

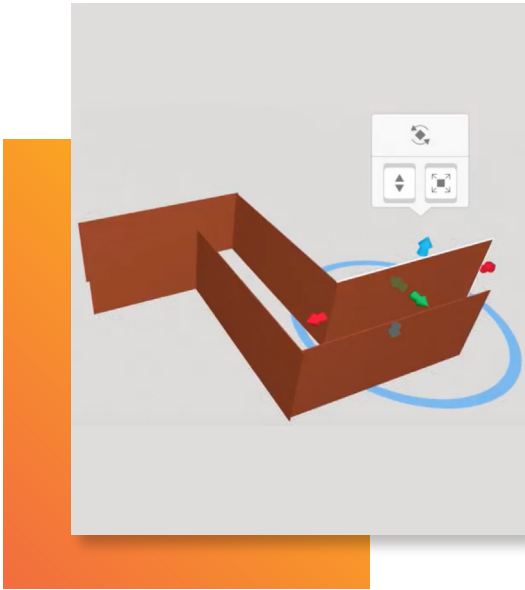
Maze & Robot Creator

Grades

4-9

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*Requires accounts with CoSpaces Edu Pro and Tinkercad



Difficulty **3**



4-45 minutes



1 to 1

Tags: Math, Measurement, X/Y axis, CoSpaces Edu, Tinkercad

App/Tech Tools CoSpaces Edu Pro accounts, Tinkercad account, MERGE Cube, MERGE Headset (optional), device (phone/tablet)

Materials

Learning Objectives

- Use 3D design programs to create, manipulate and measure 3D objects.
- Code a 3D design in a virtual space to move in specified directions using an x,y,z axis.
- Identify and use appropriate tools, technologies, and materials for production.
- Learn visual programming languages.
- Create a 3D model in the CAD program Tinkercad.

Activity

1. In this lesson, students will be building their robot in the 3D design program using their Tinkercad account. This video provides a step-by-step tutorial for setting up and managing student accounts [Tinkercad](#). (Tinkercad Sign up) For students who are using Tinkercad for the first time, they can learn to build their robot by following the videos [here](#). (Building a Robot Part 1-4)

2. For students in grade 8-9 or who are more comfortable with Tinkercad, they can access a more advanced robot lesson where they build the robot through existing shapes by clicking “Copy and Tinker” [here](#) (Robot Lesson)
3. Once students’ robots are complete, they will bring them into CoSpaces and code them to move through the maze.

Tinkercad: (Maze Part 5)



CoSpaces: (Maze Part 6)



CoSpaces: (Maze Part 7)



MERGE Cube: (Maze Part 8)



Suggested Questions

- What happens if we start to create a maze that does not have 90 degree right angles?
- Could we code our robot to speak each time it turns?
- Could we have our robot change colors each time it moves?
- Do you think there is a way to automate the robot’s movements?
- Can you use the “hole” function in Tinkercad to bring in the robots head and body separately? Then code the head to turn?
- Can you could get a partner’s robot into your space?

