

Robotics 1 (Aug 2018) Proficiency Scales

Robotics 1		
<i>Learning Goal: Strand 1 Safety</i>		
Level	The student:	Activities/Tasks:
4	Evaluate new lab – robotics system installations and applications for potential safety issues – needed protective measures and practices.	Give student a drawing, blueprint, or computer simulation of a lab – robotics system installation and have them identify hazards, safety protocols needed, and safety measures needed.
Level	The student:	Activities/Tasks:
3	Explain safety hazards of their classroom lab including specific hazards and safety practices required by each student operated machinery item in their classroom.	Pass lab safety test with a 100 percent score.
Level	The student:	Activities/Tasks:
2	Identify – recognize general safety hazards associated with electricity, machinery and robotic devices.	- Safety demonstrations - briefings on electricity, robotics systems, and lab machinery. - Separate briefings on safe operation of the exact equipment installed in classroom lab.
Level	With help, partial success of Level 2 content.	-----
1		

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<i>Learning Goal: Strand 2 Robotics History - core</i>		
Level	The student:	Activities/Tasks:
4	Use knowledge of Robotics History along with Asimov Laws and the Alan Turing test theorize the capabilities of robots in 10-20-50 and 100 years.	- Research paper - Robot design project.
Level	The student:	Activities/Tasks:
3	Discuss Asimov Laws of Robotics and the Alan Turing Artificial Intelligence test	- Show current and past examples of Artificial Intelligence. - Classroom discussion of the importance of Asimov laws and implications if they are ignored. - Discuss the 3 “D’s” (Dirty, Dull, Dangerous) of robot tasks.
Level	The student:	Activities/Tasks:
2	- Identify definition of a robot - Explain engineering fields that robotics is comprised of.	- Have students select a moving-mobile robot and then figure out what engineering fields and skills were required to design it. - Research what types of items (Siri, automation, drones) can be defined as a robot.
Level	With help, partial success of Level 2 content.	-----
1		

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<i>Learning Goal: Strand 3 Robot System Components</i>		
Level 4	The student: Combine robot system component knowledge with logic and math skills to select type of component(s) needed to create an robot to perform a task – solve a problem.	Activities/Tasks: - Robot design computer or web-based simulations - Robot competition construction lab exercises.
Level 3	The student: Identify robot system components by appearance, function, use and operating environment.	Activities/Tasks: - Pass computer or web-based robot component exercises. - Perform basic measurements using hands on lab.
Level 2	The student: Identify robot system components by appearance and purpose.	Activities/Tasks: - Computer or web-based robot system component operation and use (drill and practice) exercises. - Hands on lab where students identify robot system components and match them to their uses.
Level 1	With help, partial success of Level 2 content.	-----

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Learning Goal: Strand 4 Standard 1: Basic Electrical

Theory

Level	The student:	Activities/Tasks:
4	Use knowledge of ohm's law to design an electrical circuit to provide correct voltage and current required for a task.	- Electronics design computer or web-based simulations - Electronics design – circuit construction lab exercises.
3	Perform ohm's law calculations for series and parallel circuits.	- Pass computer or web-based ohm's law simulation exercises. - Calculate voltage, current and resistance values of a circuit utilizing ohm's law.
2	Identify basic theory terminology, characteristics of series and parallel circuits and how ohm's law is used to predict circuit operation.	- Computer or web-based basic theory terminology (drill and practice) exercises. - Hands on lab where students learn theory concepts of series and parallel circuits.
1	With help, partial success of Level 2 content.	-----

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<i>Learning Goal: Strand 4 Standard 2: Electrical Test Equipment</i>		
Level 4	The student: Combine electronic test equipment usage knowledge with logic and math skills to diagnose or reverse engineer electrical – electronic items.	Activities/Tasks: - Reverse engineering computer or web-based simulations - Reverse engineering lab exercises.
Level 3	The student: Student will be able to use electronic test equipment to power and or measure resistance, voltage and current.	Activities/Tasks: - Pass computer or web-based simulation exercises. - Perform basic measurements using hands on lab.
Level 2	The student: Identify – standard electronic test equipment (multimeter, bench power supply) and their uses (settings	Activities/Tasks: - Computer or web-based test equipment identification and settings exercises. - Hands on practice using standard electronic test equipment.
Level 1	With help, partial success of Level 2 content.	-----

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<i>Learning Goal: Strand 5: Programming</i>		
Level 4	Student can build a program using if - else, looping, and switch control structures to accomplish a complex assigned task.	Write a simple game or business app
Level 3	Student can use switch statements to control program flow.	Create a state machine using switch statements
Level 2	Student can use looping control structures.	Iterate using loops
Level 1	Student can compare values using relational operators.	Write "if - else" statements