

Creativity at Camp (Day 1)

Meeting Date:

Wed, 06/17/2015

Personnel Present:

Nandhana, Namitha

Tasks This Meeting:

- Tell the kids about FIRST
- Give the kids a chance to try out the functions of a EV3 Mindstorms robot
- Do hands on activities with the robots like building and programming
- Make sure they have fun!

**Reflections:**

This was a really fun experience for both our team and the kids at the Math Wizard Summer Camp! We demonstrated two EV3 Mindstorms robots using built-in programs and live runs with a Mindstorms Commander app. Our teammates also educated the group about programs in FIRST that they would be interested in joining as well as answering questions about the competition and robots. We organized a hands-on activity where the kids were split into teams and were asked to design an attachment that could hold a ball and throw it into a soccer net. They learned how to work as a team and come up with creative strategies by combining ideas, design ideas on paper and with prototypes and also how to build functioning parts to the robot that would achieve a set mission goal. Additionally, we added points and awards to make the contest more enjoyable for the class. We plan on teaching the students how to program using EV3 software when we come back tomorrow since the software was still downloading onto the computers while we were there.

We learned that kids enjoy being in a competition in teams

It was a really great experience altogether and we can't wait to come again tomorrow!



EV3 Mindstorms Software and parts:

We demonstrated two EV3 Mindstorms robots using both built in programs and live runs with a Mindstorms Commander app.

FIRST Programs:

Our teammates also educated the group about programs in FIRST that they would be interested in joining as well as answering questions about the competition and robots.

Activities:

We organized a hands on activity where the kids were split into teams and were asked to design an attachment that could hold a ball and throw it into a soccer net. They learned how to work as a team and come up with creative strategies by combining ideas, design ideas on paper and with prototypes and also how to build functioning parts to the robot that would achieve a set mission goal. Additionally we added points and awards to make the contest more enjoyable for the class.



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