

ENGINEERING NOTEBOOK







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The **LEGO** Foundation



I'm May!







We are your guides to PLAYMAKERSSM.

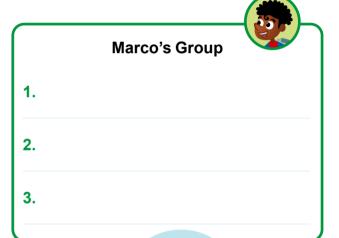
Sometimes, you will work as a team and sometimes in two different groups.

Write down who will be in May's Group and who will be in Marco's Group.



Team Members:





I'm Max! Come on! Let's go!









Engineering Notebook

PLAYMAKERSSM



Core Values

Draw an example of each Core Value!



DISCOVERY

We explore new skills and ideas.



We respect each other and embrace our differences.

INNOVATION

We use creativity and persistence to solve problems.

TEAMWORK

We are stronger when we work together.

IMPACT

We apply what we learn to improve our world.

FUN

We enjoy and celebrate what we do!

Have lots of FUN as you develop new skills and work together.



















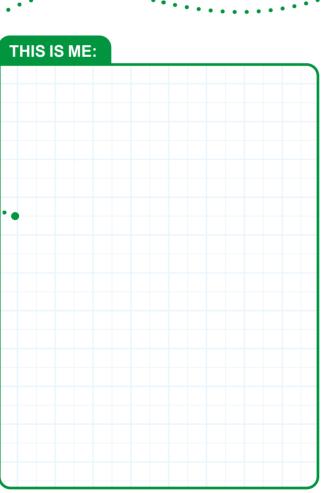


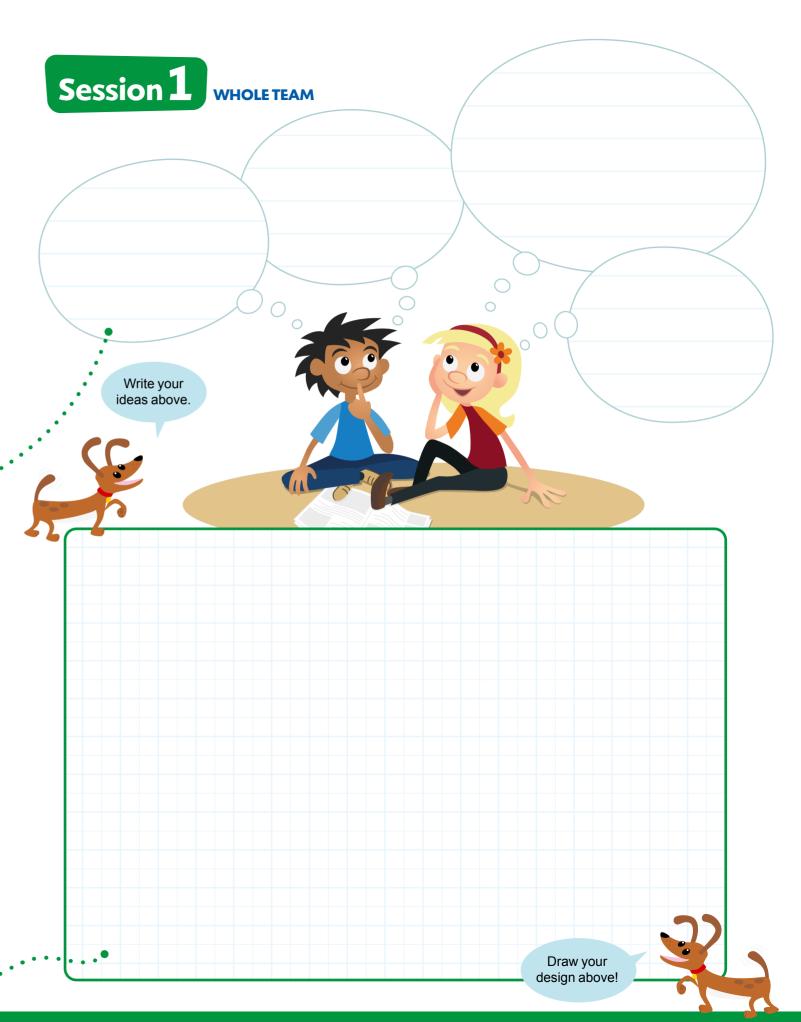
List different ways you like to play and get your body moving.

