

# LIGERBOTS

DESTINATION: DEEP SPACE



**A Guide to the LigerBots, 2019**

**FIRST Robotics Team 2877**

NEWTON NORTH AND SOUTH HIGH SCHOOLS



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## Executive Summary



LigerBots at the FIRST Robotics world championship in Detroit, April 2018.



*Q: Briefly describe the impact of the FIRST program on team participants in the last 5 years.*

A: Members develop technical and non-technical skills through project-based learning. We inspire team members towards STEM careers, with a 100% graduation rate and over 71% of last year's graduates choosing STEM majors. In addition to STEM skills, our 80 team members also learn life skills. One student says, "LigerBots has helped me be more confident in social situations and academic settings... I've also learned how to be more of an advocate for myself and for the things I'm passionate about."

*Q: Describe the impact of the FIRST program on your community within the last 5 years*

A: The LigerBots are dedicated to creating STEM opportunities throughout our community. We host or participate in an average of 29 events a year around Newton and Boston, each with STEM activities. In addition to our FLL competitions, with over 1,000 visitors and participants a year, we host an annual FLL info night that encourages team creation and mentored an FLL team. One FLL parent said, "thanks for inspiring my kids, they want to be just like you."

*Q: Describe the team's innovative or creative methods to spread the FIRST message that are effective, scalable, sustainable, and creative*

A: Since 2015, we have hosted two annual FLL competitions along with a public STEM fair, inviting local companies, nonprofits, and sponsors to take part. One organization said our STEAM fair had the "highest foot traffic experienced outside of downtown Boston." It also helped 50 Girl Scouts earn a STEAM patch, while teaching them about FIRST programs and offerings. In addition, we created activity sheets for parents and teachers to use, and we have a strong media and community-engagement program.

*Q: Describe examples of how your team members act as role models and inspire other FIRST team members to emulate*

A: The LigerBots put our brains to work to create a #PowerUp themed Safety Animation Video that was shown at every FRC competition worldwide. This year, we created a Strategy Alliance within New England FRC, helping other teams scout and determine alliance pick strategy. We also offered advice and support to FRC teams worldwide by posting white papers on student-led projects that have over 600 combined downloads, as well as face-to-face advice on our processes.

*Q: Team's initiatives to help start or form other FIRST Robotics Competition teams.*

A: We assist many teams by showing them our process, posting our work online, and being active in FRC forums. One team in Virginia, FRC 5804, said, "the code your team posted on GitHub has been incredibly helpful in determining the direction we want to go this year with our programming." In addition, we collaborated with Team 6740 from Israel, and we plan to have periodic conversations to discuss current projects. We also assisted Record Robotics with fundraising and operational advice.

*Q: Describe the team's initiatives to help start or form other FIRST teams (including FIRST LEGO League Jr., FIRST LEGO League, & FIRST Tech Challenge).*

A: The LigerBots host an FLL info night annually in June, with a targeted goal of expanding FIRST and STEM opportunities in Newton. At the event, we have an informational meeting for parents where we describe FIRST. We also engage children in STEAM activities, including marshmallow towers, brushbots, binary beads, and robot demos done by both us and local FLL teams. In 2018, we encouraged the creation

of three FLL teams and one FLL Jr. team, and we brought 20 families into the FIRST pipeline.

*Q: Describe the team's initiatives on assisting other FIRST teams (including FIRST LEGO League Jr., FIRST LEGO League, & FIRST Tech Challenge) with progressing through the FIRST program.*

A: Coinciding with our FLL competitions, we've held STEM fairs in which vendors come and run STEM-related booths. During these events, we held a robot zoo where other FRC teams showed off their robots. We mentored the Day Dragons and helped them with their presentation skills. Along with mentoring the Day Dragons, we assisted the Supernovas where we taught them the endgame process. We taught other FIRST teams such as team 246 how to scout.

*Q: Describe how your team works with other FIRST teams to serve as mentors to younger or less experienced FIRST teams (including FIRST LEGO League Jr., FIRST LEGO League, & FIRST Tech Challenge).*

A: In addition to hosting an FLL info night to create more teams, we mentor and offer support to any local team who reaches out to us. This past FLL season, we mentored a new team, #38823, and coached #31761 on their presentation skills. We are also helping FRC team 246 recover after mentorship changes, coaching them on outreach skills, strategy, and scouting. We also added rookie team 7822 to our strategy alliance, teaching them how to scout. We use FTC kits for internal preseason training.

*Q: Describe your Corporate/University Sponsors.*

A: We raised \$19,000 in support from 19 sponsors by emphasizing our role in STEM education for both team members and the community. These include Google, Raytheon, PTC, BAE Systems, SharkNinja, Bose, and Ameresco, as well as local sponsors Village Bank, GameWright, You-do-it Electronics, McVittie Tax, Tanowitz Law and Honda Village. First-time sponsors included Belmont Saving, PatientsLikeMe, AcuityBio, and Empow Studios. Newton Public

Schools and Newton Schools Foundation support us also.

*Q: Describe the strength of your partnership with your sponsors with within the last five years.*

A: We strengthen sponsor relations through monthly correspondence and attendance at their events. Each month, the LigerBots write a newsletter detailing progress and inviting sponsors to our events. Sponsors also demoed themselves at our FLL STEM fair. One example is being invited to be tour guides and demo our robot at Newton Inspires, as a result of being sponsored by Newton Public Schools. The event encourages local experts to share their passions, with over 500 local residents.

*Q: For FIRST Robotics Competition teams older than 5 years, briefly describe your team's broader impact from its inception.*

A: Since 2008, we have grown exponentially as a team boosting skills, mentors, and funding to become stronger and more influential in FIRST. We raised fundraising capabilities, engaged the community via social media, and invited elected officials to events. We established a mini-grant program to fund student ideas. This year we focused on strategy and data analysis. We invited a computational biologist to lecture and mentor on data and analytics. Team members now use R and Python for data analysis.

*Q: Describe how your team would explain what FIRST is to someone who has never heard of it.*

A: FIRST is a worldwide organization that is dedicated to spreading STEM through robotics competitions, transforming the lives of millions of students. From as early as Kindergarten, FIRST provides the opportunity for hands-on education and expands by progressively making challenges harder. FRC is a high school program that advances technical skills as well as critical marketing skills. To us, FIRST is an opportunity to turn professional, expanding career options and alternatives exponentially.

*Q: Briefly describe other matters of interest to the FIRST judges, if any.*

A: Over the summer, team members traveled to Washington, D.C. to be a part of the FIRST NAC event. This experience further advanced us towards our goal: to become the recognized leaders of project-based

learning in Newton. Attending and participating in advocacy events helps us facilitate change on the national level and complements the work we do locally. We are registered to attend future advocacy events, and we encourage other teams to join us in advocating for STEM education.



While a referee watches, the LigerBots 2019 robot, Thanos, places a Hatch Panel on the high Port of the Rocket Ship during the South Eastern Mass. District Event, in March 2019.

# LigerBots Lead in Project-Based Learning

*“Give the pupils something to do, not something to learn; and the doing is of such a nature as to demand thinking; learning naturally results.”*

— JOHN DEWEY, NINETEENTH-CENTURY EDUCATION REFORMER

Little girls scramble for position around a small table, frantically grabbing at pieces of colorful origami paper. Settling in, they look up at the LigerBot instructor, papers in their outstretched hands. They quickly follow the first few instructions, but then things go awry. One little girl shoves her paper at the instructor, pleading for help. Others crease the papers in random places. During this commotion, one girl scrunches up her face in thought. She clearly does not understand all the steps and even has to take a new sheet to start over. She patiently goes step by step, folding with great care, and finally completing the project. Then, she turns to her friends to help them. By the end of the session, all of the girls hold up their creations in triumph. From a single piece of paper, they learned the process of engineering.

As a team, we do more than build a robot; we strive

to encourage students to become the next generation of leaders and thinkers. We seek to change the way students learn; our vision is to transform education through project-based learning.

Our goal is to become the recognized leader of project-based learning in Newton, MA. To do that, we have created a system that uses hands-on projects to help team members build a strong and diverse set of skills. We then leverage those skills to advocate for project-based learning in the community by building a strong core of sponsors, educating the community, and establishing a sustainable FIRST LEGO League pipeline into our team. We share what we do in order to build and maintain the long-term strength of our team, foster a love for STEM and encourage project-based learning at home.



Carolyn helps Girl Scouts do origami at the 2018 FLL Eastern MA Championship maker fair.



Row 1: STEM advocacy—LigerBot delivers a TEDxBeaconStreet talk about FIRST as project based learning; STEM training—electrical mentor and CTO solder an electrical test bench. Row 2: sponsor relations—LigerBots outside Fowler High Precision after a successful sponsorship pitch; team outreach—LigerBot talks about the team to middle school students. Row 3: FIRST leadership— participants at the 2018 FLL Eastern MA Championship.

# LigerBots Train Our Team Members

Our commitment to project-based learning starts as soon as students join the team. We spend our preseason teaching rookies core skills through hands-on activities. As a rookie, our current chief technical officer had trouble learning how to put together an FRC control system. To help, a mentor trained her with a virtual, magnetic electrical system. “We did it every day until I understood how to do it,” she said. “Once I had nailed that, he let me play with the wiring on a previous year’s robot.” Now our CTO uses that same technique to teach current students and helps her parents with small electrical projects.

We start training each year by breaking rookies into groups; then, using previous FIRST games as a guide, we have students create game strategy and designs to teach them the engineering process. Each group then presents its designs to the rest of the team, which helps build presentation skills, as well as exposing the team to diverse engineering approaches.

Our broad preseason training has also resulted in more diverse tasks being tackled by team members

because they understand the wide variety of ways to contribute to the team. For instance, our CMO recently learned to bend and mold polycarbonate to make a hinge, and our students who usually concentrate on technical projects regularly help with team fundraising and blog posts.

As a result of our training projects we have published two white papers on Chief Delphi that have received thousands of views and downloads: one on robot vision and another on the measurement of display latency. We have three more papers pending: one on molding polycarbonate, another on making an electrical test bench, and a third on making reversible bumper covers. We also share our robot code on GitHub and regularly take part in online forums.

LigerBots have a 100% graduation rate, and of the students that graduated in 2016 and 2017, 100% were admitted to 4-year colleges and 67% are pursuing STEM-based majors. The other 33% cite our training in leadership, writing, presentation and business skills as benefits that they apply to their studies.



*A LigerBot learns how to use a saw to cut the electrical board that goes on our “roadkill” test robot.*

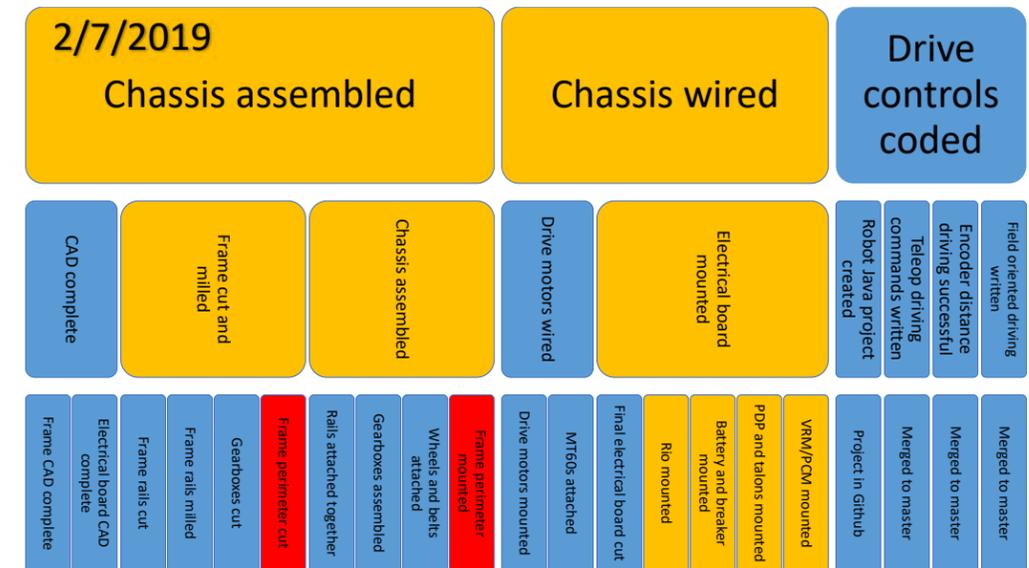


*Row 1: learning to solder; watching previous years’ games to learn strategy. Row 2: doing a PB&J robot coding exercise; learning photography for a STEM activity flyer; learning shop safety. Row 3: making practice bumpers; taking apart the old robot. Row 4: improving public speaking; making an FTC robot; practicing the bending of metal sheets using heat.*

## LigerBots Train Team Members in Many Skills

- **Shop safety.** Keeping our fingers and eyes intact as we work on the robot.
- **Basic training.** Functioning of the basic sensors available to use on the robot; soldering wires, tracing wire paths, connecting pneumatics, disconnecting connectors, and using CAD to find measurements.
- **Use of machines.** Using the band saw, hand drill, mill, and drill press.
- **Precision manufacturing.** Improving our ability to cut and mill pieces of metal precisely into specific parts
- **First Tech Challenge (FTC) robot.** Building two FTC drive trains and a game piece manipulator for programming, mechanical, and electrical practice.
- **Programming.** Coding with last year's code and Arduinos, as well as the basics of vision tracking.
- **Electrical.** Soldering, crimping, building prototype boards, CADing electrical layouts, and learning electrical physics principles.
- **Hands-on training using previous robots.** Functioning of the different mechanisms of previous robots, learned by taking apart or repairing our robots from past seasons.
- **H-drive project.** Using newly-learned skills to re-build an H drive.
- **Custom gearboxes.** Creating custom gearboxes in order to practice use of the band saw, machining on the CNC, and assembling parts.
- **Game Strategy.** Watching robot games online and at live events prior to our own competitions to learn how to evaluate robots for their potential as alliance partners when we compete.
- **Technical writing.** Writing white papers, using LaTeX, that convey technical information about LigerBots projects in a concise, informative, and persuasive manner.
- **Elevator pitches.** Constructing a spontaneous, 60-second speech about the LigerBots and FIRST, to use whenever someone asks us about the team. Practicing it in pairs and presenting to the team.
- **Grant writing and sponsorship.** Writing formal grant proposals to potential sponsors and approaching sponsors that don't have a formal grant process.
- **Writing for publicity.** Writing for different formats: blog posts, sponsor relations, media relations, government relations, and FIRST awards applications. Using tools such as MailChimp.
- **Leading an outreach event.** Organizing the logistics for a LigerBots robot demonstration and outreach table.
- **Photography.** Composing photographs and using the "exposure triangle," as an aid to documenting team projects. Using Flickr to keep all of our photos organized.
- **Video editing:** Shooting and editing video for FIRST award submissions, robot videos and other special projects.
- **Graphic design.** Creating graphical documents for team marketing and publicity, using Adobe Creative Suite.
- **Sewing.** Cutting and sewing soft materials to prepare for making bags and robot bumpers in build season.

