Linear Motion

v3.0

Mechanisms & Movement | **Curriculum Packet**

Overview:
In this lesson, students will learn how to create linear motion using Kid Spark engineering materials. Students will build a mechanism that converts rotary motion to linear motion. Then, students will work as a team to create a custom mechanism that produces linear motion.

Click here to explore the entire Kid Spark Curriculum Library.

Learning Objectives & NGSS Alignment:
- Define linear motion.
- Build a mechanism that converts rotary motion to linear motion.
- Create a custom mechanism that produces linear motion.

Scientific/Engineering Practice - Planning & carrying out investigations
Crosscutting Concept - Systems & system models

Activity Time:
120 Minutes

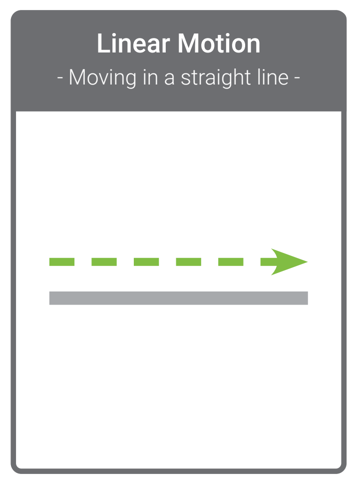
Targeted Grade Level:
2 - 5

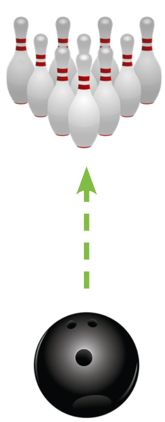
Student Grouping:
Teams of up to 4 students

Additional Lesson Materials:
- Teacher Lesson Plan
- Student Engineering Workbook

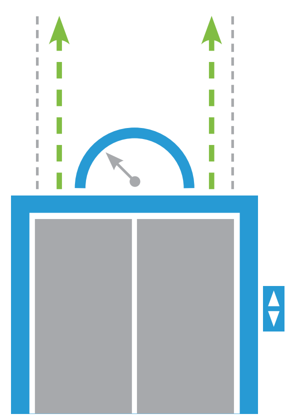
Kid Spark STEM Lab:
STEM Pathways or
Engineering Pathways (w/Spark:bit)

Convergent Learning Activity:
1. Exploring Linear Motion
Linear motion is motion that moves in a straight line. Some examples of linear motion are a bowling ball rolling down a lane or an elevator traveling up to different floors.





Bowling Ball



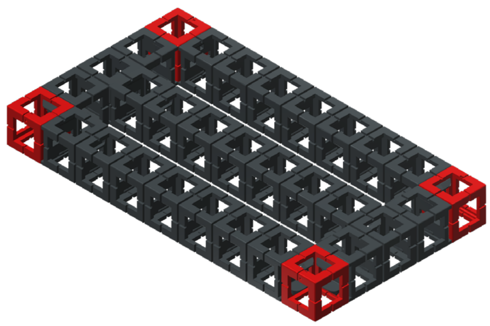
Elevator

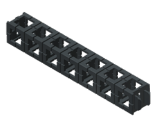
Instructions: As a team, discuss some other real-world examples of linear motion.

Instructions

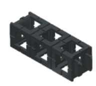
Follow the step-by-step instructions to assemble a mechanism that converts rotary motion to linear motion.

