

 Date:	Topic: Bus Servo Communication Protocol	Time Required: 90 minutes
<b>⌚Learning Target/Objectives:</b> <ul style="list-style-type: none"><li>• I can identify the specific components of a serial command packet, including the header, ID, and checksum .</li><li>• I can explain the difference between a write command and a read command in a half-duplex communication system .</li><li>• I can calculate a checksum to ensure data integrity during robotic data transmission .</li></ul>		
 <b>Vocabulary:</b> <ul style="list-style-type: none"><li>• Asynchronous Serial Bus:</li><li>• Half-Duplex UART</li><li>• Baud Rate</li><li>• Checksum</li><li>• Broadcast ID</li><li>• Position Control Mode</li><li>• Motor Control Mode</li></ul>		 <b>Guiding Questions:</b> <ul style="list-style-type: none"><li>• Why is a "Header" (0x55 0x55) necessary at the beginning of every data packet?</li><li>• How does the use of a "Broadcast ID" save time when initializing a robot with many joints, and what is its main limitation?</li><li>• In a "Half-Duplex" system, why must the PC software immediately switch to a "read condition" after sending a request for data?</li><li>• How does the "Checksum" act as a security guard for the robot's instructions?</li></ul>
 <b>Lesson Design Details:</b> <ul style="list-style-type: none"><li>• <b>Activity 1:</b> The Packet Architect<ul style="list-style-type: none"><li>○ Focus: Students are given a robotic task (e.g., "Move Servo 5 to 90 degrees"). They must manually write out the hexadecimal string for the command packet, including the header and calculated checksum.</li></ul></li><li>• <b>Activity 2:</b> Checksum Challenge<ul style="list-style-type: none"><li>○ Focus: Students act as the "Servo Controller." The teacher provides several data packets, some with intentional errors in the checksum. Students must calculate the checksum and "reject" the corrupted packets.</li></ul></li><li>• <b>Activity 3:</b> Fault Detective<ul style="list-style-type: none"><li>○ Focus: Students are given a "Read status" return value (0-7). Using the LED error table, they must diagnose exactly what is wrong with the robot (e.g., "Over temperature and stalled").</li></ul></li></ul>		

## Key Points (Vocabulary):

- **Asynchronous Serial Bus:** A communication method where up to 253 servos can be daisy-chained and controlled through a single interface.
- **Half-Duplex UART:** A communication protocol where data can be sent and received, but not at the same time, requiring precise timing control.
- **Baud Rate:** The speed of communication, set here at 115,200 bits per second (bps).
- **Checksum:** A value calculated from the data packet used to detect errors that may have occurred during transmission.
- **Broadcast ID:** A special ID number (254 or 0xFE) used to send a single command to every servo on the bus simultaneously .
- **Position Control Mode:** A setting where the servo moves to a specific angle between 0 and 240 degrees with high precision.
- **Motor Control Mode:** A setting where the servo acts as a speed-adjustable DC motor for continuous rotation .

## Key Points of Instruction

- **Chain of Command:** Up to 253 servos can be connected in a chain, but each must have a unique ID (0-253) to avoid communication "conflicts".
- **Packet Anatomy:** Every command is a "packet." Students must understand the exact order: Header -> ID -> Length -> Command -> Parameter -> Checksum .
- **Precision and Speed:** Position mode allows for 0.24-degree increments, making it highly precise for delicate tasks.
- **Safety Protections:** The protocol includes built-in limits for temperature and voltage. If a servo exceeds 85 degrees Celsius, it will automatically enter an "unloaded" state to prevent permanent damage .

## Teacher's Cheat Sheet

Feature	Key Technical Data
Baud Rate	115,200 bps
Servo Range	0 to 240 degrees
Precision	0.24 degree per increment

<b>Voltage Range</b>	6.0V to 7.4V (supports up to 12V limits)
<b>Max Temperature</b>	85 degrees Celsius (Default Limit)
<b>Broadcast ID</b>	254 (0xFE)
<b>Packet Header</b>	0x55 0x55
<b>Checksum Logic</b>	cksum = Bitwise NOT of (ID+Length+Cmd+Params)

<b>Category</b>	<b>Standard Organization</b>	<b>Standard/Benchmark Code and Description</b>
Computer Science	NCSOS	<b>HS-CS-03:</b> Illustrate the ways computing systems implement logic, input, and output through hardware components
Computer Science	NCSOS	<b>HS-NI-02:</b> Explain the protocols used to move data across a network (serial bus communication)
Technology	ITEEA	<b>STEL-2P:</b> Select and use appropriate tools and skills to help do work and achieve a desired outcome
Engineering	ITEEA	<b>STEL-2V:</b> Analyze the stability of a technological system and how it is influenced by components in the feedback loop <sup>444</sup> .
Digital Literacy	ISTE	<b>1.5.d:</b> Students understand how automation works and use algorithmic thinking to develop a sequence of steps