## LigerBots Manage Our Projects



A flame chart showing the state of chassis development tasks on Feb. 7, 2019.



Alex marks a task as "blocked" on the team whiteboard.

The LigerBots use detailed project management for all team members. With the help of a mentor with expertise in project management we have developed a way to track and control our business projects and robot manufacturing progress during the six-week robot build season. We create Trello and flame chart schedules for our various technical projects and an active, hands-on system using sticky notes and a white board right in the machine shop. Students sign up for individual tasks and follow them through from "not started," to "in progress" to "done," moving the sticky notes for their tasks to different columns on the board as they progress. A column for "blocked" projects helps us clear our bottlenecks. This system helps us finish our robot earlier than in previous seasons so that we can go on to testing it before we must "bag" and store it until competition. LigerBots students transfer their new sophistication in planning projects to their academic work and other extracurricular activities, and by teaching it to others.

## We Build a New 120-Pound Robot Every Year

 All of the LigerBots fall training in engineering and marketing skills pays off during the most exciting and demanding part of our year, the six-week robot build season.

The LigerBots start the build season by including the entire team in a “three-day design” process right after the new FIRST Robotics game is announced in early January. Engineering concepts and game strategy that emerge from our three-day design groups are reconciled by leaders of our mechanical, electrical and software build groups and a final product is designed. Then we order our wood, metal, plastic, and cloth materials and set to work in the shop at Newton South High School building our robots and mockups of the game field elements.

We now build two robots thanks to recent increased sponsorship of the team. FIRST Robotics rules say that the competition robot must be sealed into a giant plastic bag at the end of the six-week build, but the

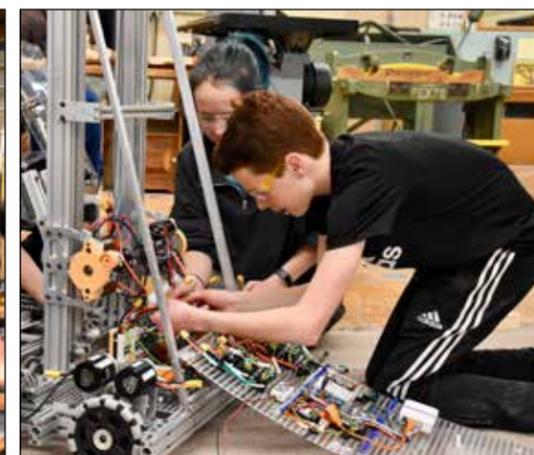
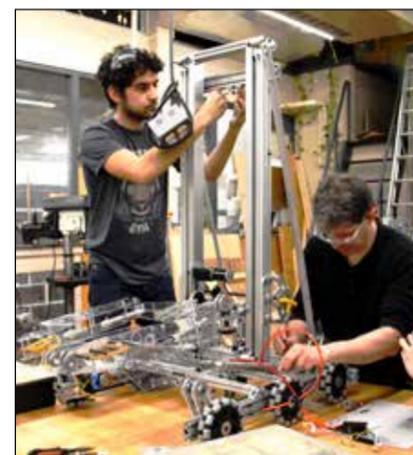
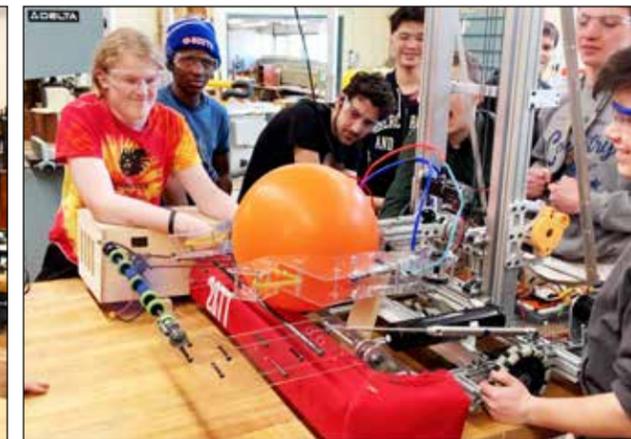
second one can continue to be improved right up until competition. Thirty pounds of this second robot may be transferred to the competition robot right before a tournament. In 2019 we kept our ball roller-intake and our polycarbonate arms “out of the bag.”

Having a second robot also allows our drive team to practice driving the robot and manipulating game pieces into the field element goals after the first robot is in the bag.

During build season our marketing and awards groups are just as busy as the engineers. We finalize sponsor acquisition for the competition season and write and design website pages and printed materials, including this booklet, that recognize the sponsors. Outreach also continues. Our awards group prepares a written submission and an oral presentation to compete for the Chairman’s Award, which goes to the team at each competition that best exemplifies the principles of FIRST Robotics.



2019 build season. This page, left to right: Using a paper playing field mockup and coins to work out game strategy during three-day design; discussing how our robot could hold both the “cargo” ball and the “hatch” disk game piece at one time. Opposite page, row 1: testing a “cargo” ball intake mechanism; testing the cargo intake after adding a metal bar to help the ball stay in the arms. Row 2: successful test of “hatch” disk intake and retention on the “roadkill” test robot; testing robot vision code on the intake mechanism; building the “rocket” field element mockup. Row 3: assembling the elevator; adding the electrical board; bagging the robot on the last day of the build season. Row 4: drilling holes in an aluminum sheet for the robot perimeter; cutting a piece of polycarbonate for new robot arms; testing “Cargo” game piece placement by the robot on the last day of build, as a student takes shots for our robot reveal video.



# LIGERBOTS DESIGN PROCESS

## Preseason Training and Improvements

### Hands-on Projects

- LigerBots preseason training starts with projects that get new members working hands-on in the shop, with robot components, as fast as possible. In fall 2018 LigerBots ran a total of 19 training sessions in all team skill areas, including 10 in technical areas. Examples from 2018 include:
  - Building two FIRST Tech Challenge (FTC) robot drive trains and a game piece manipulator for practice in programming, mechanical, and electrical
  - Creating custom gearboxes to practice use of the bandsaw, machining on the CNC mill, and assembling of parts
  - Writing software, using the previous year's robot code and Arduinos, and instruction in the basics of vision tracking



LigerBots co-head coach teaches a rookie to solder

### Game Analysis

- Veteran LigerBots choose videos of matches from the previous several seasons of robot games. Team members, especially rookies, are invited to watch these videos in a group and think about robot design and game strategy before the new build season

### Improvements to Manufacturing Processes

- Installing a digital readout on one of our school's manual mills, improving the precision of manufactured parts
- Restoring an idle CNC mill in one of our schools, creating the capability to make precision metal parts
- Investing in a crossfeed table and crossfeed vice for use on the drill press, increasing the speed and accuracy of drilling holes
- Using the team-built CNC router to quickly and precisely cut polycarbonate sheets for prototypes and final mechanisms
- Using 3D printing to manufacture complex parts suitable for solving many design problems
- Using the electrical test bench to run motors on prototypes quickly and flexibly with minimal setup and no battery
- Learning how to accurately bend aluminum and heat treat it such that it does not lose its strength



LigerBots veteran teaches a rookie to use the CNC mill to precisely drill a hole in a metal sheet



Design process flyer (front).

## Iterative Robot Design

### Three-Day Design

- After kickoff, LigerBots break into small groups for a three-day design process
  - Day 1: Groups analyze game rules to determine the most effective strategy
  - Day 2: Groups brainstorm mechanisms for a potential robot design
  - Day 3: Groups present their strategy analysis and robot designs to the whole team
- Parallel work allows the team to find many options, and to avoid prematurely converging on a design solution. The small group setting encourages new members to express their ideas



Game strategy session during Three-Day Design, using coins and a schematic of the playing field to mock up the game

### Robot Design and CAD

- LigerBots discuss the different designs created in the three day design process, filtering the designs until the team reaches a consensus on the goals for the robot
- Robot strategy determines our priorities. The robot is built to best fit our strategy, rather than the strategy changing to accommodate the robot we build
- Students design and CAD the robot structure and begin mechanism design in the first weekend of build season, so that chassis construction can begin immediately
- Mechanism groups begin detailed design and CAD of each mechanism
- CAD model of the entire robot is completed as quickly and thoroughly as possible



A LigerBot presents his group's Three-Day Design strategy to the team

### Prototyping and Continuous Improvement

- Prototypes are built of materials as identical as possible to materials used in the final mechanisms, allowing more realistic test results
- LigerBots continue to test, redesign, and prototype mechanisms. The 2018 intake had nine iterations

### Two Robots

- The team builds two robots in parallel so they are as identical as possible
- To improve quality control, the team does not decide which robot will be the competition robot until close to the end of the build season
- The second robot allows LigerBots to continue to do driver practice, autonomous mode testing, and mechanism refinement right up until competition



LigerBots work with a mentor to create a test platform for arms that will hold a gamepiece ball

### Project Management

- Mechanism groups with individual student leaders form during build season, allowing every LigerBot to concentrate on and feel ownership for one part of the robot. Fluidity of groups ensures the team's needs are always filled
- A new project management system, centered around a Kanban/Scrum task board, allows students to find tasks that need completing and track progress
- The task board is supplemented by daily progress meetings and weekly group integration meetings, ensuring that the team is working towards its goals and that no group is falling behind



LigerBots task board

Design process flyer (back).



## Thanos

### Elevator

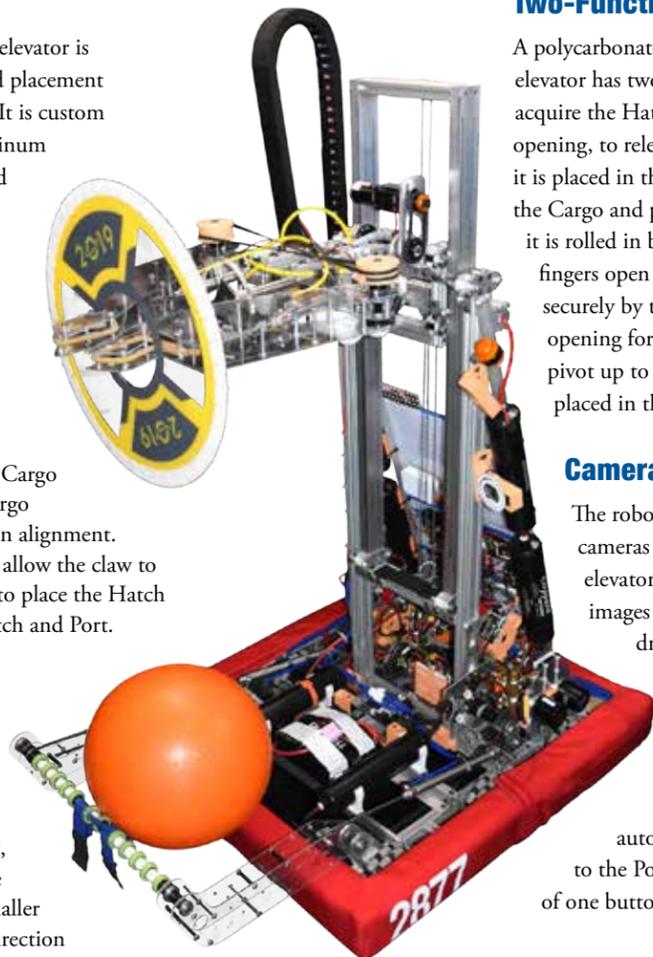
Super-sturdy, fast, and stable elevator is designed for precise and rapid placement of game pieces into all Ports. It is custom built with two different aluminum extrusions: 2" x 1" 80/20, and 2" x 1" rectangular box tube. Instead of stacking toward the front of the robot, the stages are stacked inward to minimize the torque applied to the elevator.

### Cargo intake

Over-the-bumper, full-width Cargo intake swiftly acquires the Cargo without necessitating precision alignment. The intake folds up and in to allow the claw to acquire the Hatch Panel and to place the Hatch Panel and Cargo into the Hatch and Port.

### Drive Train

The robot uses a holonomic H drive, which allows for nimble movement in any direction for quick alignment, by use of omni wheels, whose perimeters are made up of smaller cylinders that can turn in a direction perpendicular to the wheels' axis of rotation.



The LigerBots 2019 robot, "Thanos," is named for the Marvel Comics villain, whose name means "immortal" in Greek.

### Two-Function Claw

A polycarbonate claw attached to the elevator has two "fingers" that close to acquire the Hatch through its center opening, to release the Hatch Panel once it is placed in the Hatch, and to grasp the Cargo and place it into the Port once it is rolled in by the intake. The claw's fingers open to hold the Hatch Panel securely by the perimeter of its center opening for transport. The claw can pivot up to allow game pieces to be placed in the top Hatch or Port.

