



Automation & Robotics Virtual Learning

7th & 8th

Mechanisms Day 9

April 16th, 2020



PLTW: Automation & Robotics
Lesson: Mechanisms Day 9 [April 16th]

Objective/Learning Target:

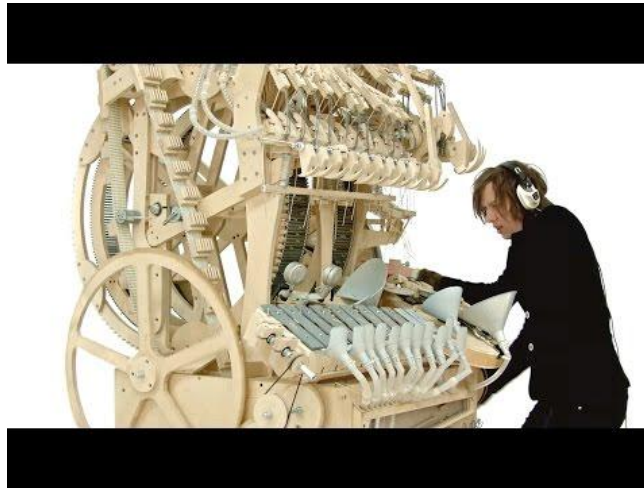
Students will demonstrate the four uses for mechanisms
which are:

- Change direction of movement
- Change type of movement
- Change speed of movement
- Change amount of force or torque available to do work

*To complete the Warm-up and assignment electronically, click [here](#)

Warm-up

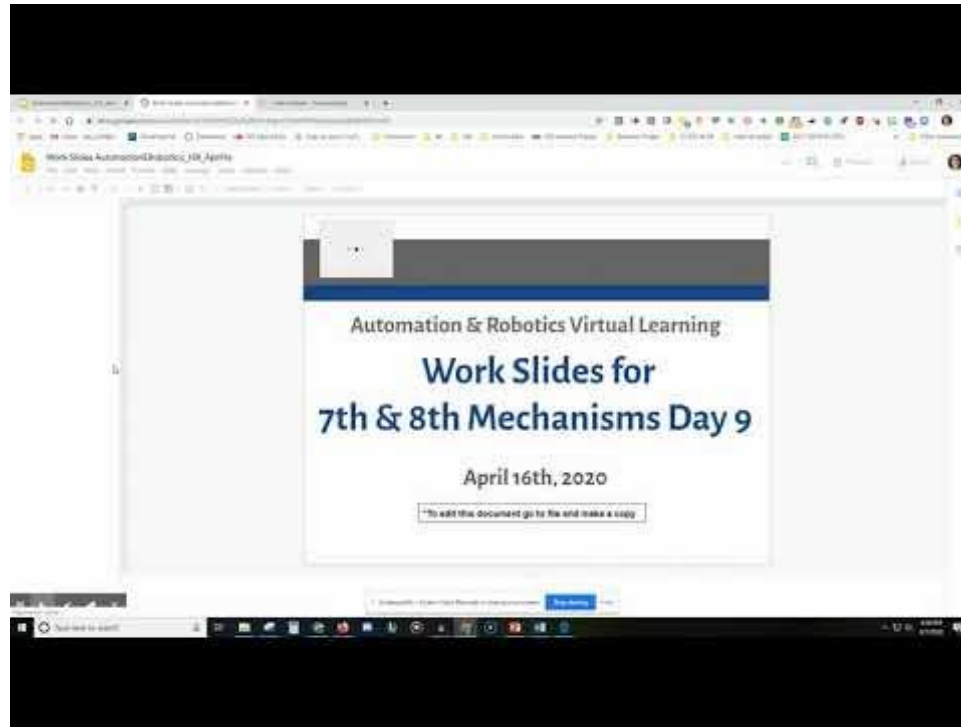
Today and tomorrow's lesson is going to challenge your knowledge of mechanisms.



[Link to video](#)

Before we get started watch the above video and list all the different mechanisms you see.

