# FIRST®LEGO® League TUT\$RIALS

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## ROBOT DESIGN LESSON

**PASSIVE ATTACHMENTS** 

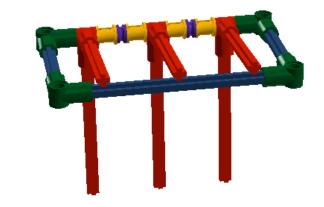
#### WHAT IS AN ATTACHMENT?

- A mechanism you build that can assist your robot in accomplishing a task (e.g. pick up an object, drop off an object)
- This mechanism is "attached" to the base robot
- For a competition robot, the goal is to design attachments that work consistently every time and are easy to add/remove



#### PASSIVE VS. POWERED

- Passive attachments do not require any external power.
   They typically work based on the movement of the robot or simple uses of gravity.
  - This lesson covers some simple types of passive attachments
- Powered attachments need some type of power source. This includes power from motors, pneumatics and other sources.





#### **ONE-WAY GATE OR CURTAIN**

- Passive attachment that lets objects in but not out
- Uses gravity
- Can be modified to any size





# TRY BUILDING ONE...



#### **CARABINER**

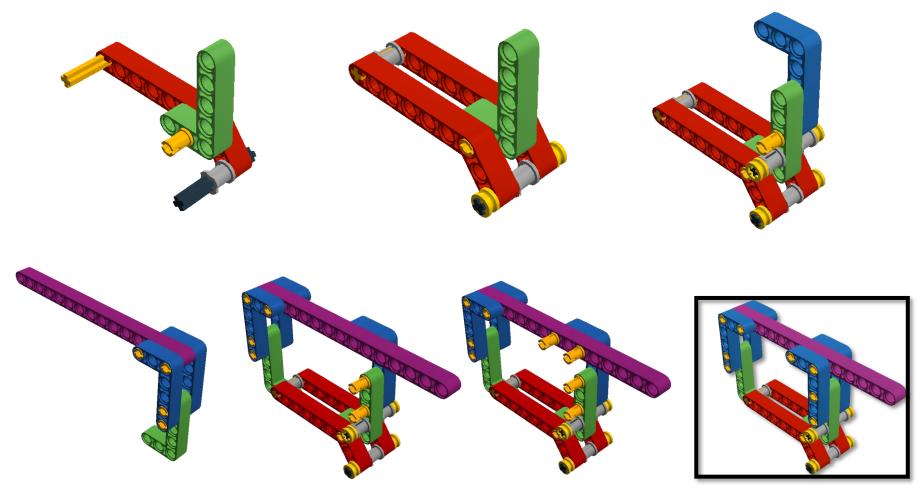
- Passive attachment that lets objects in but not out
- Can be made using gravity or using rubber bands
- Can be modified to any size







### TRY BUILDING ONE...



Add rubber bands on bushings as needed

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#### **CREDITS**

- This tutorial was created by Sanjay Seshan and Arvind Seshan
- More lessons at <u>www.ev3lessons.com</u> and <u>www.flltutorials.com</u>



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