### Cameras and Vision

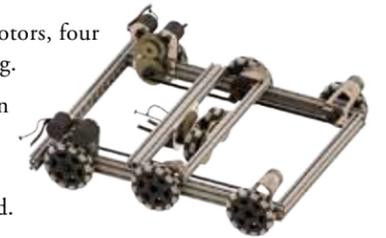
The robot has two stationary cameras on the side of the elevator. Both cameras feed images of the field to the driver. The lower camera feeds images of the reflective-tape vision target to the vision software, which allows the robot code to automatically drive and align to the Port or Hatch with the push of one button.



## Features of Thanos

### Drive Train

- Custom, 80/20-framed drive train is powered by six powerful brushless NEO motors, four for moving forward and backward and two in the middle of the robot for strafing.
- Custom, CNC-machined drive gearboxes are designed to accommodate reversion to CIM-style motors if necessary.
- Side gearboxes have an "over-the-wheel" design, allowing better utilization of robot volume. Middle gearbox can pivot, allowing the wheels to clear the ground.
- Easily accessible fold-out electronics board allows for easy debugging.



### Elevator

- Construction, inspired by the popular Vex Robotics design, includes more than 30 custom aluminum plates for elevator rollers, precision milled and stronger than the plates sold by Vex.
- Outermost and carriage stages are built with 80/20 T-slot aluminium extrusion, whose slots allow mounting of objects without drilling holes.
- Winch is powered by four 775pro motors with 6.75:1 gearing for quick lifting of the elevator.



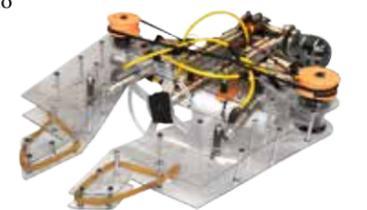
### Cargo Intake

- Polycarb plate-and-standoff construction allows intake to absorb hits from other robots or field elements.
- Intake pneumatically deploys from a folded position inside the robot to allow for stowage at the beginning of a match, when entering the opposing side, or when manipulating Hatch Panels.



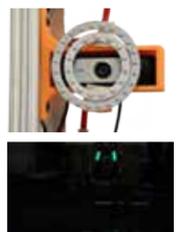
### Two-function Claw

- A single game piece manipulator for both game pieces allows for maneuverability and fast elevator raise time.
- Two "fingers" pneumatically open to acquire Cargo, and then close to hold the Cargo securely. Fingers close for insertion into the center opening of the Hatch Panel to acquire it, and then open to hold the Hatch Panel securely.
- Durable and flexible polycarb plate-and-standoff claw is stowed within the frame perimeter at the start of the match to comply with game rules.
- Passive fins tilt the claw at the top of the elevator to reach the highest Port.
- "Kicker piston" inside claw ejects the Cargo into Ports at high speed.



### Cameras and Vision

- Two Logitech C930e cameras on the side of the elevator detect targets and enhance driver vision.
- Precise info resulting from the target tracking software is sent directly to the RoboRio through NetworkTables, allowing the robot code to run a simultaneous three-PID autonomous routine to swiftly and accurately align to the target. Camera streams are sent directly to the driver station.
- Vision processing is done using OpenCV with Python on an ODROID-XU4 coprocessor for a custom system that allows for maximum image processing and transmitting efficiency.



# LigerBots Compete

 FIRST Robotics competitions are the big payoff for all of the LigerBots training and build season work. At these competitions our robot performance, our driving skill and strategy, our awards preparation, and our marketing efforts are all put to the test. We enter two district (first tier) events every year. When we do well at these events we go on to compete at the New England District Championship, and, if we do well there, we go to the FIRST World Championship in Detroit. The LigerBots have made it to the World Championship four times in our first ten years. In 2018 we finished sixth out of 68 teams in our division and advanced to the division semifinals before falling to the eventual world champion alliance.

FIRST Robotics qualifying matches are played by two randomly selected alliances of three teams each, on a playing field about the size of a basketball court. We have a different alliance for each qualifying match. Our alliance drive teams guide our robots around the field to earn points cooperatively and to keep the other

alliance from scoring. Everyone on our team sits in the stands to cheer on our robot. Our scouts take notes on every team's robot performance so that we can choose partner teams wisely if we become an alliance captain during the playoffs.

Our pit technicians repair our robot between matches when something breaks. We also lend tools and materials and repair the robots of other teams in the FIRST spirit of "coopertition."

During competitions team members stand in our repair pit and talk to FIRST judges about the robot and about our team's organization and activities. LigerBots also give a formal presentation to compete for the prestigious Chairman's Award, which sends the winning team automatically to the next level of competition no matter how its robot performs. Every year our efforts have resulted in at least one award for our team, for a total of 26 awards during our first ten years.

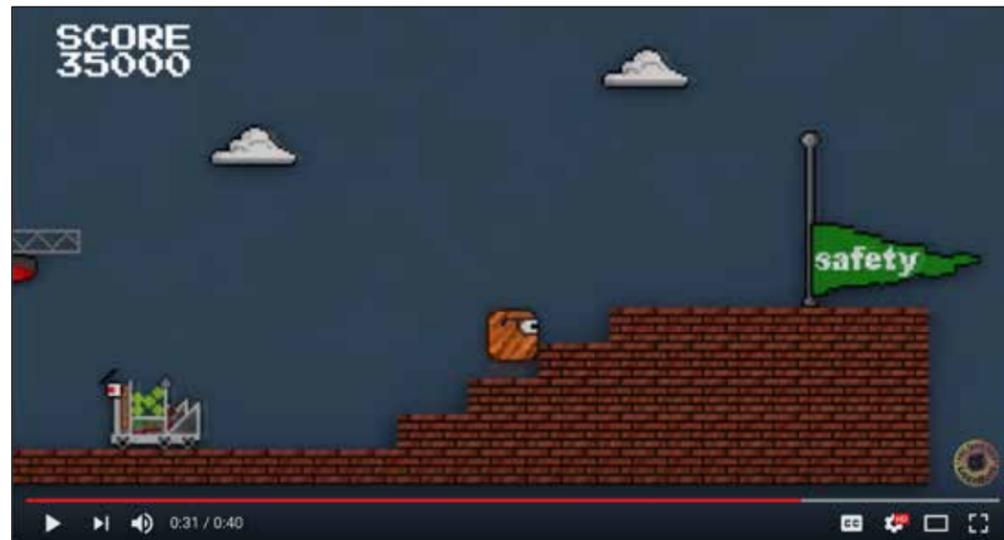


2018 competition season. This page, left to right: FIRST official waves the LigerBots flag before a match; LigerBots cheering in the stands. Opposite page: Row 1: The competition field at the NE District Championship; placing the robot on the field. Row 2: The Red alliance, ready to start a match; 2018 robot, Chronos, placing a "cube" on the "scale" for points; repairing the robot between matches. Row 3: The drive team in the pit; talking to the public in the pit; talking to FIRST judges; Row 4: receiving the Engineering Inspiration award.





## LigerBots Win the Safety Animation Contest



In 2018 the LigerBots won our first international award—first place in the world-wide FIRST Robotics Safety Animation competition. Our winning video was shown at many FIRST Robotics competitions to about half a million spectators over the 2018 season. These animated videos combine an educational message about safety with creative art and imagery.

### How We Made the Video

In order to follow the retro-1980s arcade theme of the 2018 FRC challenge, we developed a story that combined safety principles with elements of our very own video game. We designed characters and scenery and brought them to life with 3D animation. Finally, we added arcade-style music and sound effects along with a voice-over narration by a LigerBots team member to accompany the visuals.

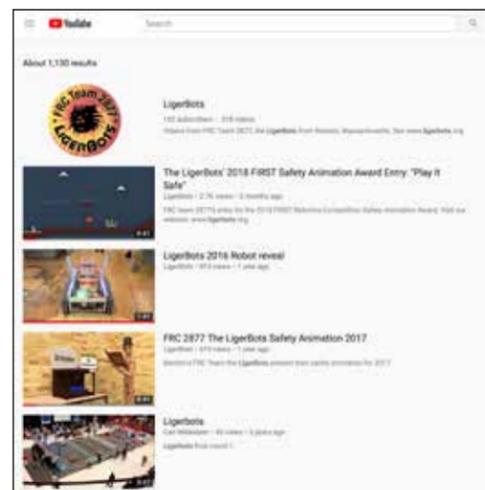
### Rising to the Animation Challenge

According to LigerBots' animator Vivek, the biggest challenge was fitting the story into only 40 seconds—the maximum time allowed by rule. The deadline also provided an obstacle, forcing us to make fast decisions and to start the animation process early.

“It took considerable work,” said Vivek, “but I’m excited about what it means for our team. It got me thinking about STEM vs STEAM and how the ‘A’ Art factor ties into the work we do.”

We are proud of the work the team did to win this prestigious award and hope that our video will have a lasting impact on the community by encouraging safe practices.

The public can subscribe to our YouTube channel to see this video and all the rest of our team videos.



LigerBots YouTube channel.

## LigerBots FIRST Awards



Year	Event	Award
2018	Worldwide competition Greater Boston District North Shore District	Safety Animation Engineering Inspiration Imagery
2017	Rhode Island District WPI District	Entrepreneurship Gracious Professionalism
2016	New England Championship WPI District Boston District	Innovation in Control Entrepreneurship Innovation in Control
2015	New England Championship Northeastern District UMass Dartmouth District	Chairman's Competition Finalist Chairman's
2014	Northeastern District WPI District	Competition Finalist Spirit Competition Winner Creativity
2013	Boston Regional	Creativity
2012	Boston Regional WPI Regional	Gracious Professionalism Gracious Professionalism
2011	WPI Regional	Website Dean's List Finalist
2010	Boston Regional WPI Regional	Team Spirit Imagery
2009	Hartford Regional Boston Regional	Rookie Inspiration Highest Rookie Seed Rookie All-Star Highest Rookie Seed

**The Chairman's Award** is the most prestigious award that FIRST offers, honoring the team that best displays the values and goals of FIRST, while also being a role model for other teams. In 2015 the LigerBots won the Chairman's Award at both the district and NE Championship levels, which qualified the team to compete at the FRC World Championship in St. Louis. Judges chose the LigerBots for the work the team did to spread the message of STEM around Newton and beyond, through education and outreach.

**The Engineering Inspiration Award** celebrates outstanding success in advancing respect and appreciation for engineering within a team's school and community. The LigerBots won this award in 2018 for the team's extensive STEM outreach efforts.

**The Entrepreneurship Award** recognizes a team that has developed a comprehensive business plan to scope, manage, and achieve team objectives. Judges chose the LigerBots in 2016 and 2017 for the team's work in expanding professional relationships with sponsors, acquiring new business mentors, creating a comprehensive business plan, and developing a detailed student leadership structure.

**The Safety Animation Award** is the result of a world-wide competition, and is given to the team that produces the best 40-second animated video that combines an educational message about shop safety with creative art and imagery. The LigerBots' winning 2018 video was shown internationally at many FRC competitions.

**The Innovation in Control Award** celebrates an innovative control system or application of control components—electrical, mechanical, or software—to provide unique machine functions. The LigerBots won at both the district and NE Championship levels in 2016 for its robot's adjustable-tipped ball-shooting mechanism and vision-control software.

## LigerBots Promote FIRST LEGO League

In 2015, the LigerBots hosted an FLL competition and STEM fair. Feedback from FLL coaches was so positive that New England FIRST asked us to host the Eastern Massachusetts Championship. Since 2016, the team has organized, coordinated, and staffed two competitions each academic year. This year, 23 FLL teams took part in the Newton Qualifier, and 48 competed in the Championship. All events include robots from other FIRST programs.

In addition to our work, we also had staffing help from FRC 246 Overclocked, Newton South High School's Science Team, and the Newton North High School Computer Programming Club, helping build relationships with other STEM programs both inside and outside of FIRST.

We measure the success of our FLL competitions in two ways: the income the competitions generate and the feedback from those who come. Our FLL competitions attract about 1500 people annually, and help us earn \$4,000 from a combination of food sales and team registrations. Our feedback from coaches, parents, students, and volunteers is overwhelmingly posi-

itive. One parent commented, "I just wanted to thank everyone for all their hard work making this a success. My son will definitely be back, and our younger son is likely to participate." Another parent said, "Every single LigerBot was helpful and friendly. They did a great job of representing their team, their teachers, and their school. Well done!" One even thanked us for inspiring his kids stating "they want to be just like you."

Every year, we host an FLL info night in June to encourage the creation of more teams in Newton. We set up engaging STEAM activities, including brushbots, LEGO towers, and binary beads, while the parents listen to an overview presentation about FIRST. This year, we facilitated the creation of three teams, as well as an FLL Jr. team, bringing more than 20 families into the FIRST pipeline.

In 2018 three of our students helped mentor a rookie FLL team, which was created at our FLL info night. The SuperNovas are a team of six Newton students. The mentors taught the basics of programming, robot design, essay writing, and public speaking.



LigerBots mentor a presentation by the Day Dragons FLL team.



Visitors make crayons at the LigerBots FLL Info Night.



Row 1: Astronettes compete; the awards ceremony. Row 2: limbo line before an awards ceremony; LigerBots with mentee FLL team the SuperNovas. Row 3: parents snap their FLL teams in front of the LigerBots/FLL backdrop.

