

**TEEN TECH WEEK™**  
**MARCH 6-12, 2016**



**CREATE IT AT**   
**YOUR LIBRARY!**

## **Libraries are for creating..... ICfL Submission Guidelines**

### **Submission Guidelines:**

1. Only one entry per Idaho library may be submitted for this challenge.
2. Insert a picture of the creation **in .jpg format**, or include the URL if it is a video or can be seen online. (If you need help, call us!)
3. Size the picture to approximately 4-5 inches in height to keep your submission on one page if possible.
4. Fill in the project information below and
5. Save this document in **.pdf format** and email the file to [Tammy Hawley-House](mailto:Tammy.Hawley@house.edu) by the April 8, 2016 deadline.

### **Project Information:**

- Library Name: Salmon Public Library
- Library Contact: Ramona Combs-Stauffer
- Email: salmonlibrary1@gmail.com
- A short description about the creation. What media, computer program, or design method was used:

**(Place image or URL below)**

Check out the Promo Video here: <https://www.youtube.com/watch?v=ThM4PcRB2lc>

Check out extra photos + blog article here: <http://salmonlibrary.org/2016/03/27/recap-make-a-bot-go/>

We decided the best use for Teen Tech Week would be the Edison Robots. We had a blast exploring them within the confines of the conference we conferred it would be a great method to get the most interest the quickest. We partnered with a High School Student who is interested in Robotics as well as needed community service hours and thought to have him help pilot our Teen Tech Week program called "Make-A-Bot-Go" The idea was to give brief explanation of how Edison works enough to get going then allow the participants to explore from pre-programmed barcode scanning programs and see if they could attempt to make their bot through a self-designed obstacle course with either the online programming feature or controllers that were provided to them. Around the room we had all sorts of fun objects from inner tubes to string lights and ramps to get their creativity flowing. The result was as always unexpected. After initial workings of how to scan barcodes the pre-teens gravitated towards the "Sumo-Wrestling" feature and wanted to incorporate lego's into their design strategy to make "fight bots". Having material on hand we helped facilitate large poster board and black marker to create a pseudo ring to accommodate them. We received great feedback in that other parents that weren't able to participate with their children (Huge win that we got families involved) asking when our next class would be. We had the teacher of the robotics high school club helping others with the online Edware software to some that wanted a more complete understanding of how the robotics could work. For a first time in STEM programming we think it was a huge success. We look forward to incorporating these robots as well as the other maker products in future creative ways!