

Date:	Topic: Manual Button Programming	Time Required: 90 minutes
<b>Learning Target/Objectives:</b> <ul style="list-style-type: none"><li>I can enter and exit manual programming mode on a robotic controller using specific button-press durations.</li><li>I can create a multi-action robotic sequence by physically adjusting servo positions and recording them as individual steps .</li><li>I can demonstrate the difference between single-execution and continuous-loop playback on robotic hardware.</li></ul>		
<b>Vocabulary:</b> <ul style="list-style-type: none"><li>Manual Programming</li><li>Postures</li><li>Program Mode</li><li>Beep Feedback</li><li>End Mode</li><li>Continuous Circulation</li></ul>		<b>Guiding Questions:</b> <ul style="list-style-type: none"><li>Why might a technician in a factory prefer manual button programming over writing code on a laptop?</li><li>How does the robot "remember" where you moved it if you aren't typing in coordinates?</li><li>What are the potential safety risks of running a robot in "continuous circulation" mode versus "run once" mode?</li></ul>
<b>Lesson Design Details:</b> <ul style="list-style-type: none"><li><b>Activity 1: The Human-Robot Recording Studio</b><ul style="list-style-type: none"><li><b>Focus:</b> Students work in pairs. One student is the "Programmer" (pressing buttons) and the other is the "Guide" (moving the arm). They must record a 3-step sequence: Wave, Bow, and Grip.</li></ul></li><li><b>Activity 2: The Loop Timing Lab</b><ul style="list-style-type: none"><li><b>Focus:</b> Students practice the 3-second long press to trigger continuous running. They must time how long it takes the robot to complete 5 full loops of their programmed action.</li></ul></li><li><b>Activity 3: Troubleshooting the "Silent" Program</b><ul style="list-style-type: none"><li><b>Focus:</b> Teachers deliberately give students a robot that is powered off. Students must discover why the robot "forgot" their movements, leading to a discussion on how servos need power to maintain a stance.</li></ul></li></ul>		

## Key Points (Vocabulary):

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## Key Points of Instruction

- **Feedback Loops:** Teach students to listen for the "beep." This is the only way they will know if the robot has successfully moved from "Operating" to "Programming" mode.
- **Gentle Handling:** Emphasize the word "gently" when rotating servos. Students must understand that forcing a motor can damage the internal gears.
- **Button Timing:** This lesson is a great way to teach "User Experience" (UX) design. Short presses and long presses (3 seconds) trigger different logic in the controller.
- **The "Zero" State:** Before starting, ensure the robotic arm is powered on so the servos have enough holding torque to stay in place once they are positioned.

## Teacher's Cheat Sheet

Command	Action Required	Resulting Hardware Feedback
Enter Programming	Long Press <b>Program</b> (3s)	Single Beep sound
Save Single Step	Short Press <b>Program</b>	Records current servo positions
Exit Programming	Long Press <b>Program</b> (3s)	Ends recording mode
Run Once	Short Press <b>Run</b>	Executes sequence one time
Continuous Loop	Long Press <b>Run</b> (3s)	Repeated execution
Stop Loop	Short Press <b>Run</b>	Returns to "Run Once" state
Debugging	Click specific row on the left to modify or delete that step	

<b>Category</b>	<b>Standard Organization</b>	<b>Standard/Benchmark Code and Description</b>
<b>Technology</b>	ITEEA	<b>STEL-2R:</b> Follow step-by-step instructions to safely use systems and troubleshoot common problems.
<b>Computer Science</b>	NCSOS	<b>HS-CS-03:</b> Illustrate the ways computing systems implement logic, input, and output through hardware components.
<b>Engineering</b>	ITEEA	<b>STEL-3H:</b> Optimize a system by identifying and managing various constraints.
<b>Digital Literacy</b>	ISTE	<b>1.1 Empowered Learner:</b> Students demonstrate a sound understanding of technology concepts, systems, and operations.
<b>Mathematics</b>	NCSOS	<b>NC.M1.G-CO.2:</b> Represent transformations in the plane through physical manipulation of joints.