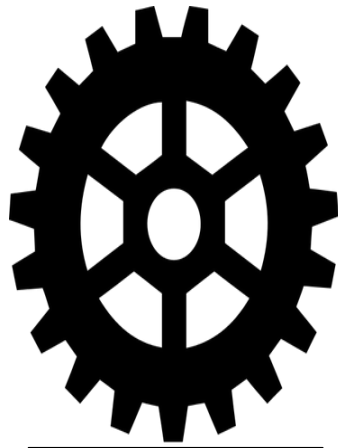
Instructions:



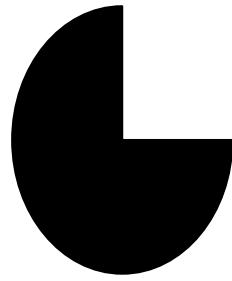
[Link to video](#)

- Take the gears from the side of each slide and arrange them so that they complete the use specified at the top of the slide.
- For example, if the slide says increase speed from input to output you would arrange the gears so that your speed increases.
- You may not use all of the pieces available on each slide and that's okay!

Materials:



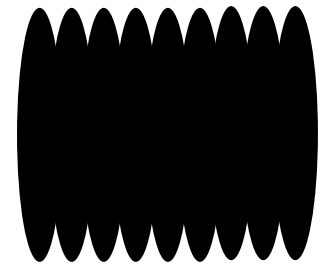
Gear - 19 teeth



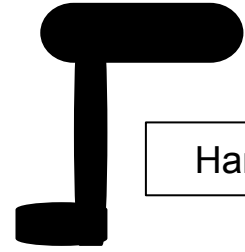
Cam



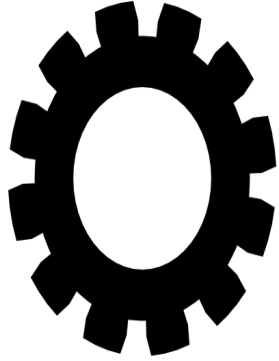
Follower



Worm Gear - 18 teeth

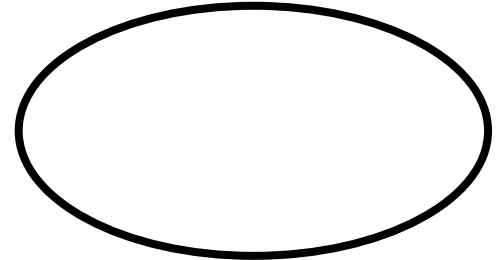


Handle