# LigerBots FLL Maker Fairs Get Girls into STEM

All of our FLL competitions include a STEAM (Science, Technology, Engineering, Art and Math) maker fair that brings in outside organizations to share their knowledge with the community. In 2018, the Newton Girl Scouts used our event to replace their canceled STEAM fair, spending time learning STEAM skills through activities like origami, binary beads, handling 3D printed molecules, and “coding” our PB&J robot. Deb Terman, the face of Newton Girl Scouts, said, “The K-5 girls had a lot of fun at the STEAM event. They were engrossed in the individual activities.” We trained LigerBots members to teach the activities to students, and our team learned how to share their STEAM knowledge in a way that everyone could understand.

Working with the Girl Scouts is part of our overall effort to achieve gender balance in STEM. In 2017, our team ran a Girls + Tools event, which inspired local middle and high school girls to get more involved in engineering opportunities. Each attendee milled a smiley face out of metal stock, then wired and soldered LED lights. The LigerBots also helped put together a day-long Women In STEM event at Newton North High School, which celebrated the accomplishments of women in STEM fields with the goal of inspiring girls to pursue STEM careers. Two of our mentors gave presentations about their professional work, and five of our team members took a hands-on approach to organize the event.



Displaying a smiley face made at the LigerBots Girls + Tools event.

## Exhibitors at Our Recent FLL Maker Fairs

- Brandeis Maker Lab
- Code Ninjas
- Einstein's Workshop
- Empow Studios
- Gamewright
- Hatch Makerspace
- IRobot
- Johnson String Instrument
- Made@MassChallenge
- Massachusetts National Guard
- MassBay Community College STEM
- Microsoft
- New Art Center
- New England Model Engineering Society
- New England Optical Association of America
- New England R2 Builders
- Newton Free Library
- NuVu
- Orimagi.io
- Prospect Hill Forge
- Rise Robotics
- Robosall
- Russian School of Math
- SharkNinja
- Students for a Greener World
- Woobo.io
- LigerBots 3D printing
- LigerBots origami
- LigerBots binary beads
- LigerBots PB&J robot



Girl Scouts at the FLL E. MA Championship maker fair with: Row 1: Kevin Osborne, Maker; Gamewright. Row 2: Code Ninjas; Newton Free Library. Row 3: Code Ninjas; LigerBots slime. Row 4: Johnson String Instrument; Hatch Makerspace.

## LigerBots Maker Fairs are Engaging



Row 1: Brandeis MakerLab, LigerBots binary bracelets; LigerBots 3D printer. Row 2: LigerBots PB&J robot (top); Code Ninjas (bottom); LigerBots slime; R2 Builders. Row 3: LigerBots origami; Einstein's Workshop.

## At FLL, LigerBots Fill Many Roles



Row 1: judging for FLL Jr.; refereeing. Row 2: selling food; staffing safety desk and lost and found. Row 3: MCing; resetting game table; running audio/visual.

# LigerBots Engage with Our Community

The LigerBots participate in outreach events in order to accomplish three goals: to spread the messages of FIRST; to promote project-based learning; and to give team members experience in sharing STEM ideas with the community. Students learn to communicate the messages of FIRST by practicing giving speeches and presenting them at outreach events.

We take our STEM activities for children and informational flyers about these activities to outreach events. These include brush bots, origami, paper airplanes, slime, binary beads and PB&J robot.

Since 2015, we have averaged 29 outreach events

per year, and we are on track to meet that standard this year. These events range from bigger community events like Newtonville Village Day to smaller gatherings like Cub Scout meetings.

We also regularly participate in the Newton Inspires event, the annual fundraiser for the Newton Schools Foundation (NSF). Entrepreneurs, lawyers, and engineers in our community come to the event to learn about the growth and innovation going on in Newton. We use this to maintain a strong relationship with NSF, our parent organization and one of our biggest supporters.



2018 Newton Memorial Day parade.



Row 1: Memorial Day flag planting on veterans' graves at the Newton Cemetery; Newton Free Library STEAM event. Row 2: Newtonville Village Day; Newton Inspires. Row 3: Boston STEM Fair; Cub Scouts meeting.

# LigerBots Connect with Our Government

 We connect regularly with government officials to advocate for our team and for STEM learning.

Before the Newton mayoral election in 2016 the LigerBots workshop became a stop on every candidate's campaign trail. During this process Newton Mayor Ruthanne Fuller became a LigerBots fan, driving our robot at outreach events and inviting us to her office to celebrate a successful season. We regularly email with members of the city council and also take part in community events such as the annual Memorial Day parade.

In the summer of 2018 we worked with 25 teams in the FIRST National Advocacy Conference in Washington D.C., advocating for the reauthorization of the Perkins Act, as well as for fully funding the allocation for the Every Student Succeeds Act. These provide funding for STEM education in schools around

the country. We lobbied the offices of Senator Warren, Senator Markey, Representative Capuano, and directly talked to Representative Kennedy. Congress passed both acts after deliberation. Since most educational funding happens at the state level, we plan to attend a state advocacy event, hosted by the FRC team 1735.

Our relationships are strong enough that elected officials share in our successes. When we informed the Newton school committee of our FIRST safety animation award, committee member Matthew Miller responded: "Your video was well done, and the execution was insanely creative. I have always been a huge LigerBots fan. Keep on making Newton proud. You all ROCK!!!" From training to FLL, everything we embark on ensures that the LigerBots remain the core of project-based learning in Newton and an advocate for STEM throughout the country.



*FIRST Robotics teams at the 2018 National STEM Advocacy Conference in Washington, D.C. The LigerBots are at the left in the middle of the group.*



*Row 1: with MA representative Joe Kennedy, III at the 2018 National STEM Advocacy Conference in Washington, D.C.. Row 2: with Mass. representative Ruth Balser at the Massachusetts State House during the FIRST 2019 Southern New England Advocacy Conference; at the 2017 Boston March for Science. Row 3: Massachusetts governor Charlie Baker gets an explanation the LigerBots pit during a Boston University FRC competition; Newton mayor Ruthanne Fuller drives the LigerBots robot at the Just Think Expo.*

# LigerBots Do Outreach Everywhere!

## Events with LigerBots sponsors

- Whole Foods/Newton Schools Foundation fundraiser
- PTC LiveWorx
- Robo Madness, at Google
- Yogurt Beach store
- Sponsor pitch at Fowler High Precision

## LigerBots and FLL events

- LigerBots Open House
- Girls + Tools Night
- FLL Info Night
- Newton FLL Qualifier + maker fair
- Eastern MA FLL Championship + maker fair
- Field trip to the Museum of Science and Industry
- Field trip to studio of maker Todd Cahill

## School events

- Just Think! Expo
- Newton North and South club fairs
- Women in STEM Day at Newton North
- Newton South High School parents' night
- Newton South science department open house
- Bowen Elementary School science day
- Cabot Elementary School Invention Invasion
- Weston Field School robot demo

## Government Relations

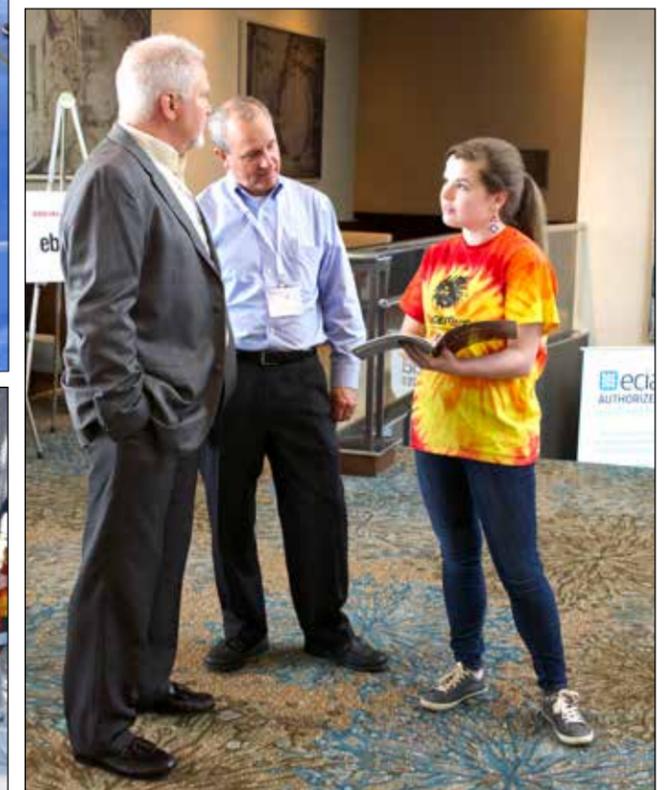
- FIRST National Advocacy Conference
- Southern New England Advocacy Conference
- Photo op with the mayor
- Mayoral Candidate visits to our workshop

## Community events

- Newtonville and Newton Highlands village days
- Newton Inspires
- Newton/Needham Innovation District maker space talks
- Cambridge Carnival and Robot Zoo
- Newton Festival of the Arts
- Boston STEM Fair
- Forest Avenue Cleanup
- Flag planting at Newton Veterans Memorial
- Newton Memorial Day parade
- Tour de Newton
- Newton Free Library STEAM Expo
- Newton Free Library Think Big girls' STEM event
- Talk at a retirement community
- Demo at Cub Scout meeting
- Girl Scouts STEAM patch workshop
- Assisting Newton's Law of Mass FTC team
- Mentoring FRC 6740, Glue Gun & Glitter
- Cub Scouts Visit

## Tech events

- Booz Allen Ideas Festival
- Electronic Components Industry Association events
- MA STEM Summit
- Robotica
- Robo Madness
- From Global to Local MIT education conference
- MIT IDE Inclusive Innovation Awards
- RoboExpo at Pheasant Lane Mall, Nashua NH
- MIT Blueprint high school hackathon



Row 1: visit to the Field School of Weston; Newtonville Village Day. Row 2: Cambridge Science Festival; MIT IDE Inclusive Innovation Awards. Row 3: Tour de Newton; Electronic Components Industry Association (ECIA) conference.



## About the LigerBots

The LigerBots is FIRST Robotics Competition (FRC) team 2877. FIRST (“For Inspiration and Recognition of Science and Technology”) is an international organizer of competitive robotics events whose mission is to lead students toward careers in science, technology, engineering and mathematics (STEM). The LigerBots is a non-profit organization that provides students with the skills they need to prepare for the jobs of the future and become the next generation of engineers and business people. The team combines students from Newton North and Newton South high schools to spread the message of STEM education in the community and help students develop their problem solving and critical thinking skills while they pursue their interests in business and robotics.

LigerBots do intensive technical and outreach training each fall, and have six weeks each winter to build a 120-lb. robot that can compete in the spring in a new game designed by FIRST each year. The LigerBots pride ourselves on our dedicated student leadership infrastructure and variety of mentors, who include scientists, engineers, programmers, marketers, publicists, financial consultants, project managers, and graphic designers. The team’s ability to offer these opportunities to high school students is dependent on its generous sponsors. The LigerBots is always looking for new sponsors and donors to help sustain the team. Major sponsors are identified on all LigerBots materials, including marketing documents, the competition pit, the website, and the robot itself.

**Sponsor or donate to the LigerBots: [info@ligerbots.org](mailto:info@ligerbots.org), [www.ligerbots.org](http://www.ligerbots.org)**



The LigerBots at the 2018 FIRST World Championship in Detroit

Puma and Panther level sponsors



## Be a LigerBot, Mentor a LigerBot

### Who is on Our Team

- We are composed of students from Newton North and Newton South high schools
- We have adult mentors and coaches, including parents of team members and other STEM and business professionals. We are always looking for adult mentors who have expertise in mechanical and electrical engineering, programming, marketing, publicity, finance, project management, and graphics



LigerBot and mentor work on 2018 mock playing field elements

### Our Role in FIRST Robotics

- We design and build a robot with a different function every year, and participate in two to four FIRST competitions
- We have made it four times to the FIRST World Championship, including in 2018
- We organize the Newton FLL Qualifier and the Eastern MA FLL State Championship for elementary and middle school students, and we mentor FLL teams

### FIRST Opportunities for Younger Students

- FIRST Lego League (FLL) is robotics for students in grades 4 – 8. Email: [fll@ligerbots.org](mailto:fll@ligerbots.org)
- FIRST Lego League Jr. is for students in grades 1 – 3. Website: [www.juniorfirstlegoleague.org](http://www.juniorfirstlegoleague.org)

**Be a LigerBot, mentor a LigerBot: [info@ligerbots.org](mailto:info@ligerbots.org), [www.ligerbots.org](http://www.ligerbots.org)**



The 2018 drive team with Chronos, the 2018 robot

### The Engineering and Business Skills We Learn

- Mechanical engineering
- Electrical engineering
- Programming
- Computer Aided Design
- Gracious Professionalism
- Entrepreneurship
- Finance
- Time management
- Leadership
- Teamwork
- Event planning
- Public speaking
- Graphic design
- Writing
- Mentorship

### The Rhythm of Our Year

- *Fall and late spring:* Pre- and post-season. We plan projects, do team-building, technical training, fundraising and STEM outreach to our community. Team meetings at Newton South High on Mondays 6:30 p.m., and at Newton North High on Thursdays at 6:30 p.m.
- *Winter:* “Build” season. We design and build a robot over a six-week period, Jan. – Feb. Meetings Mon. – Sat. at Newton South High School
- *Spring:* Competition season. We compete against other FIRST teams with our robot, weekends in March and April.



## 3D Printer

### What is a 3D Printer? What do we use it for?

A 3D printer is a machine that allows us to “print” plastic structures by spitting out thin layers of melted plastic that stack. The LigerBots use a 3D printer to create prototypes or specific pieces with weird shapes we can’t find on the market. We can code the shape we want using the program Delta 3D. Because it’s taller than usual, this custom built 3D printer allows us to easily create large, complex pieces.