Where do you like to play and be active?

What games do you like to play?

- Pick your favorite activity and draw a picture of yourself doing it. Show where you are.
- Draw how you would build a LEGO® design of this activity.
- Build a design of your drawing on your own baseplate.
- Share your drawing and what you built with your team.











Marco and I want to race! When our heart rates go up, the flag goes up!

> Can you build a game that we can both play that will raise our heart rate?



Find your Explore set.

- Follow the build instructions in Book 1 to make the heart game.
- Turn the crank. Watch what happens to the
- Think about Marco's question and write your ideas in the box.
- Be sure to think about your group's listed place.
- Draw your design on page 16 or 17.
- Use your prototyping pieces to build a fun solution.
- Share what you did with the team.

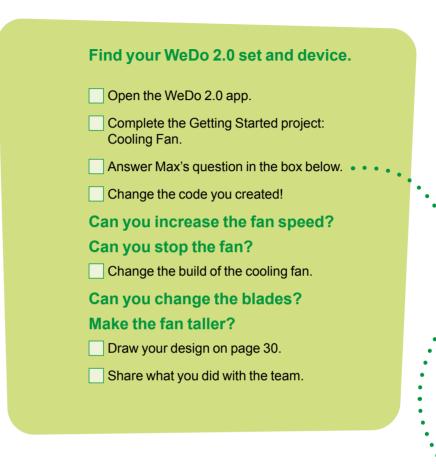


I want to play

THOUGHTS AND IDEAS

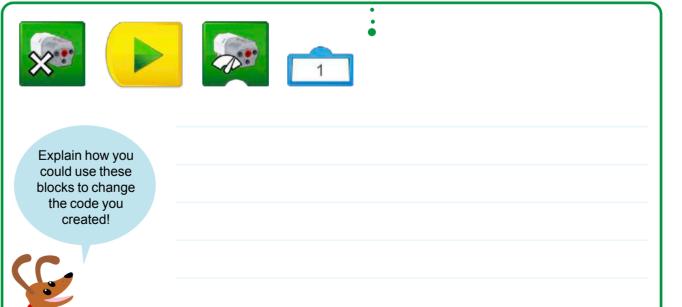
MARCO'S GROUP Session 2







You could use the blocks below!



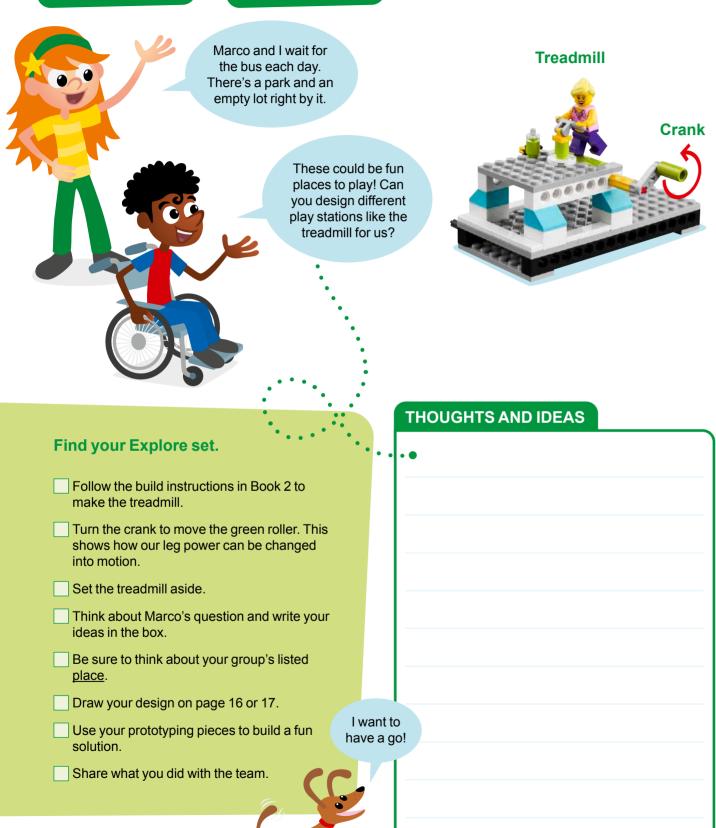
the game too!





