

Practice #1

Preparation

- Look through “**What Will I Do in 4-H FLL**” PowerPoint to introduce it to your team
- Review the Human Scavenger Hunt Bingo Activity and find the materials in the teambuilding activity box
- Know where you can find the FLL Robot Game Video – we will post it on our website <http://gillespie.agrilife.org> and it will be on FIRST’s™ website <http://usfirst.org>
- Locate building instructions for missions that have not been completed yet
- Optional - Make small notecards denoting the point values of the missions on the field

Beginning

5 min - Go over the rules/expectations for team practices throughout the season

Explain how you expect for the team to behave towards you, towards coaches, etc... Remind them that they signed a Code of Conduct before the season began and there are consequences to not abiding by the Code of Conduct. A Code of Conduct has also been placed in this lesson’s packet.

10 min - Go over the process for how decisions can be made in an organized way.

Posters should be up on the wall outlining an example procedure. You do not have to use the procedure that we have given you, but you can if you find it helpful.

This procedure was adapted from the publication “Basic Parliamentary Procedures for 4-H Clubs” to fit the needs of robotics practices. You will also find this information on the last page of this lesson packet.

10 min - Go through “What Will I Do in 4-H FLL Robotics” PowerPoint

PowerPoint is on the Extension Office website under 4-H > Robotics > FLL > Resources for Coaches. This is an introduction to what they will be doing throughout the season. You can hook your team’s laptop up to the TV in the room to display the presentation for your team to see.

Team Building Activity

15 min - Human Scavenger Hunt Bingo

Use the cards provided in the team building activities box to play human scavenger hunt Bingo! Each team member will need to get a card and a pencil and go to team members around the room to try and get a bingo.

They will need to ask their teammates the questions on the human bingo cards and if the team member can answer yes to the statement on the Bingo card, then they will write that team member’s name on the card.

Once players have a Bingo, they need to read the statements out loud and let everyone else know who has done what the statements on the card say.

Main Part of Practice

10 min - Play FLL Robot Mission Video

We will post it on our website <http://gillespie.agrilife.org> and it will be on FIRST's™ website <http://usfirst.org>.

20 min - Look at Missions on the table and ask team members to discuss which missions they plan to start working on. Go over the point values for each mission. Ask one team member to write down the missions that the team plans to attempt.

Are there any missions that you can partially complete that can get your team some points? Can you combine more than one mission at a time? Are there easier missions that you can combine with a harder mission?

NOTE: It is best to try and attempt to complete 2-3 missions consistently as a team. If you divide your team into two groups, one group could work on one set of missions, and the other group could work on the other set. It will be really hard to complete more than 3 missions consistently in 2 ½ minutes.

50 min - Finish building any missions that haven't been completed yet.

If all missions have been completed by the first practice, then the team could start working on the design of their robot. The team will want to take notes and keep records of sketches about what the robot looks like.

One group of three could work on designing robot arms, and the other could work on designing the base of the robot. They want to take into account that they will need to access the battery on the brick to change it out.

Gillespie 4-H Robotics Code of Conduct Agreement



Thank you for your interest in the Gillespie 4-H Robotics Project. Our goal is that youth members learn to work as a team, build and program their robot, and research and present the topic that the team has chosen and have a wonderful time doing so. This project takes a good deal of teamwork and focus, and we just want to make sure that all participants know and understand what they are signing up for.

Participating in the 4-H Robotics program requires that members and coaches enroll in 4-H each September through the online 4-H Connect system (texas.4honline.com) and submit a membership enrollment fee of \$20.00/member. This fee increases to \$25.00/member after October 31st.

Participants must be enrolled through the Texas 4-H Connect system by the second practice.

All coaches are adult volunteers who are doing this on a volunteer basis and coaches will be screened through the 4-H Youth Protection Standards Procedures.

NOTE: Some team members have signed up because they enjoy building with Legos™, and while building is one of the components of this program, most building will occur in the first 1-4 practices. After about the 4th practice, there won't be much building with Legos™.

In addition to the Code of Conduct that each 4-H member agrees to abide by during enrollment (these can be found by visiting texas4-h.tamu.edu) the robotics project Code of Conduct expectations and Disciplinary Actions are listed below:

Code of Conduct

1. I will be courteous and possess good manners.
2. I will cooperate with all reasonable instructions issued by my coaches, county agents, and tournament officials.
3. I will use language that is kind and courteous and refrain from making profane, insulting, threatening, or inflammatory remarks and physical actions.
4. I will not leave the practice location, group if I am on a field trip, or tournament location at any time without permission of my coaches.
5. I will show respect for others and the robotics program property. I will avoid unnecessary roughness and theft of room furniture and equipment.
6. I will assume responsibility for the consequences of my actions if disciplinary action is taken.

Disciplinary Action

In the event of a violation of the code of conduct...

- 1) The coaches will inform the parents of the violations that have occurred and the coaches may ask the youth participant to be removed from an activity during practice.
- 2) If the violations continue to occur, then the coaches will contact a County Extension Agent at the Extension Office. The 4-H Agent, coaches, and parents/guardians will then come up with a reasonable plan to attempt to manage the 4-H member's behavior, which might involve the guardian being asked to physically remain with their youth member throughout the duration of practices, field trips, and tournaments.
- 3) If repeated attempts are made to manage code of conduct violations and violations continue, then that 4-H member will be asked to leave the program.

Rules of Order for 4-H Robotics Teams When Having Discussions or Making Team Decisions

When a team needs to make a decision i.e. (team name, research topic, tshirt color, etc..) this can be a chaotic process, and sometime feelings will be hurt when the team doesn't decide on what an individual player wants.

This organized way of making a decision might help to alleviate some of the chaos.

Start the process by asking one team member to present their idea by saying "I move that we _____"

If any team members would like to second this motion, then allow them to say "I second this motion".

**If no other team members second the motion, then the motion is dropped.

Once a second team member "seconds" the motion, then the first team member with the original idea needs to discuss the advantages of their motion.

All team members then discuss the advantages and disadvantages of the motion.

Then ask "Are there any other motions that team members would like to present?"

Repeat the process the necessary number of times.

Have a team vote and a team majority finalized the decision.

End with "the decision about the _____ is adjourned"