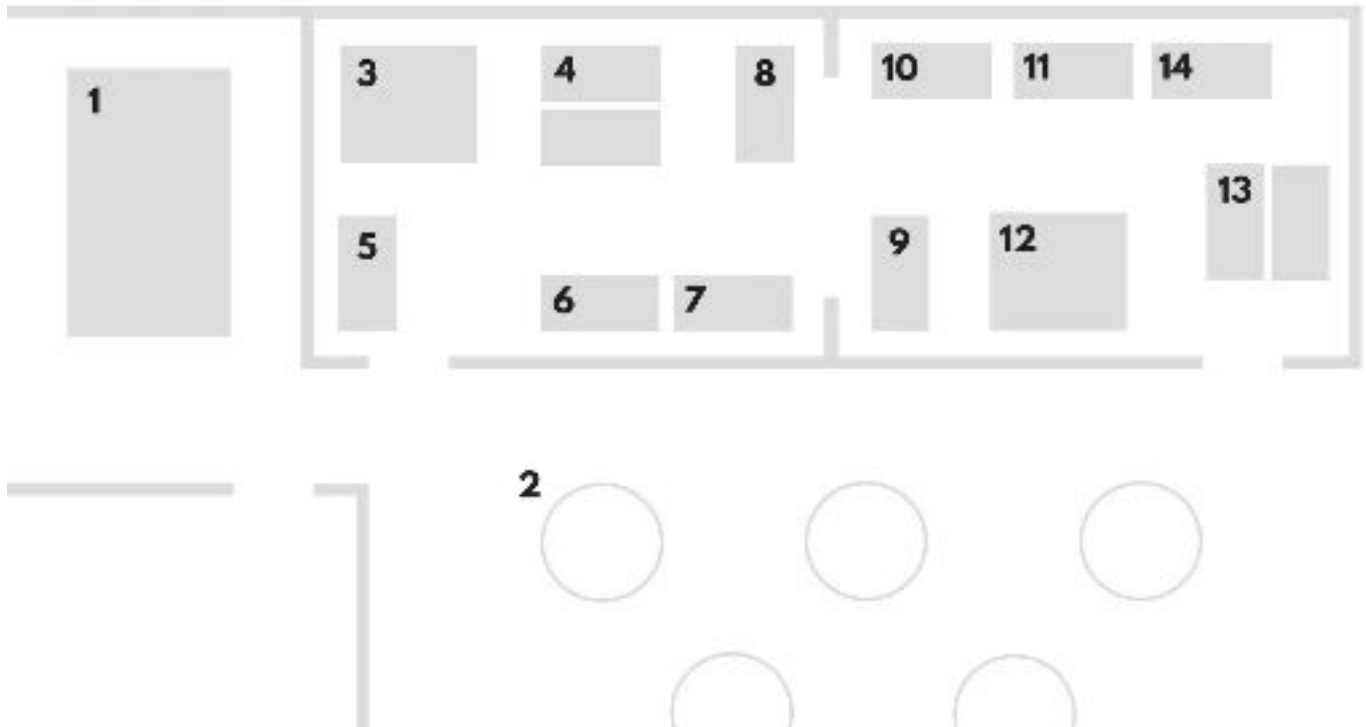


The 2nd Annual Mr. Bix's Robo Trix

# FLOOR PLANS



LOCATION #	SETUP	FUNCTION
1	battlecage (can be built/taken down by UAHS Robotics) OR arena	"Battlecage Bonanza" - kids will get to fight battlebots <i>without</i> weapons, and push around pancake (old robot)
2	spread-out arrangement of round tables	"Tower/Bridge Building" - spaghetti noodles and marshmallows will be supplied for a building challenge. Prizes will be awarded for most stable bridge and tallest tower
3	carpet	"VEX Robotics" - a VEX robot will be taken apart, can work together to rebuild; one functioning VEX robot will also be present
4	two tables pushed together	"Motorized Fidget Spinners" - kids will be able to make an automatized fidget spinner by attaching small motors, and connecting the product to a power source
5	table	"Hovercraft" - as seen in several Science Olympiad competitions, kids can create small styrofoam hovercrafts
6	table	"Making a Motor" - with the help of Mr. Bixel, kids will be able to learn how a motor works. A

robot may also be available for drive demonstrations

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|-----------|----------------------------|---|
| <b>7</b>  | table                      | "Solar-Powered Bugs" - by using solar panels and vibrating motors, kids can making small solar-powered robots. A flashlight course will be available, so prizes will be awarded for quickest bug and best decorated   |
| <b>8</b>  | table                      | "Artbots" - kids can create small drawing bots with vibrating motors and a plastic cup. Prizes will be awarded for best drawing and best decorated  |
| <b>9</b>  | table                      | "Creation/Deconstruction Station" - similar to the exhibit at COSI, a computer/old piece of technology will be available for kids to rip apart and explore with; whatever they find can be taken home. a short lesson on hardware will be given as well   |
| <b>10</b> | table                      | "Home Base" - this will be the table containing extra supplies, copies of instructions for each station, and copies of itineraries. Pictures will also be taken throughout the event, and we'd like to play a slideshow at the end, so some students may be working on uploading pictures and videos during the event |
| <b>11</b> | table                      | "Arduino Adventures" - a small table will be stocked with Arduino supplies, such as LEDs, resistors, jumper wires, etc. so kids can experiment with circuitry (ex. one activity will simulate traffic lights)   |
| <b>12</b> | carpet                     | "Dot and Dash" - the Dot and Dash robots from the elementary schools will be back, so students can program them through obstacle courses, mazes, or bowling games   |
| <b>13</b> | two tables pushed together | "Rube Goldberg" - kids will receive a series of challenges and be prompted to use a series of pulleys, levers, and reactions to complete a Rube Goldberg sequence   |
| <b>14</b> | table                      | "Easy Peasy Programming" - computers/iPads will provided for kids to explore various programming applications, including Scratch and Lightbot   |