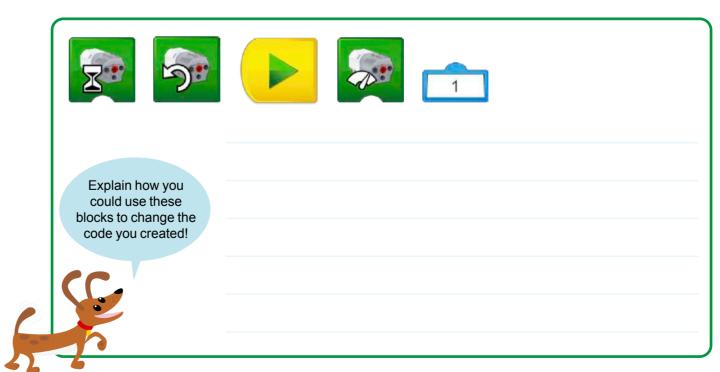












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Find your Explore set.

- Find your assembled heart game and treadmill.
- Follow the build instructions in Book 2 to combine the heart game and treadmill.
- Turn the crank on the treadmill. How does the flag move?
- Think about Marco's question and write your ideas in the box.
- Be sure to think about your group's listed place.
- Draw your design on page 16 or 17.
- Use your prototyping pieces to build a fun solution.
- Share what you did with the team.



path is built for May and Marco's wheels!

THOUGHTS AND IDEAS

Be sure your





Find your WeDo 2.0 set and device.

- Open the WeDo 2.0 app.
- Complete the Getting Started project: Spy Robot.
- Answer Max's question in the box below.
- Change the code you created!

Can you record your own sound?

Can you detect motion in a new way?

Change the build of the spy robot.

Can you get your spy robot to move?

Can you change its shape?

- Draw your design on page 30.
- Share what you did with the team.

Can you make your own code for the spy robot?

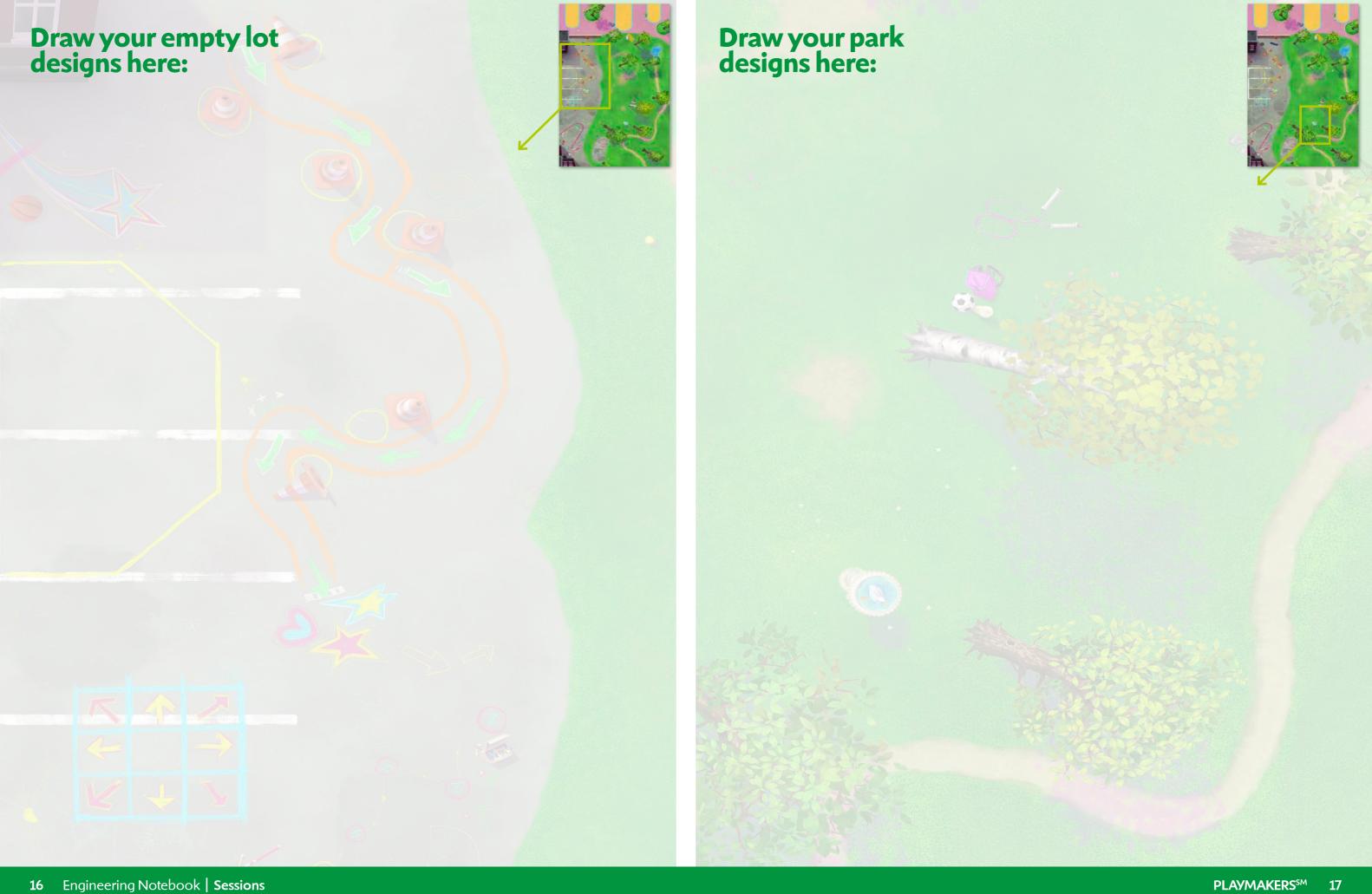
You could use the blocks below!