#### Translation Stage

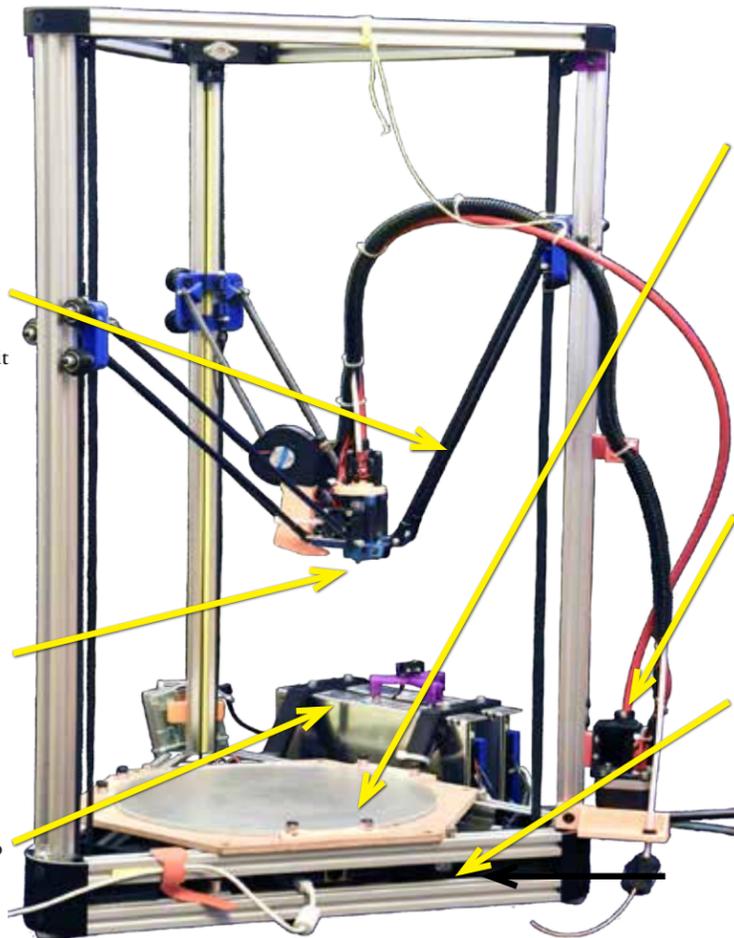
A platform that moves, controlled by a computer, depositing plastic to the right location. The stage can move in any direction (not just up and down or side to side) because it is programmed using polar coordinates.

#### Hot End

Melts the plastic at between 215 and 260 degrees Celsius in order to deposit it. This piece is very light, which allows it to move quickly with little force.

#### Power Supplies

Two separate parts that supply voltage to the printer.



#### Heated Bed

The platform that the printer prints on. It is heated between 70 and 100 degrees Celsius to prevent warping the hot plastic by having it cool too fast.

#### Extruder

A motor/gearbox combination that forces plastic through the hot end.

#### Control Board

The small computer underneath the heated bed that controls the 3D printer.



Outreach STEM activity: 3D printer.



## Dart Paper Airplane



1. Fold paper in half and unfold
2. Fold the corners to the middle line
3. Fold the triangle down
4. Fold the corners down to the line, 1 inch from the top!
5. Fold the little triangle up
6. Fold the whole plane in half
7. Fold in half and unfold
8. Fold the other side to match the wings

**When You're Done**

- Look at the back of the plane. Does it look like this?
- Make the wings have this curve



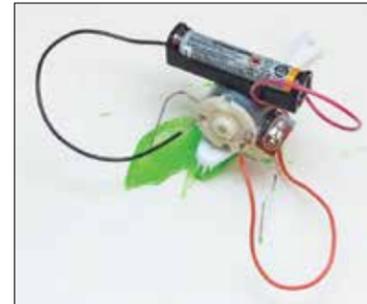
Outreach STEM activity: paper airplanes.

## Brushbots



### What is a brushbot?

A brushbot is a small mechanism made to paint and amuse. It is composed of a simple circuit, containing a battery, switch, and motor. You can dip it in any color, and watch it run around the page, creating a beautiful masterpiece!

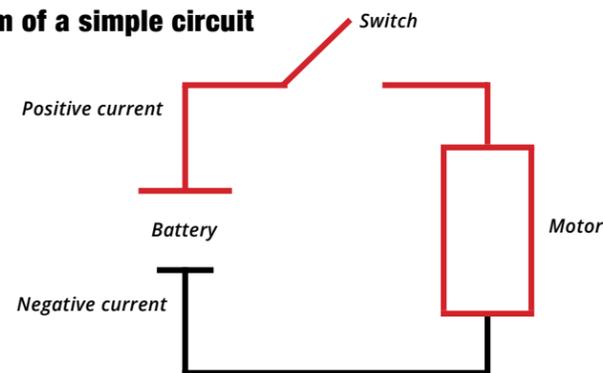


### How a brushbot works

An electrical circuit consists of a power source (battery) connected by wires to one or more elements such as switches, motors, resistors, lightbulbs, etc. When the switch is closed, electrons flow out of the negative end of the battery, through the switch, through wire coils inside the motor, and back into the positive end of the battery. The motor turns because the electrical current creates a magnetic field, which interacts with a permanent magnet that is also part of the motor. The motor vibrates instead of turning smoothly because of a small off-center mass attached to its shaft. When the switch is opened, current cannot flow and the motor stops turning.

The paper clips are used to stabilize the brushbot and keep it upright, so that it can paint without hinderance! Changing the angles of the paperclips makes the brushbot move in different patterns.

### Diagram of a simple circuit



Outreach STEM activity: brushbots (front).

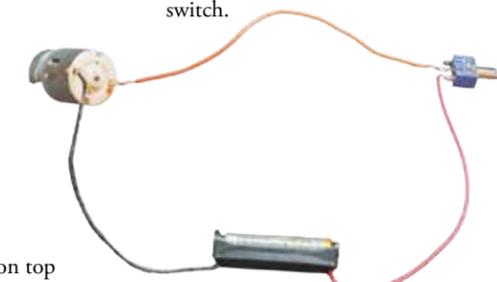
## How to make a brushbot

### Materials

- Paperclips
- Toothbrush head
- Toothbrush motor
- AA or AAA battery holder
- AA or AAA battery
- 2- or 3-prong switch
- 22-28 AWG spare wire
- Wire strippers
- Hot glue gun
- Hot glue
- 60-40 solder (optional)
- Soldering iron (optional)

### Steps

1. Strip the wire from the negative end of battery holder and attach to one pin of the motor.
2. Strip both ends of a piece of scrap wire and attach one end to the other pin of the motor and the other end to one pin of the switch.
3. Strip the wire from the positive end of the battery holder and attach to the other pin of the switch.
4. Bend paperclip and glue it onto the toothbrush head.
5. Glue switch onto the other side of the toothbrush motor.
6. Glue the toothbrush motor on top of the toothbrush head.
7. Glue battery holder on the side of the toothbrush motor.



Product of steps 1, 2, and 3

### Tips and Tricks!

- Separate wires and twist together after to get good connection
- Solder the wires together (optional, but highly recommended. Use 60-40)

### Results—Give 'em a name, dip in paint, and watch 'em skitter!



Finished product



Brushbot in action

Outreach STEM activity: brushbots (back).

## Slime

### The science behind slime

**Slime is a viscous liquid.** A liquid is matter that conforms to the shape of a container in which it is held. Glue's molecules look like pieces of cooked spaghetti--thin, long, strong and flexible, and the loose bonds between them allow them to slip past each other, making glue a liquid. The slower a liquid will stretch and move, the more "viscous" we say it is. Slime made from glue is a viscous liquid.

**Cross-links make slime viscous.** Adding contact solution and baking soda to the glue forms connections between the glue molecules. Baking soda removes hydrogen atoms from the glue molecules, allowing the boric acid in the contact solution to react with the glue and form a three-dimensional network, (a polymer) that traps water, creating a semi-solid gel. Adding an acid, such as vinegar, to slime breaks the cross-links in the polymer and makes the slime more liquid. Adding baking soda neutralizes the acid and allows the cross-links to reform, making the slime viscous once more.

**Slime thickens with force, but breaks when torn.** Slime is a "shear thickening" fluid, meaning that the more force that's applied to it the thicker (more viscous) it becomes. If you drop slime it acts like a solid and bounces, but if you slowly squish slime it acts like a liquid and stretches. However, if you tear slime apart abruptly it will break. Squishing allows the cross-links to break and re-form, but tearing severs the cross-links between the molecules.

### Slime activities

1. **Confirm that your slime is a liquid.** Put your slime into three or more containers with different shapes. Observe how the slime moves around over the course of a few minutes to take the shape of its new container.
2. **Test and change the viscosity of your slime.** Observe the rate at which the slime stretches towards the table when you hold it up high and let gravity pull towards the ground. See if you can figure out how to make it more stretchy or more bouncy by adding either more baking soda or more contact solution. Add a few drops of vinegar (an acid) and observe how your slime becomes more liquid. Then add a little baking soda and observe how the slime becomes more viscous again.
3. **Test the response of your slime to "shear force."** Drop your slime onto a hard, smooth surface (like a floor or table) from several heights to see how much it bounces from each height. Slowly squish it onto the surface with the palm of your hand with varying degrees of force to see how it gets harder or easier to spread. Rip your slime abruptly into two pieces to observe how easily it tears.

### Slime recipe

- |  |  |  |
|--|--|--|
| <ul style="list-style-type: none"> <li>■ 1.5 tsp baking soda</li> <li>■ 1 Tbsp contact lens saline solution</li> <li>■ 4 fluid oz Elmer's White school glue</li> </ul> | <ul style="list-style-type: none"> <li>■ food coloring</li> <li>■ plastic cup or bowl</li> <li>■ popsicle sticks for stirring</li> </ul> | <ul style="list-style-type: none"> <li>■ Pour the glue into your cup or bowl</li> <li>■ Add the baking soda and mix with the popsicle stick</li> <li>■ Add your choice of food coloring and mix again</li> <li>■ Add the contact lens solution and mix again until slime forms and begins to get harder to mix</li> <li>■ Take the slime out and knead it with both hands. If needed, add 3/4 tsp contact lens solution to make the slime less sticky</li> </ul> |
|--|--|--|
- 



Outreach STEM activity: slime.

## Binary Bracelets

*A Bracelet that Spells out a Word in Binary*

A	■ ■ ■ ■ ■ ■ ■ ■	J	■ ■ ■ ■ ■ ■ ■ ■	S	■ ■ ■ ■ ■ ■ ■ ■
B	■ ■ ■ ■ ■ ■ ■ ■	K	■ ■ ■ ■ ■ ■ ■ ■	T	■ ■ ■ ■ ■ ■ ■ ■
C	■ ■ ■ ■ ■ ■ ■ ■	L	■ ■ ■ ■ ■ ■ ■ ■	U	■ ■ ■ ■ ■ ■ ■ ■
D	■ ■ ■ ■ ■ ■ ■ ■	M	■ ■ ■ ■ ■ ■ ■ ■	V	■ ■ ■ ■ ■ ■ ■ ■
E	■ ■ ■ ■ ■ ■ ■ ■	N	■ ■ ■ ■ ■ ■ ■ ■	W	■ ■ ■ ■ ■ ■ ■ ■
F	■ ■ ■ ■ ■ ■ ■ ■	O	■ ■ ■ ■ ■ ■ ■ ■	X	■ ■ ■ ■ ■ ■ ■ ■
G	■ ■ ■ ■ ■ ■ ■ ■	P	■ ■ ■ ■ ■ ■ ■ ■	Y	■ ■ ■ ■ ■ ■ ■ ■
H	■ ■ ■ ■ ■ ■ ■ ■	Q	■ ■ ■ ■ ■ ■ ■ ■	Z	■ ■ ■ ■ ■ ■ ■ ■
I	■ ■ ■ ■ ■ ■ ■ ■	R	■ ■ ■ ■ ■ ■ ■ ■		

1. Write out the letters of a word you want to put on your bracelet.
2. Tie a knot in one end of the elastic string to keep the beads from sliding off when you add them.
3. Slide beads onto the elastic in the order of the letters, according to the table above.
4. Make sure the order is right.
5. Tie a knot on the second end of the elastic to keep the beads from sliding off.
6. Tie a knot connecting the two ends of the elastic, cut off excess elastic, and your bracelet is ready to put on your wrist!
7. Count how many bytes are in your bracelet! (Hint: It equals the number of letters in the bracelet!)

### What is Binary?

- Humans use a "base 10" numbering system because we count things using our 10 fingers. Each finger represents a digit from 0 to 9. Each number in our base 10 number system is made of a string of digits from 0 to 9.
- Computers, however, use a binary system. They count in "base 2" because their switches have only two options: off and on. In binary code, there are only two digits: 0 and 1. Zero represents "off" and 1 represents "on." In binary each number is represented by a string of 0s and 1s. Every 0 or 1 in the string is called a "bit," and a string of 8 bits is called a "byte." Back in 1963 each letter of the alphabet (along with all of the other symbols on a keyboard) were assigned a standard byte, as shown in the table above. Black represents 0 and orange represents 1.



Sample bracelet that reads "liger"



Outreach STEM activity: binary bracelets.

## Origami Double Pyramid

### Making a Sonobe Unit



1. Fold paper in half and then unfold.
2. Fold edges to center crease and then unfold.
3. Fold corner flaps to newly made creases.