Gear - 12 teeth

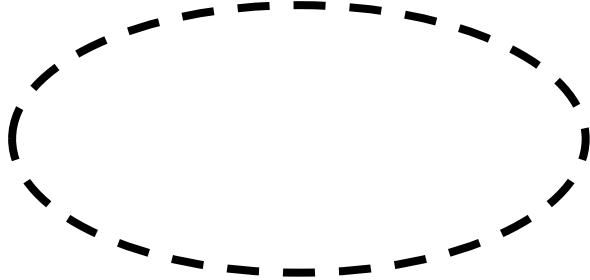
Gear Choices



Belt



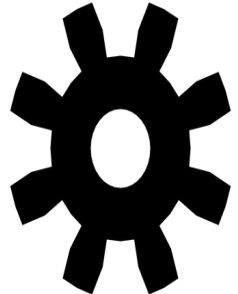
Pulley
4 mm



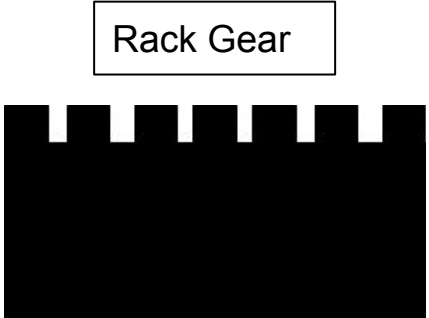
Chain



Pulley
2 mm

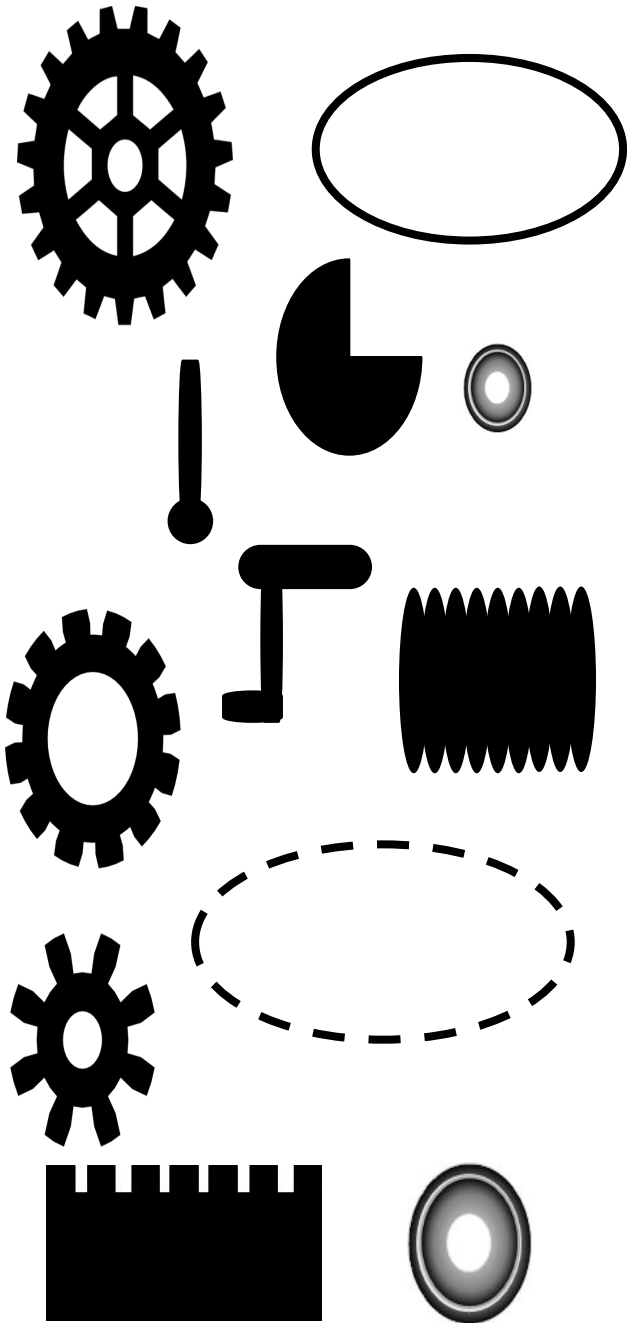


Gear - 8 teeth



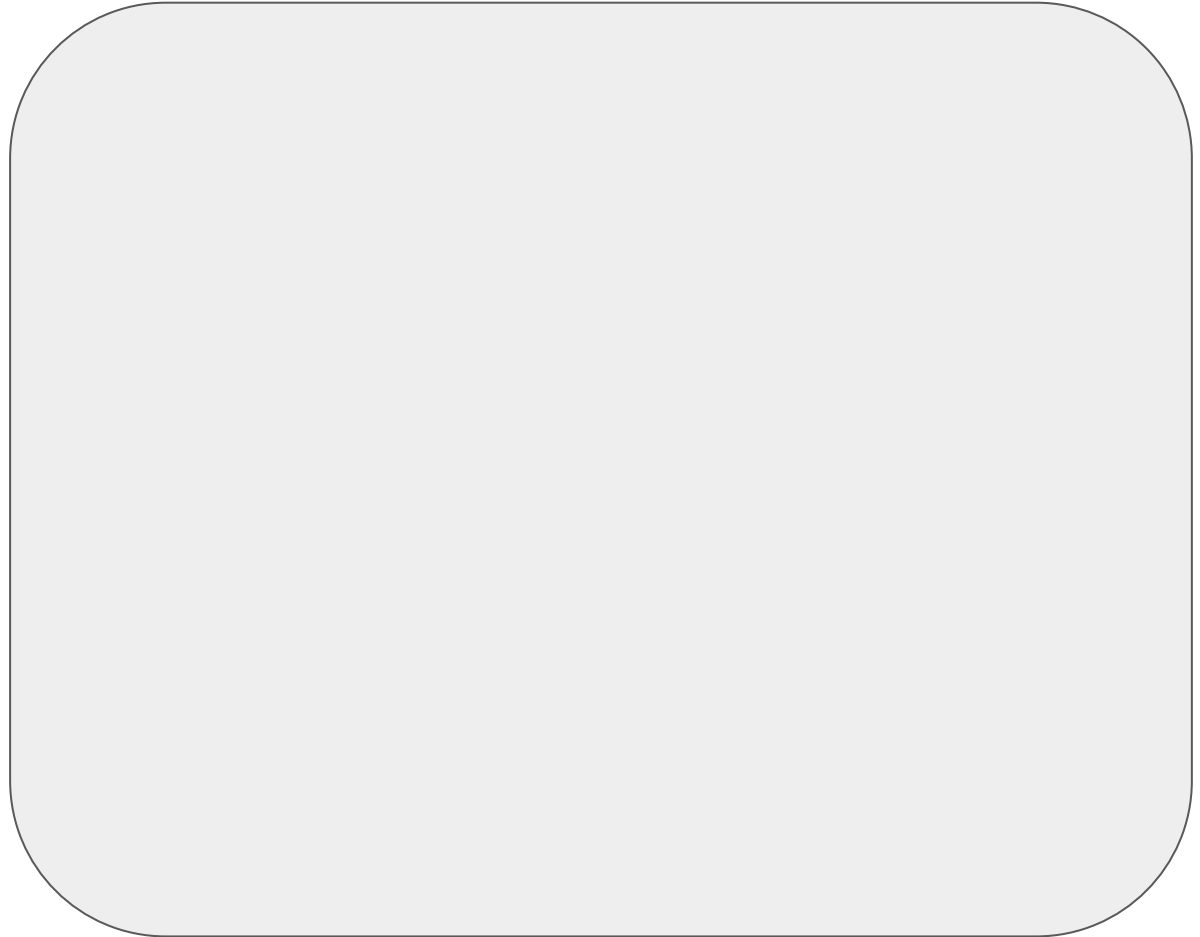
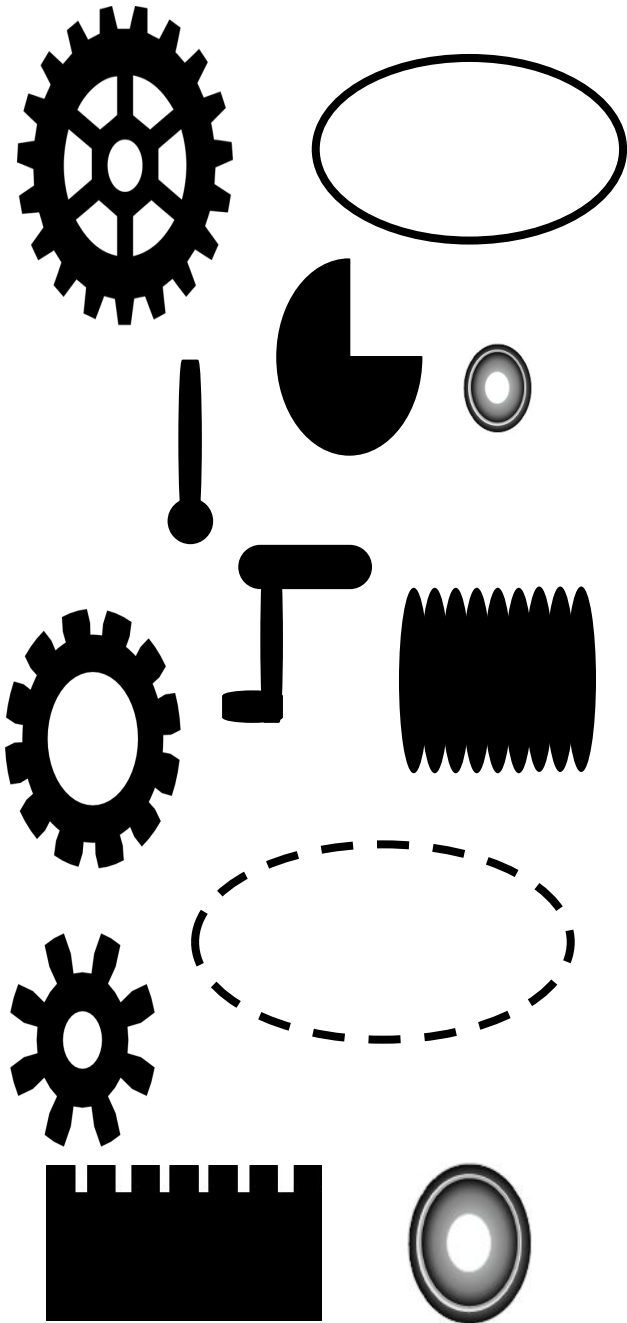
Rack Gear

