

# Robotic Hacker

## Sample Weekly Learning Schedule

	Monday	Tuesday	Wednesday	Thursday	Friday
8H30	Receiving students	Receiving students	Receiving students	Receiving students	Receiving students
9h30	Introduction to robotics Understand the parts	Introduction to Scratch Basic control of the robot	Introduction to mechanical structures	Teams at work! construction of the robot	Practice game of sumo Improving the robot
10h40	Snack	Snack	Snack	Snack	snack/practice
11h00	Start of project 1 (Individual)	Practice: coding-control	Mini-mission game Save the cat	Continue construction of the robot helped by instructor	Q&A by instructors
12h15	Lunch Break	Picnic/ lunch	Lunch Break	Picnic/ lunch	Team practice
13h20	Continue project 1 Helped by instructors	Team up! Robotic competition team of 2 formed	Team up! Introducing weekly project: Sumo	Team up! Testing of the robot Switch roles	SUMO FIGHT GAME STARTS! ALL PARENTS ARE WELCOME
15h00	Snack	Snack	Snack	Snack	
15h30	Picking up starts or Continue of individual project	Presentation to parents of proj-1	Brain storming Picking up starts	Picking up starts or Continue building	ANALYSING the RESULT
16H30	End of the day	End of the day	End of the day	End of the day	End of the week

GOALS: YOUNG CREATORS WILL UNDERSTAND:

How a robot works  
How to construct a robot  
How to use scratch to control a robot  
How to design a robot (structure & coding)  
according to a mission  
Team work, how to work with a new colleague  
How to find pro&cons and improve

Learning structure:  
25% instruction  
25% independent research  
25% peer learning  
25% communication

Possible Project:

Sumo robot  
Creative mode (junior)  
Polar bear  
Others (from previous competitions)