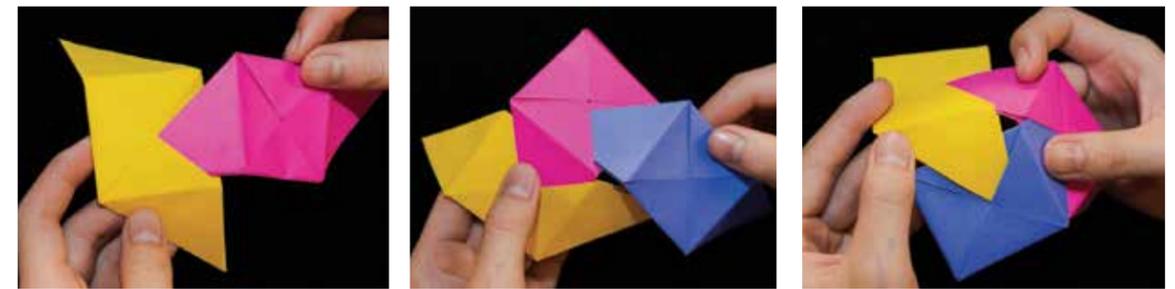
4. Refold edges to middle line.
5. Fold left side up to top and right side to bottom.
6. Tuck bottom left flap into upper flap.



7. Tuck upper right flap into lower flap.
8. Flip almost completed sonobe unit.
9. Fold flaps to center line, unfold. Repeat steps 1–9 three times.



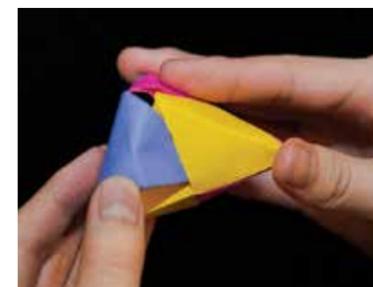
### Combining Sonobe Units into a Double Pyramid



10. Tuck a triangular flap perpendicular into a center flap.
11. Tuck the third flap perpendicular to the second flap.
12. Tuck the first flap perpendicular to the third flap, making a pyramid.



13. Flip.
14. Tuck one of the top flaps into the flap to the right.
15. Tuck that flap into the flap to its right.



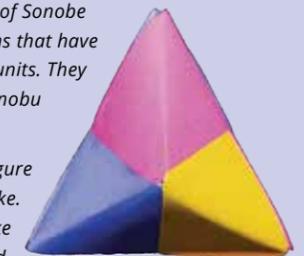
16. Tuck the third flap into the first flap (right).



17. Make sure everything fits snugly, and congratulations, you're done!

### Fun Facts about Double Pyramids

- The origami double pyramid is made of Sonobe units. Sonobe units are parallelograms that have two pockets into which to tuck other units. They are named for 1960s origamist Mitsunobu Sonobe.
- The double pyramid is the simplest figure Sonobe units can be combined to make. Using more units, origamists can make cubes, stellated octahedrons, stellated dodecahedrons, and even more complex shapes! See what you can make with Sonobe units!
- Sonobe units are a great example of modular design, an approach that subdivides a system into smaller parts that can be independently created and then used in different systems. It is useful in robotics, graphics, architecture, and many other STEM fields.
- Double pyramids are common in chemistry. Molecules like phosphorus pentafluoride and sulfur tetrafluoride have this shape



# LigerBots Are in the Public Media

Students use our training in communication to publicize the LigerBots activities and events. Members learn to explain the team and activities through various forms of media, including learning how to be interviewed and how to write press releases and blog posts.

The team has been featured in the NewtonSTEM newsletter 60 times since 2015, and in a two-page photo spread in our local paper. We have also been interviewed by TES, one of the largest teacher pub-

lications in the world. We maintain regular updates on social media channels and our blog, which we use to consistently tell the story of the team. In 2018, the team produced 50 blog posts, featuring photos and writing about the team's activities. Parents and students alike can learn about the LigerBots and the messages of FIRST through these blog posts.

We also had media success in 2018 when a team member made our safety animation, which won the safety animation award.

**Newton LigerBots to host robotics competition**

The Newton LigerBots, Newton North High School's robotics team, will host the FIRST LEGO League Massachusetts State Championships on Dec. 15.

On Nov. 17, 300 middle and elementary schoolers from half of Massachusetts competed in the Eastern Massachusetts State Qualifier robotics competition and maker fair, hosted by the LigerBots. The competition gave 24 teams the chance to compete for a spot at the upcoming championships.

Each FIRST LEGO League team spent months building and programming robots to perform tasks as laid out by FIRST, an international organization that uses robotics competitions to inspire K-12 students in science, technology, engineering and math.

This year's game, called "Into Orbit," has a space theme and, in addition to the work on their robots, students created projects designed to solve real-world space exploration problems.

Those not competing explored the maker fair, which featured hands-on activities and displays from organizations including Hatch, Empow Studios, Newton Free Library, Rz Builders, Johnson String Instruments and SharkNinja. There were reconstructions of Star Wars robots, vacuum bots in pieces and moving around the floor, instrument lessons and 3D printing.

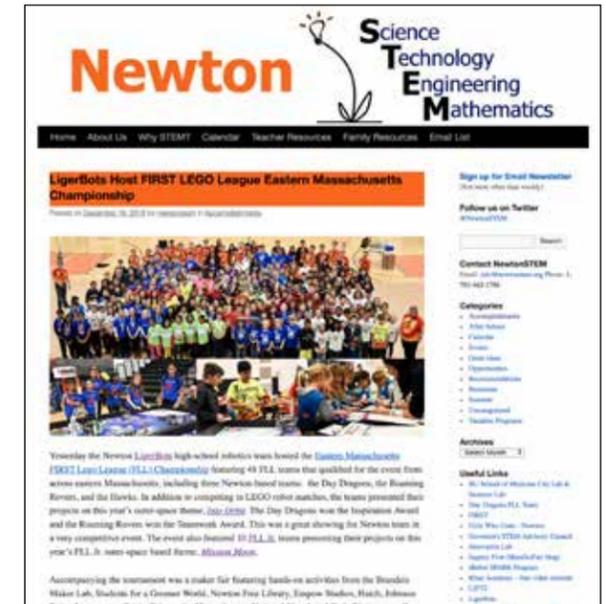
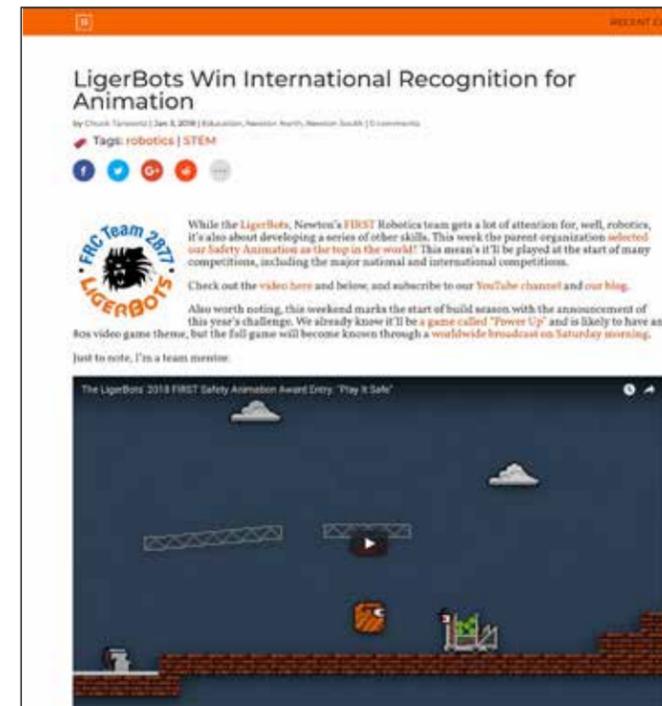
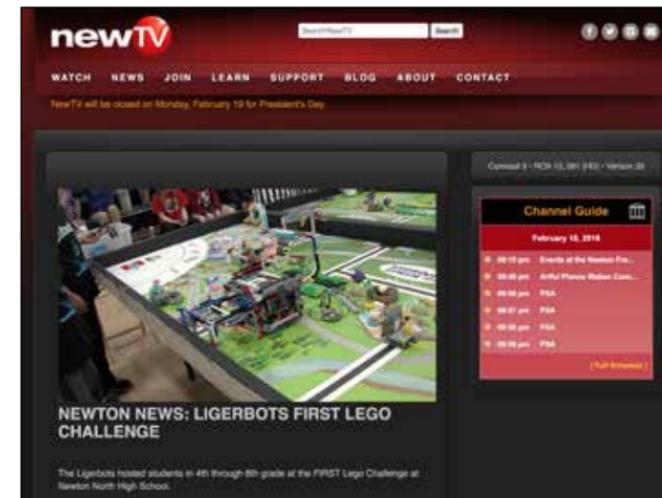
The LigerBots also staffed activities of their own at the maker fair, including button making, paper airplanes, origami, painting robots and lessons in binary. The team also demonstrated a few their own robots.

The student teams took turns setting up their robots to execute automated commands. They also activated contraptions, maneuvered objects and shot across the field to earn as many points as possible. After a difficult round, students rushed to troubleshoot and improve for their next attempt.

Teams attempted to orient a collection of solar panels. Their presentation skills were put to the test as they walked judges through their design and construction process for their robots. Teams also had to research an issue plaguing engineers today in space travel and brainstorm a solution. Students prototyped, budgeted and created professional pitches for their ideas.

Seven of the winners of the Newton Qualifier will be joining 600 of their peers at the upcoming FIRST LEGO League Eastern Massachusetts State Championship. The event will take place from 9 a.m. to 3 p.m. Dec. 15 at Newton North High School. Free. For information: <http://ligerbots.org>.

LigerBots in the Newton TAB.



Clockwise from upper left: NewTV reporter interviews LigerBots at Just Think Expo; reporting on the FLL E. MA Championship on the NewtonSTEM.org website; David Pogue of PBS series NOVA interviews LigerBots at the PTC LiveWorx conference; reporter from TES teachers' resource website interviews team members; a story on the Village 14 website about the LigerBots' winning safety animation; NewTV story about the FLL Eastern MA State Championship.

# LigerBots Create Our Own Media



LigerBots website home page.

## LigerBots Media

- Website blog posts
- Press releases
- Media interviews
- TED Talks
- Twitter
- Facebook
- Flickr photo album sharing
- YouTube videos
- Supporter updates
- Discussions at our outreach tables
- Printed marketing and outreach materials



Part of a 2019 blog post.



LigerBots Facebook page



LigerBots Twitter feed.

## LigerBots Connect with Our Sponsors

In order to sustain our robotics ventures, our extra projects, and outreach events, the LigerBots rely on support from our sponsors. We train students, both business-focused and technical-focused, on how to build and manage sponsor relationships. We run an annual training session in making a brief “elevator pitch” about the team. And we write a



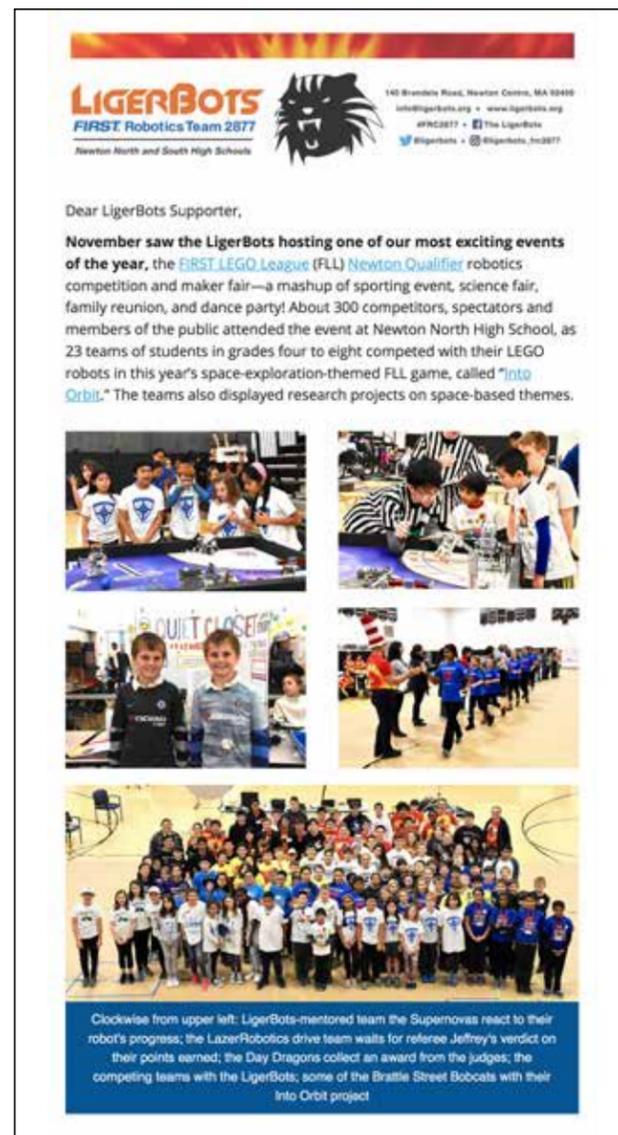
LigerBot practices her elevator pitches with another team member.