1





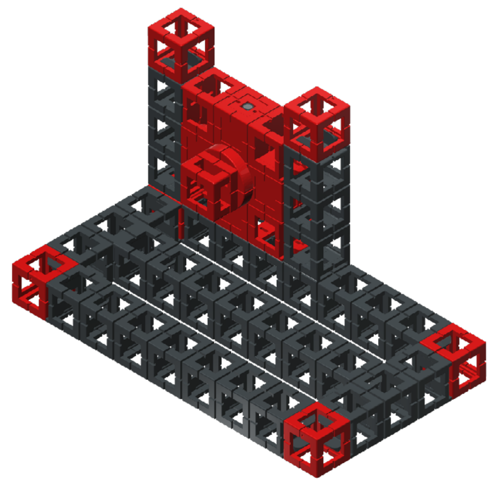
3x
Beams

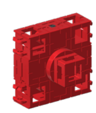


2x
Half Beam

4x
Blocks

2



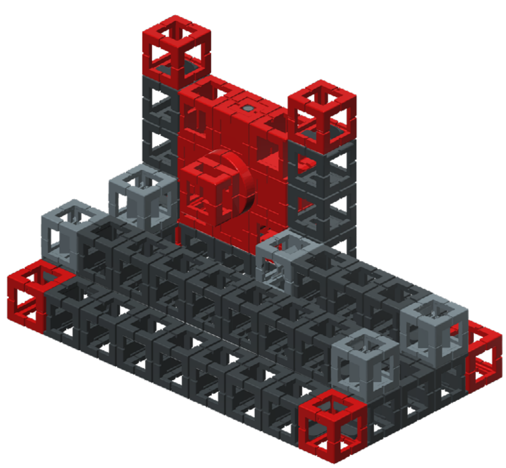


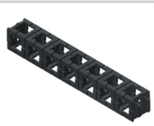
1x
Motor Module

2x
Half Beam

2x
Block

3



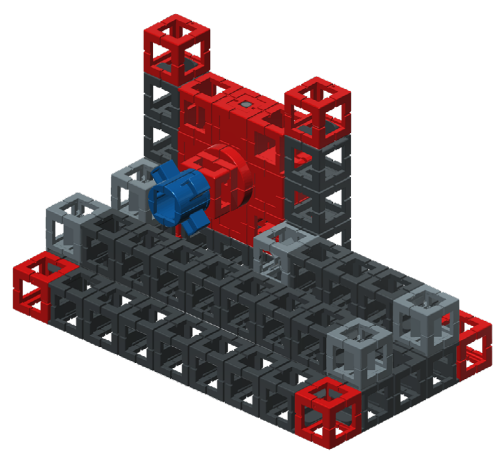


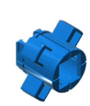
1x
Beam

1x
Half Beam

5x
Single Snap Blocks

4



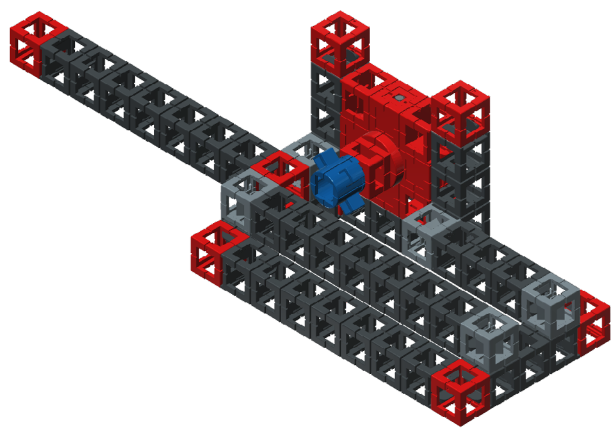


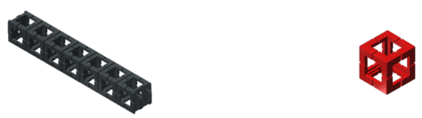
1x
Snap-In Cog

Instructions

Follow the step-by-step instructions to assemble a mechanism that converts rotary motion to linear motion.

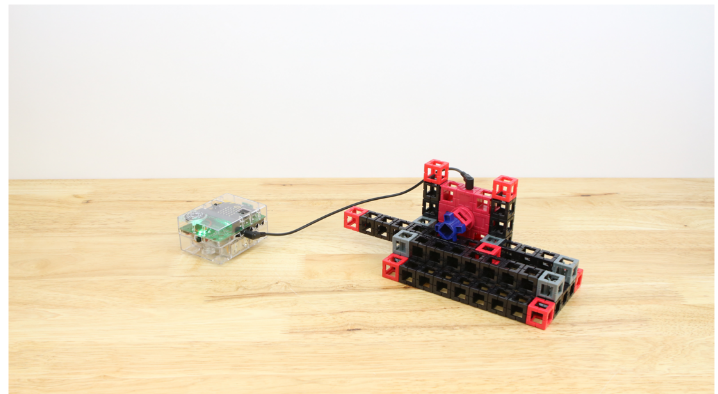
5





1x
Beam

2x
Blocks



Instructions:

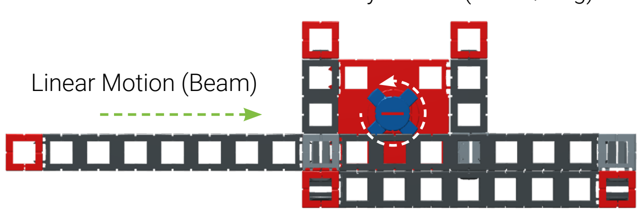
Step 1: Connect the motor module to output 1 on the Spark:bit.