1) Increase the Speed



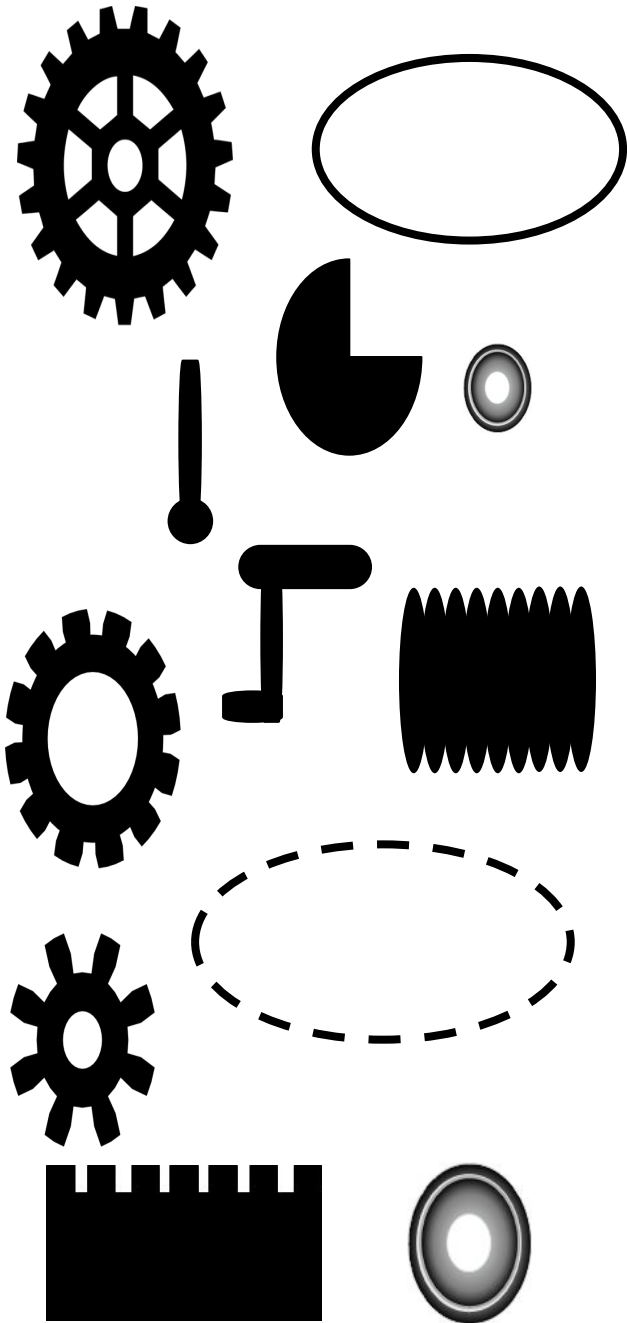
Explain why your mechanism increases speed