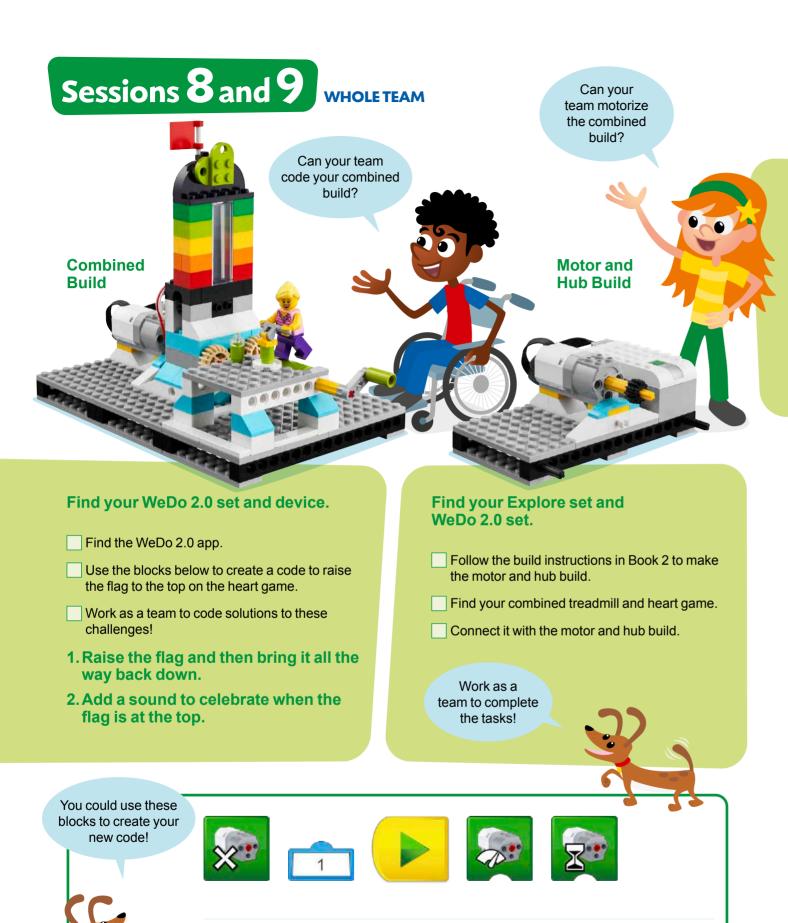


PLAYMAKERSSM



		1	
Explain how you could use these blocks to change the code you created!			





Sessions 8 and 9 WHOLE TEAM

Find your Explore set, combined build, WeDo 2.0 set, and device.