Step 2: Power on the Spark:bit.

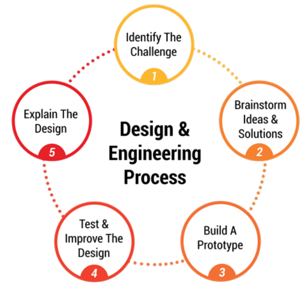
Step 3: Activate Motor Override Mode on the Spark:bit using the switch located next to output 1.

Step 4: Press the A/B buttons on the Spark:bit to rotate the motor module clockwise or counterclockwise.

Step 5: Feed the beam into the rotating motor/cog (rotary motion) and observe how it is pulled/pushed through the mechanism in a straight line (linear motion).



Divergent Learning Activity:



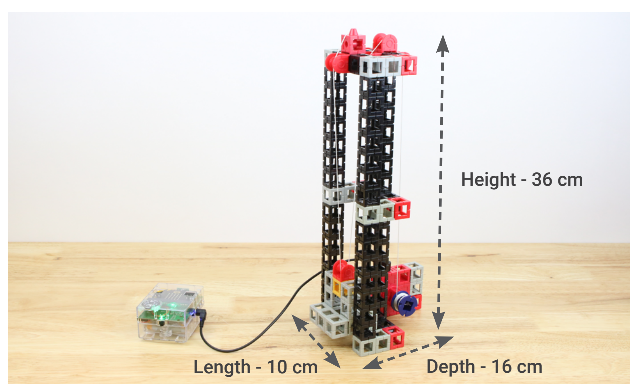
Scenario:
Kid Spark Engineering is currently accepting proposals for new and creative product inventions or innovations.

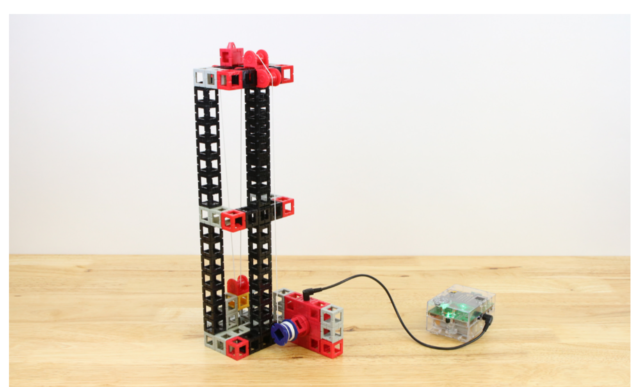
Design & Engineering Challenge:
Develop a new product or design that produces linear motion. See example below.

Specifications/Criteria:

1. Students will work in teams of up to 4 to design and engineer a new product or design that serves a specific purpose. Teams can invent something completely new or improve an already existing product.
2. Teams must work through each step of the Design & Engineering Process to design, prototype, and refine their design. Teams will demonstrate and present their designs to the class when they are finished.
3. The product or design must be powered by the Spark:bit.
4. The design must produce linear motion.
5. Teams must determine the overall dimensions (length, depth, and height) of the product or design, as well as any detailed specifications that are relevant to the design.
6. With each building component costing $2, determine the total cost of the design.

Example Idea:





Product Innovation/Invention: Mechanical Lift

Purpose: Raise and lower objects

Design Notes: The machine lift utilizes a spool, string, and a pulley system to raise and lower objects. As the motor module rotates counter-clockwise (rotary motion), the string winds around the spool and pulls the string downward and through the pulley system. The pulley system redirects the movement and raises the connected load (linear motion). The machine lift is operated using the Spark:bit.