2) Change the type of movement



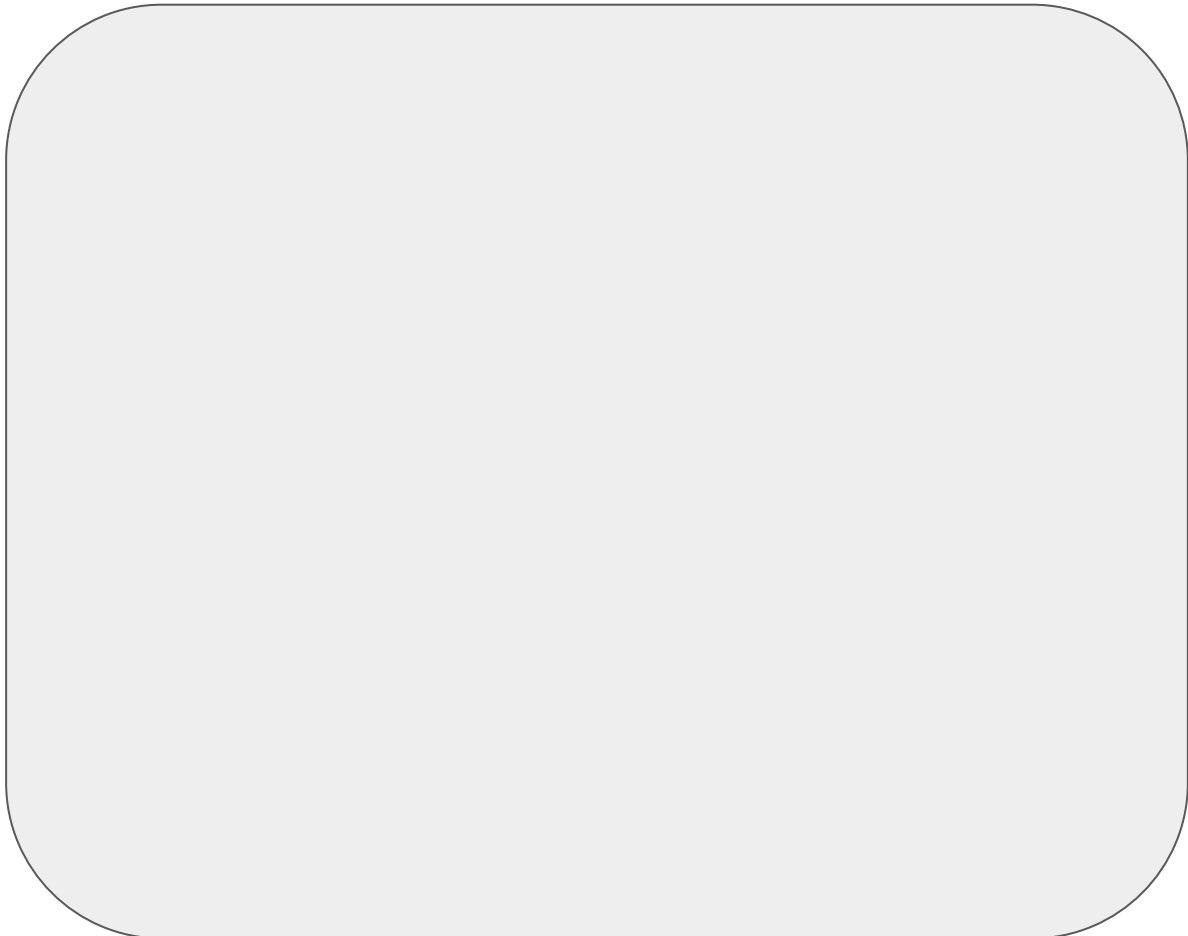
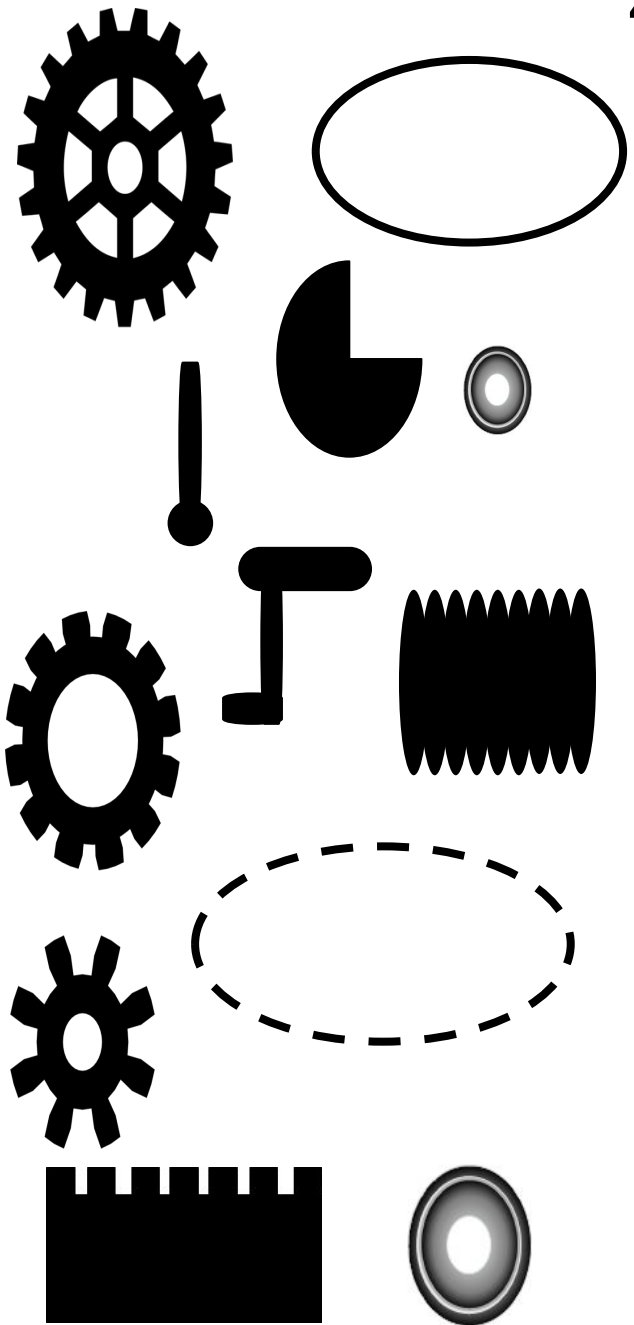
Explain why your mechanism has change the movement

