

Activity 3 – Cover Design



Aim:

Design and make a cover for the robot.

Materials:

- Basic template for simple cover
- Art materials

Location:

Classroom

Background:

Time to give the robot some character. Get the children to think about what design features their machine would have; for example, the lunar rover has an aerial and satellite dish to send and receive signals, an on-board camera to take pictures and film of the surface of the moon, and two grabbers to allow it to collect moon rock samples.

Running the Activity:

1. Teams should work together to decide on a theme for the robot and create paper/pencil designs showing different ideas and concepts (examples on following page).
2. Make the cover – before doing a lot of decorative work, get the team to check that the cover fits on the robot and can be easily moved to access the switches. They can use the template as a guide.
3. Test – run robot in mode 'J1' (as in Activity 2) to check that it does not interfere with the operation of the robot.

Example Covers:

Moon Rover and Ladybird