Dimensions: 10 cm x 16 cm x 36 cm (L x D x H)

Material Cost: 42 components x $2 = $84

Challenge Evaluation

When teams have completed the Design & Engineering Challenge, it should be presented to the teacher and classmates for evaluation. Teams will be graded on the following criteria:

- **Design and Engineering Process:** Did the team complete each step of the Design and Engineering Process?
- **Design Specification:** Did the team complete a design specification?
- **Team Collaboration:** How well did the team work together? Can each student describe how they contributed?
- **Design Quality/Aesthetics:** Is the design of high quality? Is it structurally strong, attractive, and well-proportioned?
- **Presentation:** How well did the team communicate/explain all aspects of the design to others?

Grading Rubric	Advanced 5 Points	Proficient 4 Points	Partially Proficient 3 Points	Not Proficient 0 Points
Design & Engineering Process	☐ Completed all 5 steps of the process	☐ Completed 4 steps of the process	☐ Completed 3 steps of the process	☐ Completed 2 or fewer steps of the process
Design Specification	☐ Complete/well-detailed and of high quality	☐ Complete/opportunities for improvement	☐ Incomplete/opportunities for improvement	☐ Incomplete
Team Collaboration	☐ Every member of the team contributed	☐ Most members of the team contributed	☐ Few members of the team contributed	☐ Team did not work together
Design Quality/ Aesthetics	☐ Great design/great aesthetics	☐ Good design/good aesthetics	☐ Average design/ average aesthetics	☐ Poor design/poor aesthetics
Presentation	☐ Great presentation/ very well-explained	☐ Good presentation/ well-explained	☐ Poor presentation/ poor explanation	☐ No presentation/ no explanation
Points	....	....	....	....
Total Points				.... /25

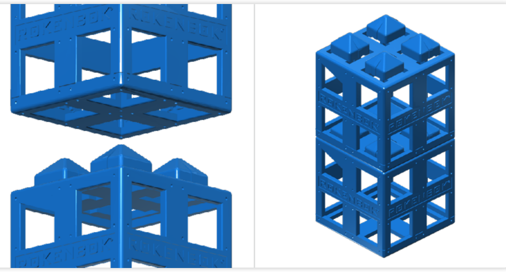
KiDSPARK EDUCATION

Building Basics

The following tips will be helpful when using Kid Spark engineering materials.

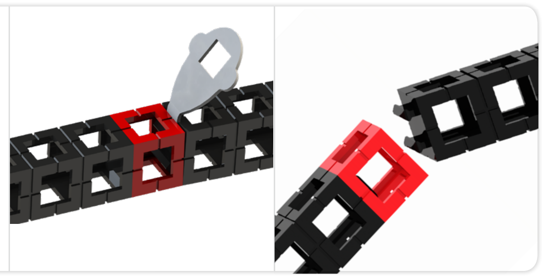
Connecting/Separating ROK Blocks:

ROK Blocks use a friction-fit, pyramid and opening system to connect. Simply press pyramids into openings to connect. To separate blocks, pull apart.



Connecting/Disconnect Smaller Engineering Materials:

Smaller engineering materials use a tab and opening system to connect. Angle one tab into the opening, and then snap into place. To disconnect, insert key into the engineered slot and twist.

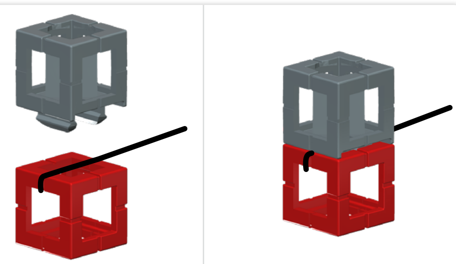


Snapping Across Openings:

Materials can be snapped directly into openings or across openings to provide structural support to a design. This will also allow certain designs to function correctly.

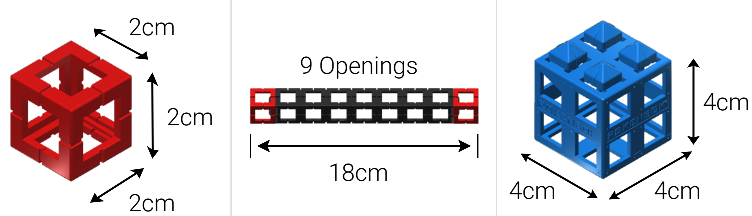
Attaching String:

In some instances, string may be needed in a design. Lay string across the opening and snap any component with tabs or pyramids into that opening. Be sure that the tabs are perpendicular to the string to create a tight fit.