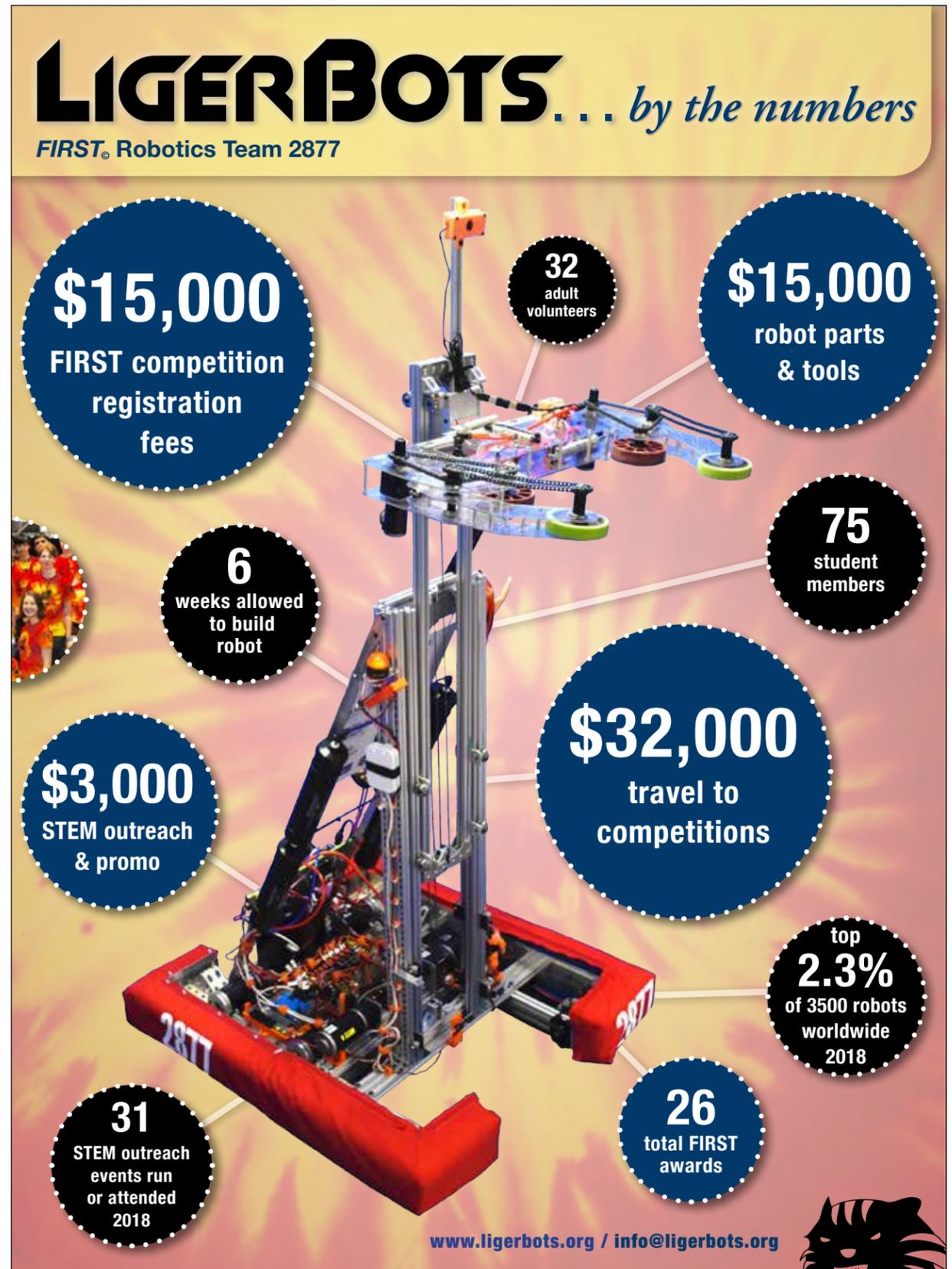
LigerBots pitch the team to win over executives from potential sponsor Fowler High Precision.

monthly supporter update with detailed descriptions of team activities over the past month, complete with photos of these activities.

An important part of our sponsor relations is students having direct relationships with individual sponsors. This involves both emailing contacts and giving pitches face-to-face.



Supporter update sent via MailChimp.



LigerBots outreach infographic, showing team fundraising needs in a year we go to the FRC world championship.



Support project-based learning that gives Newton students the skills they need to be contributors and leaders in technology.

### Sponsor Recognition Levels



### Examples of Sponsor Logos on LigerBots Materials



Left to right: team outreach flyer, t-shirt back, 2018 competition pit, 2018 robot, website sponsor page

### How to Sponsor the LigerBots

To sponsor, please email the LigerBots chief marketing officer at [cmo@ligerbots.org](mailto:cmo@ligerbots.org)

The LigerBots, Newton's award-winning high school FIRST Robotics team

Supporter recognition flyer, (front).

The LigerBots are proud to recognize our sponsors at every event we attend. Thousands of people will see your brand and your support for STEM learning.

### The Exposure You Will Get

#### Educational Events We Typically Attend

- American Assoc. for the Advancement of Science annual meeting
- Boston STEM Fair
- MASS STEM Summit in Worcester, MA
- Electronic Components Industry Assoc. annual meeting
- Assoc. for Unmanned Vehicle Systems International "Robotica" conference
- Xconomy's conference "Robo Madness: AI Gets Real"
- MIT's edtech conference "From Global to Local"
- Cambridge Carnival and Robot Zoo
- Newton Mayor's STEM Night
- "Just Think!" Expo at Newton North High School
- Newton Free Library STEAM Expo
- "Newton Inspires" speaker night
- STEM promotion visits to Newton elementary schools and Cub Scout troops
- Club fairs and science open houses at Newton North and South high schools



LigerBots at the 2018 Newton Highlands Village Day

#### FIRST Robotics Competitions We Typically Enter or Run

- FRC district competitions: attend two every year
- FRC New England Championship: qualified last five years
- FRC World Championship in Detroit. 30,000 attendees. LigerBots attended 2009, 2014, 2015, and 2018.
- Newton Qualifier FLL Competition, plus maker fair: run by the LigerBots, 500 attendees.
- Eastern NE FLL Championship, plus maker fair: run by the LigerBots, 900 attendees.

#### Community Events We Typically Attend or Run

- Newtonville Village Day
- Newton Highlands Village Day
- Newton Memorial Day Parade
- Newton Harvest Fair
- Maker Fair at Newton FLL Qualifier and E. MA FLL Championship

#### How to Sponsor the LigerBots

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LigerBots at the 2018 Newton Memorial Day parade

Supporter recognition flyer, (back).

# LigerBots Fund Our Activities

REVENUE DETAIL	2015/16 Actual	2016/17 Actual	2017/18 Actual	2018/19 Budget	2018/19 Projected
Corporate Sponsorships	\$17,180	\$18,600	\$20,500	\$12,000	\$20,600
Individual Contributions	2,928	2,922	5,800	3,000	5,500
Gifts In Kind	619	500	1,500		500
FLL Tournament (net)	1,868	4,492	4,685	4,000	3,400
Newton Public Schools	4,000	4,000			
<b>Total Revenue</b>	<b>\$26,870</b>	<b>\$30,514</b>	<b>\$32,485</b>	<b>\$19,000</b>	<b>\$30,000</b>
<b>Total Expenses</b>	<b>22,764</b>	<b>20,289</b>	<b>32,427</b>	<b>21,100</b>	<b>27,350</b>
<b>Net Income<sup>1</sup></b>	<b>\$4,106</b>	<b>\$10,225</b>	<b>\$58</b>	<b>-\$2,100</b>	<b>\$2,650</b>

1. Fundraising has exceeded budget, enabling us to consider additional special projects that we weren't able to fund in the initial budget.

EXPENSE DETAIL	2015/16 Actual	2016/17 Actual	2017/18 Actual	2018/19 Budget	2018/19 Projected
Competition Registrations	\$9,900	\$5,650	\$10,365	\$9,500	\$9,700
Business & Marketing	1,426	969	1,689	1,000	1,000
Outreach (Advocacy Conferences)			1,250		150
Robot Materials <sup>1</sup>	9,364	7,653	8,618	6,050	8,000
Tools	446	1,822	2,873	1,000	1,000
Field Elements	0	107	193	250	350
Shipping, Handling & Tax	924	998	1,120	1,000	1,000
Office & Social	490	1,371	809	650	650
Travel Support			1,900		
Special Projects <sup>2</sup>	214	1,718	3,610	1,650	5,500
<b>Total Expenses</b>	<b>\$22,764</b>	<b>\$20,289</b>	<b>\$32,427</b>	<b>\$21,100</b>	<b>\$27,350</b>

1. A decision whether to participate in the National Advocacy conference again will be made after competitions.

2. Successful fundraising for World Championships enabled us to provide partial refunds to some team members

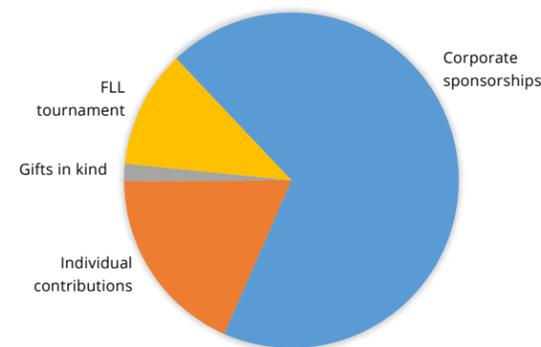
## SPECIAL PROJECTS DETAILS 2018/19

Project Name	Budgeted	YTD	Status
FTC Kits <sup>1</sup>	\$1,200	\$1,550	Completed
Tube Bender	350	350	Projected
Upgrade MPCNC <sup>2</sup>		2,500	Started
USB Data Storage	100	100	Started
Future Special Projects		1,000	Projected
<b>Total Special Projects</b>	<b>\$1,650</b>	<b>\$5,500</b>	

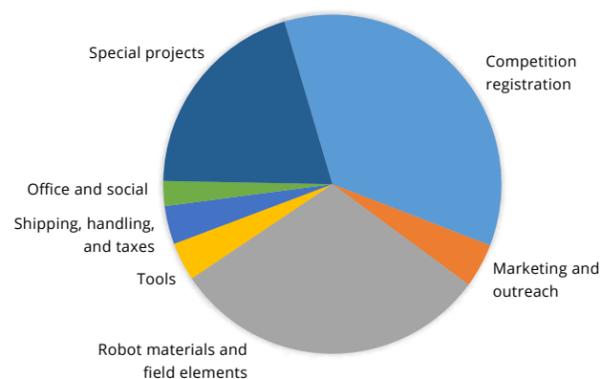
1. Purchase of unexpected parts and materials to support two robot kits

2. Received a grant specifically to improve and expand our MPCNC

## LigerBots 2018/19 Projected Revenue



## LigerBots 2018/19 Projected Expenses



Purchasing Report		Activity Codes		Purchasing Report	
Order #	Request #	Activity Code	Quantity	Actual Cost	Actual Cost
15	1500000001	Robot Materials and Parts	20	\$102.00	\$102.00
16	1500000002	Tools	1	\$24.00	\$24.00
17	1500000003	Mechanics & Chassis Dev	3	\$45.00	\$45.00
18	1500000004	Field Elements	4	\$45.00	\$45.00
19	1500000005	Marketing and Business	5	\$45.00	\$45.00
20	1500000006	FLL	6	\$45.00	\$45.00
21	1500000007	Social	7	\$45.00	\$45.00
22	1500000008	Office and Administration	8	\$45.00	\$45.00
23	1500000009	Competition Expenses	9	\$45.00	\$45.00
24	1500000010	Special Projects	10	\$45.00	\$45.00
25	1500000011	Temporarily	11	\$45.00	\$45.00
26	1500000012	Temporarily	12	\$45.00	\$45.00
27	1500000013	Temporarily	13	\$45.00	\$45.00
28	1500000014	Temporarily	14	\$45.00	\$45.00
29	1500000015	Temporarily	15	\$45.00	\$45.00
30	1500000016	Temporarily	16	\$45.00	\$45.00
31	1500000017	Temporarily	17	\$45.00	\$45.00
32	1500000018	Temporarily	18	\$45.00	\$45.00
33	1500000019	Temporarily	19	\$45.00	\$45.00
34	1500000020	Temporarily	20	\$45.00	\$45.00
35	1500000021	Temporarily	21	\$45.00	\$45.00
36	1500000022	Temporarily	22	\$45.00	\$45.00
37	1500000023	Temporarily	23	\$45.00	\$45.00
38	1500000024	Temporarily	24	\$45.00	\$45.00
39	1500000025	Temporarily	25	\$45.00	\$45.00
40	1500000026	Temporarily	26	\$45.00	\$45.00
41	1500000027	Temporarily	27	\$45.00	\$45.00
42	1500000028	Temporarily	28	\$45.00	\$45.00
43	1500000029	Temporarily	29	\$45.00	\$45.00
44	1500000030	Temporarily	30	\$45.00	\$45.00
45	1500000031	Temporarily	31	\$45.00	\$45.00
46	1500000032	Temporarily	32	\$45.00	\$45.00
47	1500000033	Temporarily	33	\$45.00	\$45.00
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50	1500000036	Temporarily	36	\$45.00	\$45.00
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53	1500000039	Temporarily	39	\$45.00	\$45.00
54	1500000040	Temporarily	40	\$45.00	\$45.00
55	1500000041	Temporarily	41	\$45.00	\$45.00
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57	1500000043	Temporarily	43	\$45.00	\$45.00
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66	1500000052	Temporarily	52	\$45.00	\$45.00
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85	1500000071	Temporarily	71	\$45.00	\$45.00
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91	1500000077	Temporarily	77	\$45.00	\$45.00
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95	1500000081	Temporarily	81	\$45.00	\$45.00
96	1500000082	Temporarily	82	\$45.00	\$45.00
97	1500000083	Temporarily	83	\$45.00	\$45.00
98	1500000084	Temporarily	84	\$45.00	\$45.00
99	1500000085	Temporarily	85	\$45.00	\$45.00
100	1500000086	Temporarily	86	\$45.00	\$45.00
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102	1500000088	Temporarily	88	\$45.00	\$45.00
103	1500000089	Temporarily	89	\$45.00	\$45.00
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107	1500000093	Temporarily	93	\$45.00	\$45.00
108	1500000094	Temporarily	94	\$45.00	\$45.00
109	1500000095	Temporarily	95	\$45.00	\$45.00
110	1500000096	Temporarily	96	\$45.00	\$45.00
111	1500000097	Temporarily	97	\$45.00	\$45.00
112	1500000098	Temporarily	98	\$45.00	\$45.00
113	1500000099	Temporarily	99	\$45.00	\$45.00
114	1500000100	Temporarily	100	\$45.00	\$45.00

A LigerBots purchase order.