Brainstorm ideas for each question.

places the course is found.

Look over the list of required parts below. •

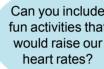
Draw your obstacle course design on pages 20-21. Label all the required parts and the

Think about the questions.

Can you design an obstacle course for us to play on and then build it as your team model?

Can you include fun activities that would raise our heart rates?

Could your obstacle course be built in one of these places or maybe in all of them?









Empty Lot

Choose a Place

Required Parts:

Team Model



- Include ONE part of the combined build.
- Have ONE motorized part.





Draw your obstacle course design here: Use these two pages for your drawing. Label the required parts of your team model.







Choose a Place

Required Parts checklist:

- Be made of only LEGO® elements.
- ☐ Include ONE part of the combined build.
- Have ONE motorized part.
- Use LEGO Education WeDo 2.0 coding.

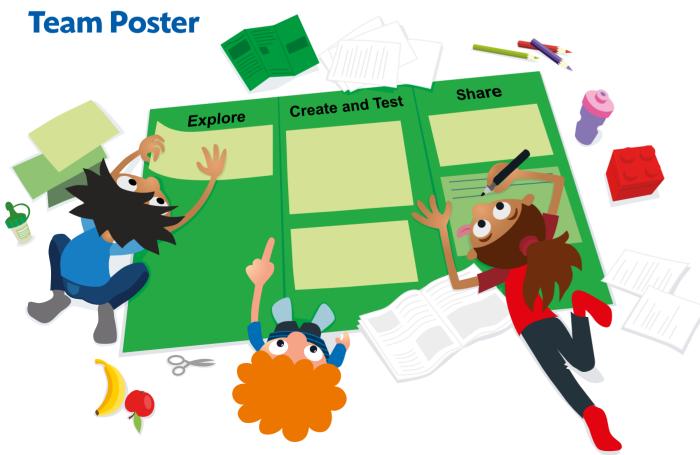
Sessions 10 and 11 WHOLE TEAM

Find your poster board and art supplies. Brainstorm what you will put on your poster. Use the next page as a draft for your ideas.

Work together as a team to

create your poster.





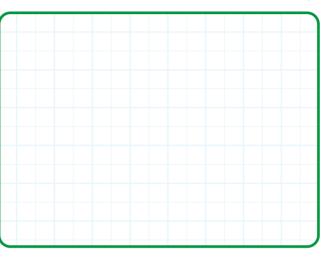
Sessions 10 and 11 WHOLE TEAM

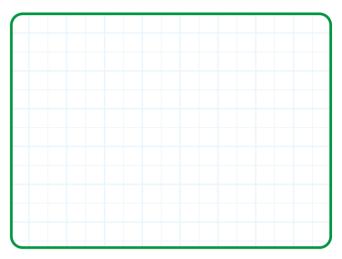
Write and draw your ideas for your team poster:

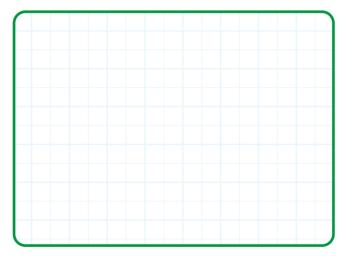
Sample Topics:

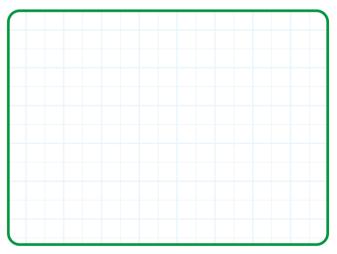
- Explore
- Create
- Share
- Core Values
- Team Journey

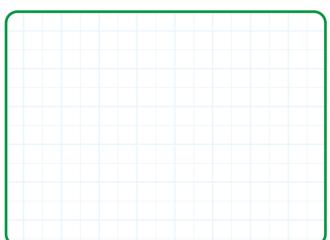
Test

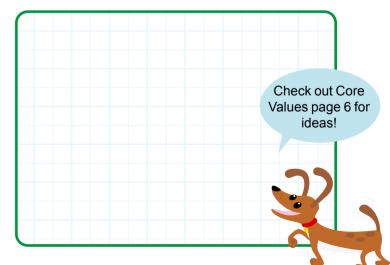












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Session 12 WHOLE TEAM

It's almost time for your event! There are many ways to share what you have learned.

