

Making Simple Robots

Use These
Robot-Building
Rules To Teach
Kids
Troubleshooting!



Troubleshooting:

The #1 Maker Skill!

When you build with everyday stuff, projects don't work every time.

Luckily, they're also easy to fix!

To troubleshoot your project:

Troubleshooting:

The #1 Maker Skill!

- Go over the build, step by step.
- Check your model against the concepts you learned:
 - Do parts move the right way?
 - Is it off-balance?
 - Are components connected to the circuit?
 - Is the circuit interrupted?

Troubleshooting short circuits fear of failure:

Troubleshooting:

The #1 Maker Skill!

- Students learn to manage frustration
- Lets you go beyond kits and fool-proof instructions
- Opens the way to creative solutions and new designs



Rule 1: You can never use too much tape.

Message:

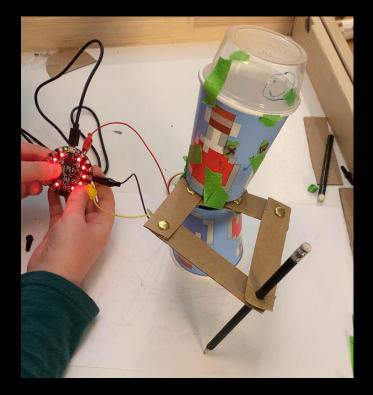
Every mistake can be fixed. (Almost.)



Rule 2: Googly eyes turn pretty much anything into a robot.

Message:

Simple solutions can be the best.

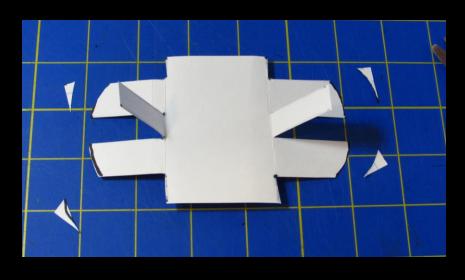


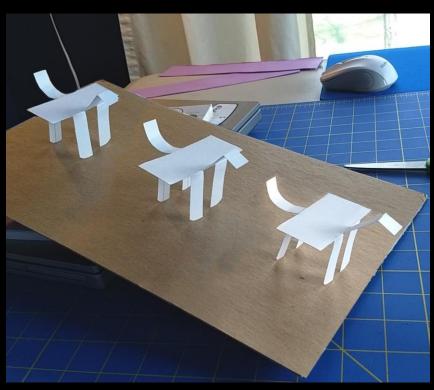


Rule 3: Unexpected result looks useful? Do it again, on purpose.

Message:

It's OK to change course to pursue accidental discoveries.

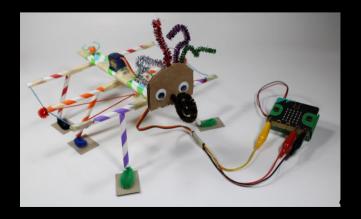


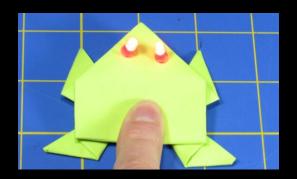


Rule 4: If it works a little bit, it works. Keep going!

Message:

It's normal to need to adjust a new design.







Rule 5: You never know where simple robots can lead you...

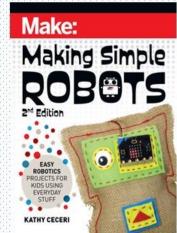
Message:

Maker skills can help you solve all kinds of challenges!

Thank you!











Maker Books by Kathy Ceceri