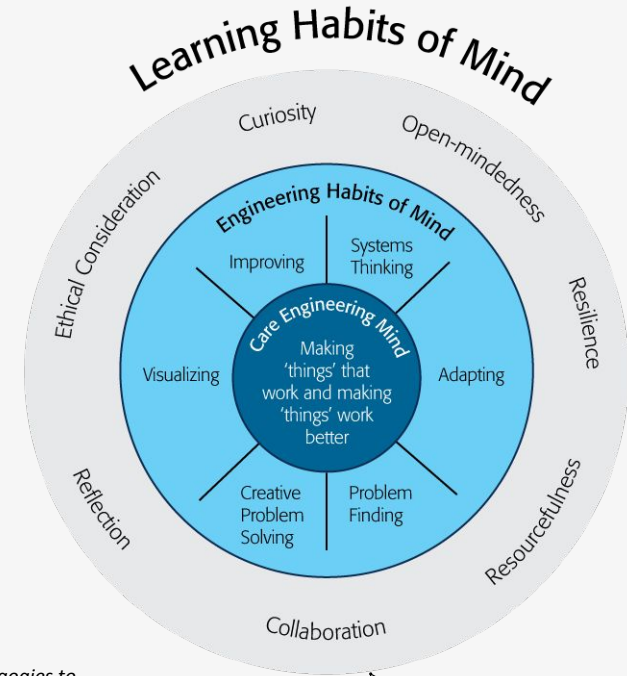
Related Engineering Fields

- There are many different types of engineering fields that involve designing robot arms. Here are just some of the related engineering fields.
 - [Mechanical Engineering](#)
 - [Manufacturing Engineering](#)
 - [Industrial Engineering](#)
 - [Electrical Engineering](#)
- Download the [Engineering Fields Infographic](#)
How will **YOU** change the world?



Engineering Habits of Mind (EHM)

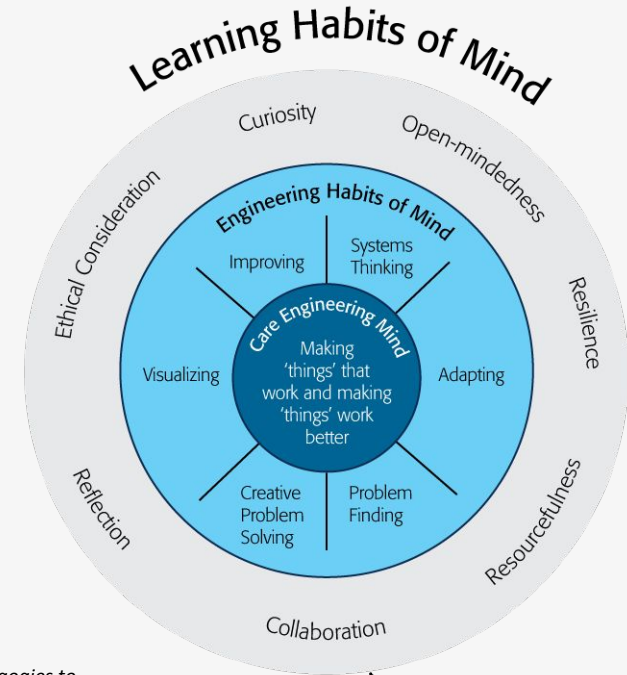
- EHM is about how engineers think everyday. The core of the engineering mind is about making things that work and making them work better.
 - Systems thinking: Seeing whole systems and parts and how they connect.
 - Problem-finding: identifying and defining a problem.
 - Visualising: manipulating materials and sketching. Mental rehearsal of practical design solutions



Source: B. Lucas and J. Hanson, *Thinking Like an Engineer: Using Engineering Habits of Mind and Signature Pedagogies to Redesign Engineering Education*. (International Journal of Engineering Pedagogy, Vol 6, No. 2 (2016): <https://online-journals.org/index.php/i-jep/article/view/5366>)

Engineering Habits of Mind (EHM)

- Improving: Persistently trying to make things better by experimenting, designing, sketching, and prototyping
- Creative problem-solving: generating ideas and solutions with others with many iterations.
- Adapting: Testing, analysing, reflecting, & rethinking



Source: B. Lucas and J. Hanson, *Thinking Like an Engineer: Using Engineering Habits of Mind and Signature Pedagogies to Redesign Engineering Education*. (International Journal of Engineering Pedagogy, Vol 6, No. 2 (2016): <https://online-journals.org/index.php/i-jep/article/view/5366>)

Greatest Engineering Achievements of 20th Century

- Electrification
- Automobile
- Airplane
- Water Supply and Distribution
- Electronics
- Radio and Television
- Agricultural Mechanization
- Computers
- Telephone
- Air Conditioning and Refrigeration
- Highways
- Spacecraft
- Internet
- Imaging
- Household Appliances
- Health Technologies
- Petroleum/Petrochemical Technologies
- Laser and Fiber Optics
- Nuclear Technologies
- High-performance Material



Source: <http://www.greatachievements.org/>

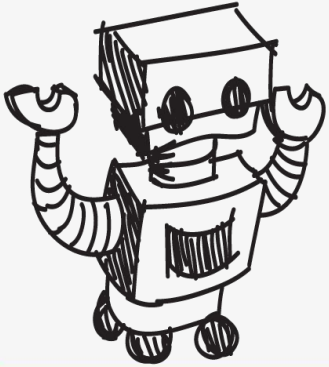


Do you know any Engineers?

- How many engineers do you know? Your teammates? Your class?
- What do they do? What engineering degrees do they have?
- What items in your classroom and your school did engineers help design?
- Check out the NAE Grand Challenges for Engineering to help you learn more about how engineers make the world a better place:
 - [NAE Grand Challenge for Engineering](#)



Reflect & Debrief



Reflection

- Which material was most critical to your robot arm design?
- How did working as a team help in the design process?
- What did you learn from the designs developed by other teams
- How can you redesign it next time to make it even better?



For more engineering lesson plans and
resources like games, engineering careers,
and STEM opportunities visit IEEE's
[TryEngineering.org](https://www.tryengineering.org)

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