Find your completed team model and team poster.

- Talk about what your team would like to share at your event!
- Complete the next page to prepare for your event.
- Look over the reviewing sheet with your coach.



No matter how you celebrate, have fun!



Typical Event Setup

I will explain the team model.

I can reflect on

We will show how the poster captures our team journey!

I will describe the team model and the parts of the obstacle course.



Record your ideas for sharing at your event:

- · Can you describe your team model?
- Did you include the treadmill, the heart game, or the combined build?
- What did you learn about the challenge? · How did you use Core Values?

- What part of your build is motorized?
- How did you code your motorized part?
- What did you include in your team poster?
- How does it show your team journey?

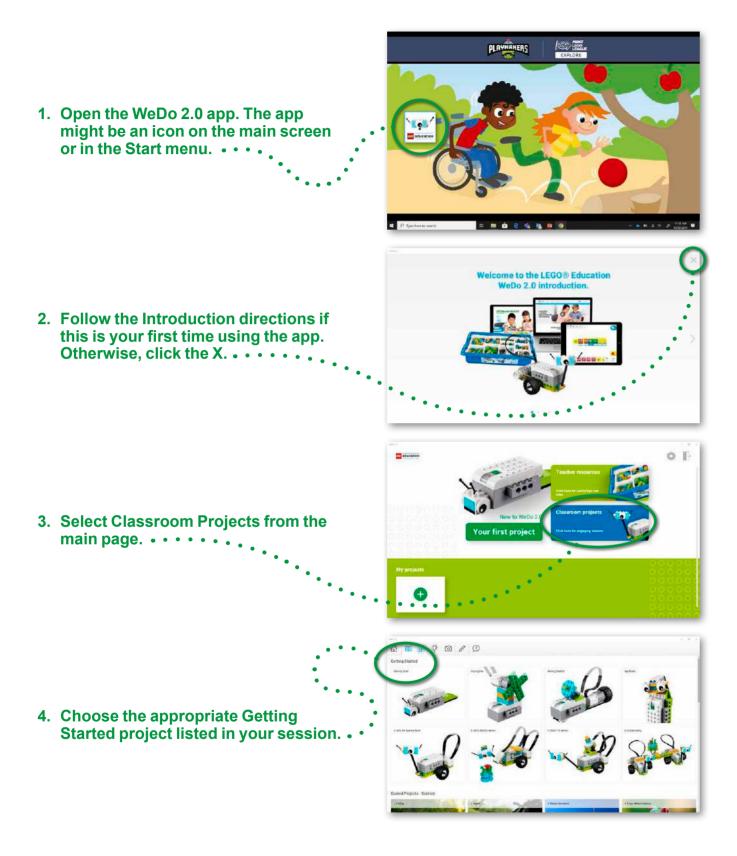






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Find Your Projects



Programming Block Descriptions

Flow Blocks



Start Block

When used, always place at the beginning of a program string. Press on it to start the program string you have written.



Wait For

Use this block to tell the program to wait for something to happen. It can wait for a set amount of time or for input from a sensor. This block always requires input in order to work properly.



Repeat Block

Use this block to repeat actions. Blocks placed inside the Repeat Block will be looped. This can also be called the Loop Block. The loop can be repeated forever, for a certain amount of time, or until something happens.

Other Blocks and Inputs



Light Block

Lights up the LED on the Smarthub in a specific color. The color can be changed with a numeric input between 0 and 10



Play Sound

Plays a sound. The sound is chosen from a list available within the software. You can choose a sound using a numeric input. Choose sound number 0 to play a sound that you have recorded yourself.



Use the bubble to insert comments into your program. This is not a programming block.



Number Input

Inputs a numeric value to a block.



Text Input

Inputs a text value to a block.

Motor Blocks



Motor This Way Block

Sets the motor to turn the axle in the direction shown and starts the motor.