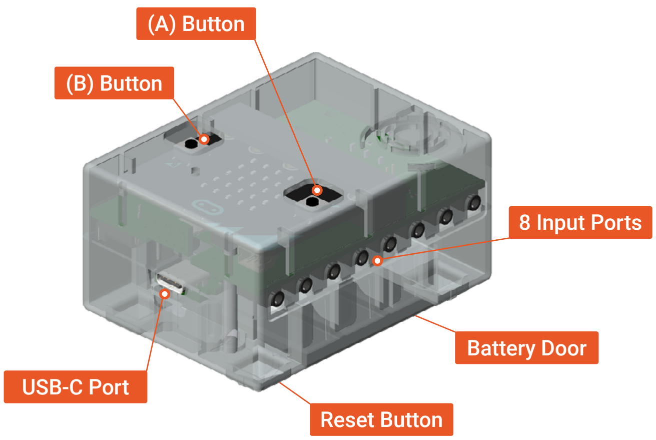
Measuring:

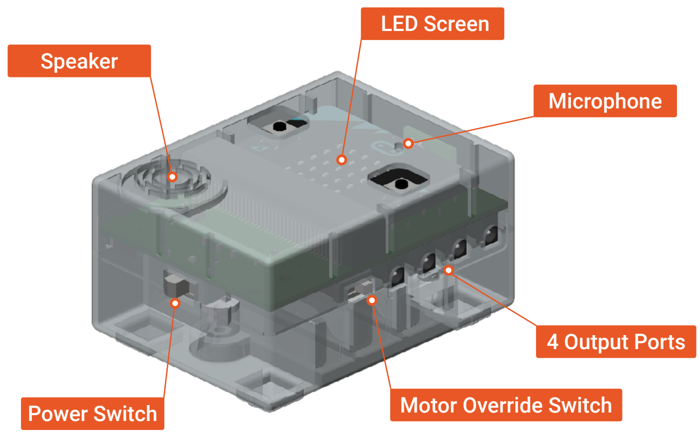
The outside dimensions of a basic connector block are 2 cm on each edge. This means the length, depth, and height are each 2 cm. To determine the size of a project or build in centimeters, simply count the number of openings and multiply by two. Repeat this process for length, depth, and height.



Spark:bit Robotics Controller

The Spark:bit can be programmed to read information from sensors connected to input ports, process that information into relevant commands, and send those commands to modules connected to the output ports. Users can create custom programs using Microsoft's MakeCode programming environment. The Spark:bit is powered by 3 AA batteries and can be connected to a computer using the provided USB-C cable.





Program Reset

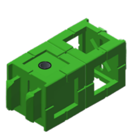
To reset the Spark:bit, press and hold the Reset button. This will reload the last program that was downloaded to it.

Motor Override Mode

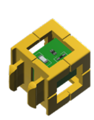
Users can control Motor Modules and Light Modules without having to program the Spark:bit using Motor Override Mode. Once Motor Override Mode has been activated, connect a Motor Module or Light Module to output 1, then press the A & B buttons on the top of the Spark:bit to control the connected device.

Note: *The Spark:bit must be powered on in order for Motor Override Mode to work. A flashing blue light indicates Motor Override Mode is activated. Make sure to deactivate Motor Override Mode when using the Spark:bit in programming situations.*

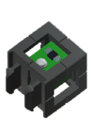
Input Sensors & Cables

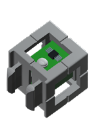

Angle Sensor

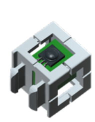

Bump Sensor


Light Sensor


Sensor Cable


High Power IR Transmitter

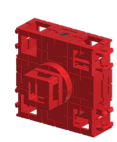

Low Power IR Transmitter


IR Sensing Receiver


Sensor Cable Extender

Tip: Make sure cables are pressed firmly into connecting ports to ensure a good connection.

Output Modules & Cables


Motor Module


Motor/Output Cable


Light Module


Motor/Output Cable Extender