3) Decrease the Speed



Explain why your mechanism decreases speed

4) Change the input type of movement

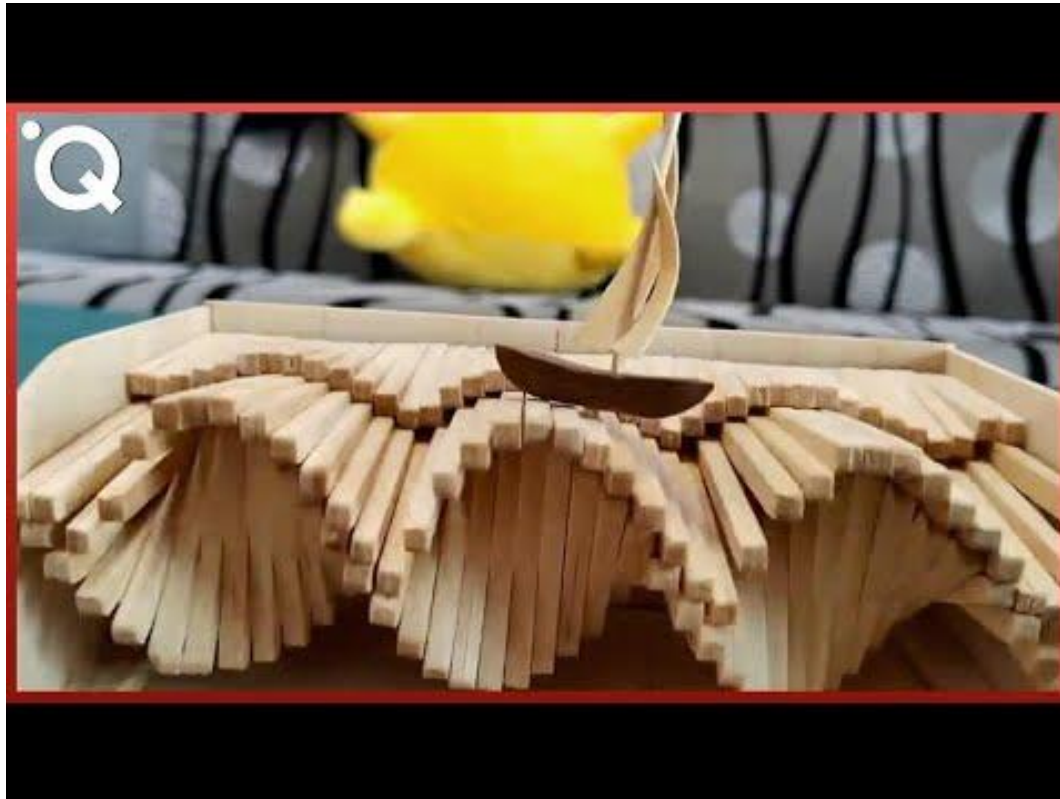


Explain how your input movement is different from your output movement.

Extend your learning

Take a look at how this one artist used simple mechanism ideas to create these moving art pieces out of ice cream sticks

Maybe you could try to build your own!



[Link to video](#)