Tap on the block to quickly change the direction of the rotation.



Motor Power Block

Sets the motor power to the specified level and starts the motor. The level can be set with a numeric input from 0 to 10



Motor On For Block

Starts the motor for a chosen amount of time specified in seconds. The amount of time can be set with a numeric input, using whole or decimal numbers.



Motor Off Block

Stops any movement of the motor.

Sensors Inputs



Any Distance Change

Inputs the Motion Sensor mode "Any Distance Change" to a block.



Distance Sensor Input

Inputs the value detected by the Motion Sensor (from 0 to 10) to a block.



Shake

Inputs the Tilt Sensor mode "Shake" to a block.



Motor Off Block

Stops any movement of the motor.

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Career Connections

Jav Flores

Global STEM Ambassador

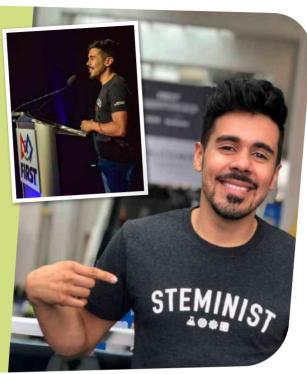
Where I work: Rockwell Automation

My FIRST® connection: I helped design the FIRST Robotics Competition experience and help FIRST create the strategies to reach more kids.

Fun facts about me: I was on two athletic competition TV shows: Exatlon Estados Unidos on Telemundo (2019) and BattleFrog League Championship on ESPN (2016).

My STEM superhero: FIRST® LEGO® League students who are solving real problems in their community.

Advice to teams: Invent the change you want to see in the world!



Javion Mosley

Mechanical Engineering Senior

Where I work: Rockwell Automation

My FIRST connection: Riverside Robotigers 2830

mentor, FIRST alumni

Fun facts about me: I like to travel a lot and experience as many new things as I can. I was also a Rockwell Automation intern in China.

My STEM superhero: Wilbur and Orville Wright. I have an admiration for flight.

Advice to teams: FIRST is a great opportunity to get your first steps in engineering. Treat it as part of your building blocks for your future as the steps you take today will affect your outcome tomorrow.



Leanne Cushing

Mechanical Engineer

Where I work: Bellwether Coffee

My FIRST® connection: I did FIRST Robotics Competition in high school, and with the help of my mentors, I learned that mechanical design was the one thing I'm good at and love doing.

Fun facts about me: Most of my spare time is dedicated to Battlebots and my team, Valkyrie, where we design, build, and compete with our 250 lb robot on Discovery Channel.

My STEM superhero: Bill Nye, for his love of entertaining combined with his love of engineering and teaching. He showed me you could be entertaining, social, and brainy. He fed a lot of my curiosity and taught me so much when I was little.

Advice to teams: Passion isn't perfection. Be your own favorite version of yourself; don't let other people tell you who to be or what you can or cannot do. Don't talk yourself out of trying something new. Worst case, you have a new opinion or story to share.



Pedro Alejandro Yang

Manager

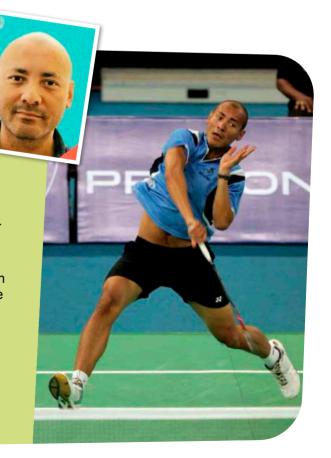
Where I work: LEGO® Education

My FIRST connection: I work in LEGO Education's competition team, and we are a Strategic Partner of FIRST.

Fun facts about me: I played badminton in the 2004 Summer Olympics. My hobby is to cook recipes that famous chefs post on YouTube.

My STEM superhero: Woodie Flowers. Even though he was a STEM advocate, he also acknowledged the human empathy factor for people to succeed, thus inventing what we know today in our FIRST LEGO League community as *Gracious Professionalism*®.

Advice to teams: It's not about winning, but the learnings and friends you make in your journey.



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Name: Team name:





May and Marco have great ideas for games and activities, wherever