## Our mission

The LigerBots aim to become the recognized leader of project-based learning in Newton. We value creating leadership and learning opportunities for students and inspiring the community as much as we value the quest to build a winning robot.

## Our financial plan

The team supports its activities via corporate sponsorships, individual contributions, and operating FLL competitions. We also apply for, and have received funding from the Newton Public Schools for competitions at the district level and beyond.

## Our special projects

We seek to fund a budget beyond the base requirement of competition fees and robot parts. Special projects, which are funded through a "mini-grant" process, let team members power up through developing financial skills while working on challenging and engaging projects. Any student or mentor can propose a special project. Some of our recent special projects have been:

- **Swerve drive:** Built swerve drive to test manufacturing feasibility for different game scenarios.
- **Clamping and marking tools:** Increased the accuracy of our work through use of better tools.
- **FTC robots:** Purchased two FIRST Tech Challenge robot kits to use as a fall training project for rookies.
- **Vision project:** Assessed multiple cameras and processors to determine what will work best for robot vision during competition.
- **Servos:** Tested several kinds for torque and speed
- **Repairing CNC mill:** Purchased parts and spent time repairing an unusable mill at our high school.
- **Backdrop for FLL team photos:** Has an appealing LigerBot/LigerCub graphic. Allows FLL teams to remember the LigerBots when they remember the competition.

## Managing the budget

Our team treasurer reports weekly to the coaches and execs. Sponsorship proposals and revenue are tracked by the fundraising team. Our purchasing system allows team members to specify items for purchase and approval and our Treasurer to easily track spending. Purchase orders are shared on Slack so the entire team sees and can participate in purchasing decisions. Financial operations are overseen by our financial mentor and one of the head coaches.



Our financial mentor works with a team member on the budget.

Grant Number	GR19-001	Budget \$	\$1710
Name	Mark	Date	August 8, 2018
Title	FTC Robot Parts (2x)		
<b>Grant summary (what do you want to do and why):</b>			
I would like to buy two FTC kits for the team. Building FTC bots would make a good preseason project for both mechanical and programming.			
<b>Timeline (how long will it take and/or when will it happen):</b>			
Hopefully it would take from somewhere near the beginning of preseason up until near the end of preseason. I can't imagine that it would take any less time meeting only twice a week.			
<b>Personnel (who will do the work)</b>			
Maybe between 10 and 15 freshmen and a few dedicated veteran ligerbots. Most of the work should be done by new members considering that it's a learning project.			
<b>Other considerations (equipment, space, transportation, safety, etc)</b>			
It might be able to happen in someone's house. I'm not sure if anyone would allow that, but it would make it possible to meet more than twice a week.			
Budget	Quantity	Project total	Item total
ServoCity FTC Competition Kit	2	\$528	\$1056
Rev Robotics Expansion Hub	2	\$175	\$350
FTC Motors from ServoCity (can be bought with kit)	8	\$28	\$224

A LigerBots mini grant proposal for FIRST Tech Challenge robot kits.

# LigerBots Do Special Projects: Donut Data

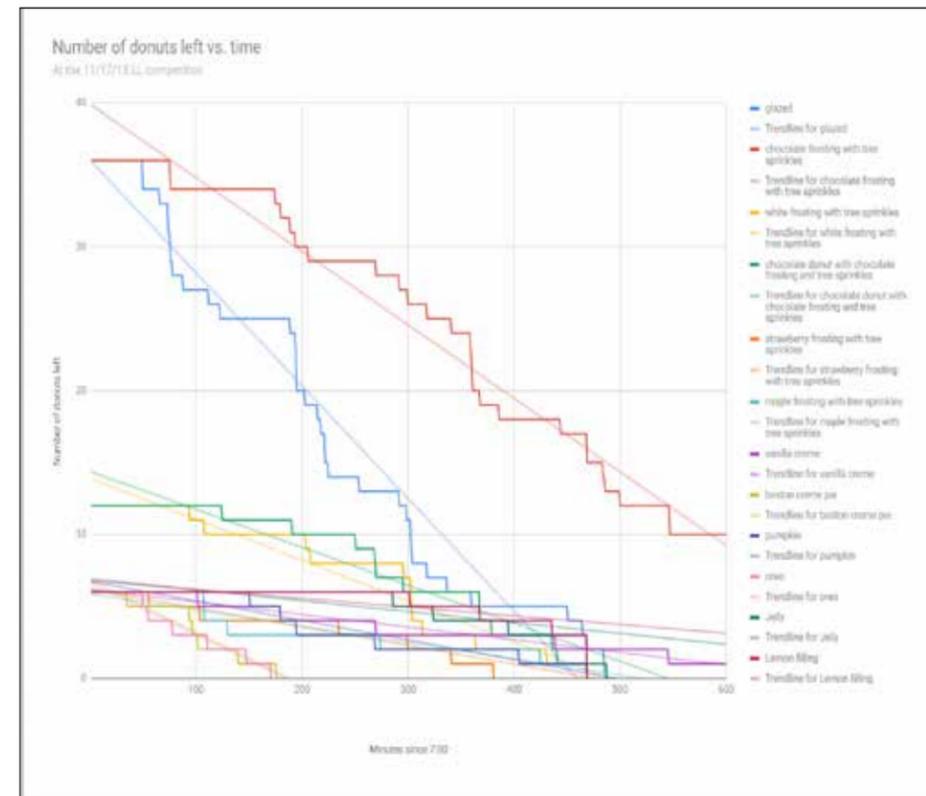


Clara, Jordan and Ben look over the stats on Ligerbots donut purchases.

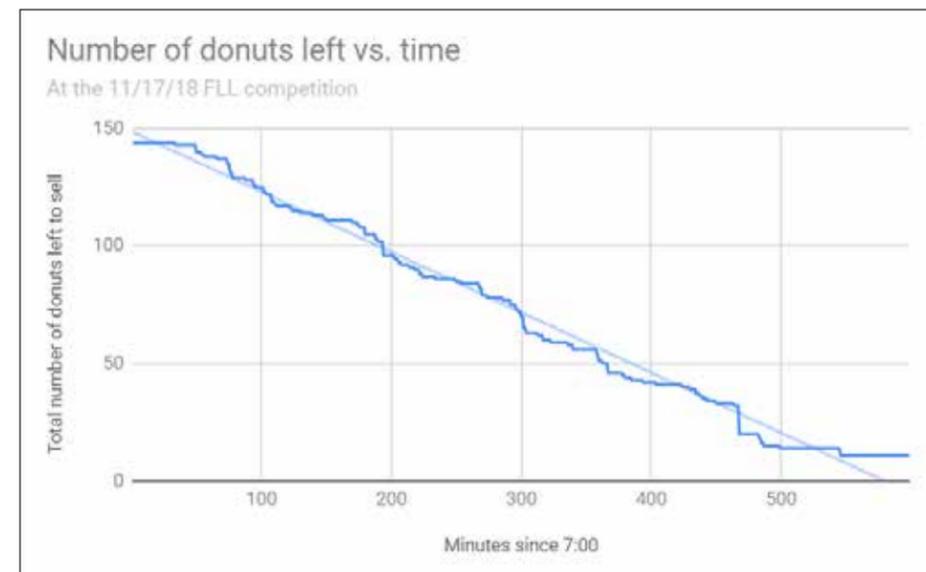
The LigerBots sell lots of donuts at our FIRST LEGO League competitions. This tasty snack seems to hit the spot with our FLL teams, their families, and our maker fair visitors during the long and exciting day at Newton North High School. But we often run out of certain kinds of donuts, and end the day with other kinds left unsold. Before this year's FLL Newton Qualifier on November 17 our team COO, who usually helps staff the concession stand, became curious about which donut types sell the fastest and which the slowest, and at what times of day. He figured that analyzing this information could help the team make good decisions at our future FLL tournaments about which kinds of donuts to buy for resale.

During the Newton Qualifier our COO took data. The LigerBots at the concession stand had a lively discussion, trying to predict when the most donuts would be sold. Although many team members believed that more donuts would be sold in the morning than in the late afternoon, it turned out that they sold at a fairly consistent pace throughout the day. Jordan found that although the donuts that sold out first were Oreo and Boston cream pie, the donut that sold at the fastest rate was plain glazed!

This project was a great blend of the STEM and marketing skills that we learn on the LigerBots.

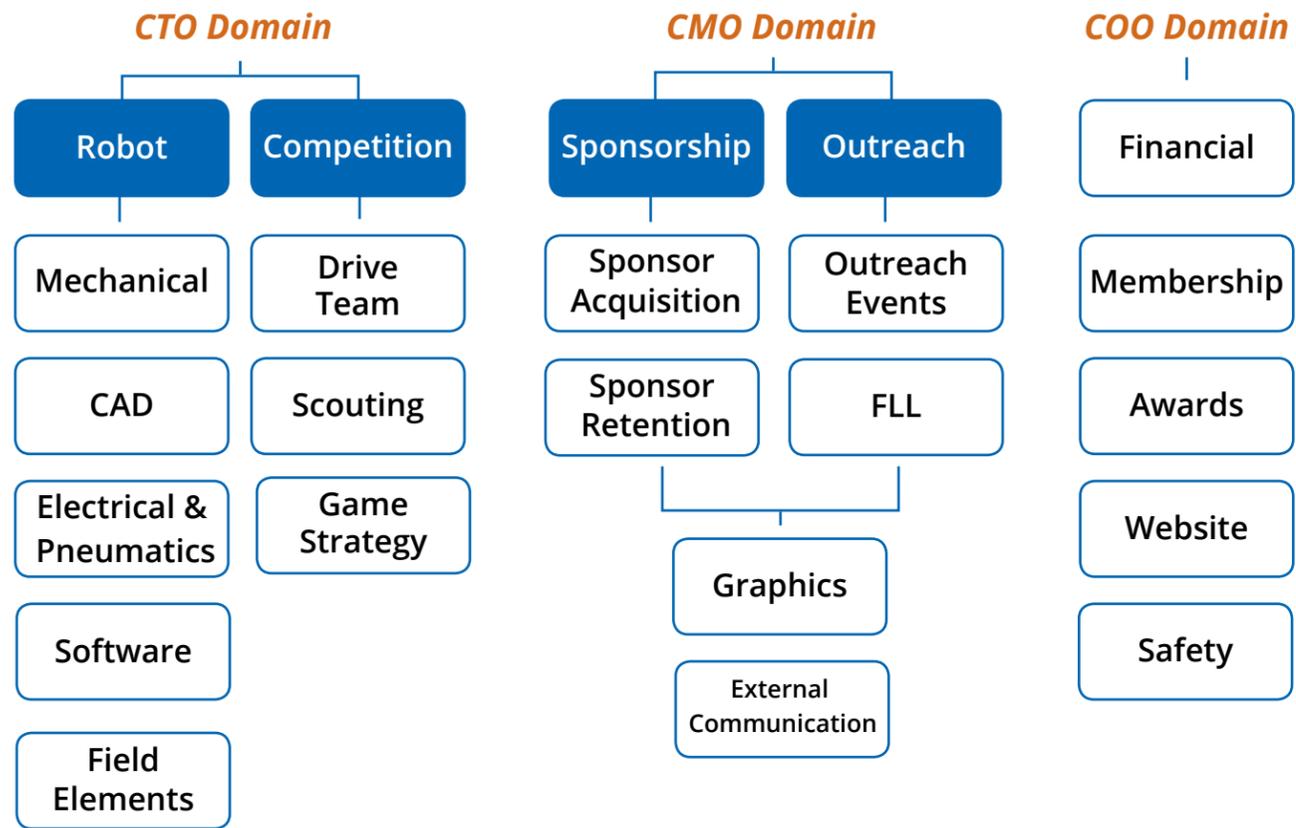


In this graph the slope of the trend line can be viewed as the rate at which each doughnut type was sold. Ironically, the doughnut type that had the most left over at the end of the day (chocolate frosting with tree sprinkles) sold at approximately the second fastest rate. We should buy fewer of the chocolate frosting donuts in the future even though the fast sales during the Qualifier gave the illusion that we would need more.



This graph shows all types of donuts in one line, demonstrating that donuts sell at a constant rate throughout the day, and not significantly faster in the morning.

# LigerBots Student Leadership Structure



Group leaders gather in front of the task board at the end of a meeting to report on the day's progress.

# How I Use My LigerBots Skills Out in the World



*"I learned how to fix pretty much everything in my house, including my car headlights. My neighbor who's an artist hired me for a summer job to drill holes precisely to hang pictures on his walls."*

– SAMY ROSENBERG



*"I have been able to apply for internships and to volunteer for nonprofits based on the leadership skills I learned as co-CMO and on the strategy council."*

–AJ CHAU



*"I learned a lot of stuff about graphic design—what looks good and what doesn't, the importance of double checking everything, and how printing works, which actually helped me to fix my own printer. It also helped me do a better job checking for errors on my math tests."*

– FRANK LIU



*"LigerBots has helped me with advocating for myself, especially with teachers and with my peers in group projects. It has also helped me make friends with people I would never have been friends with before, like a girl in the year below me in one of my classes at school."*

– MAYA LOBEL



*"I have learned how to problem-solve in different situations, and when I'm stuck, I don't immediately ask for help. I have learned how to tutor myself."*

– MICHELLE YU



*"Using the skills I have learned from building field elements, I was able to visualize and design what I needed to build for my brother's cello racks."*

– DANIEL FENG



*"In LigerBots, a lot of things I have learned in physics have physical representations, which helps me understand the things I'm learning in my classroom."*

– YONIK RASAMAT



*"I learned about communication, which is really important for school, extracurricular activities, sports, college, jobs, and family stuff. If everyone's not on the same page, nothing's going to get done."*

– ETHAN SCHINDLER



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**LIGERBOTS**  
**FIRST Robotics Team 2877**

*Newton North and South High Schools*

