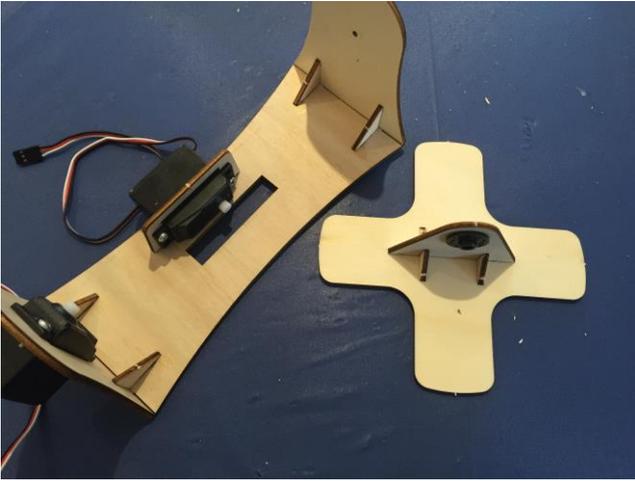
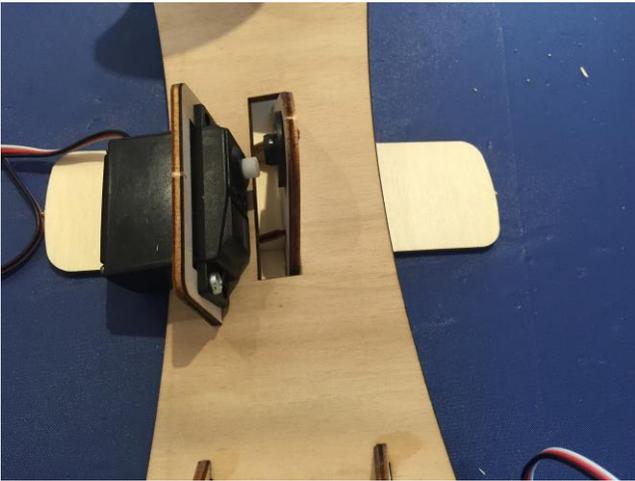


Maze 4



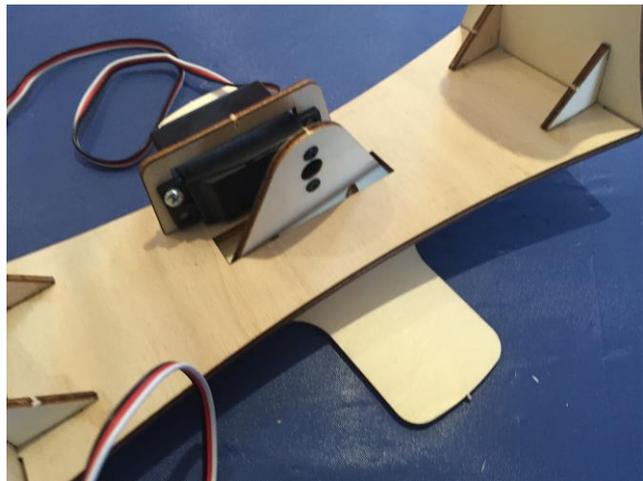
Don't continue with the maze track until you finish the first part of this lesson plan.

Take out of the plastic back both parts shown in the picture.



Slide the triangle part (with the servo head) into the center crack on the rectangular part.

Make sure the servo head faces the servo.

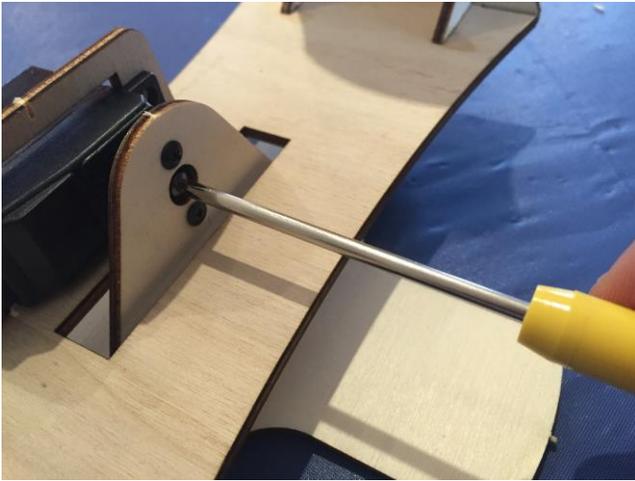


Carefully push the servo head onto the servo. Try to keep the rectangular part as straight as possible.



Hand each student 1 bug screw and a screwdriver.

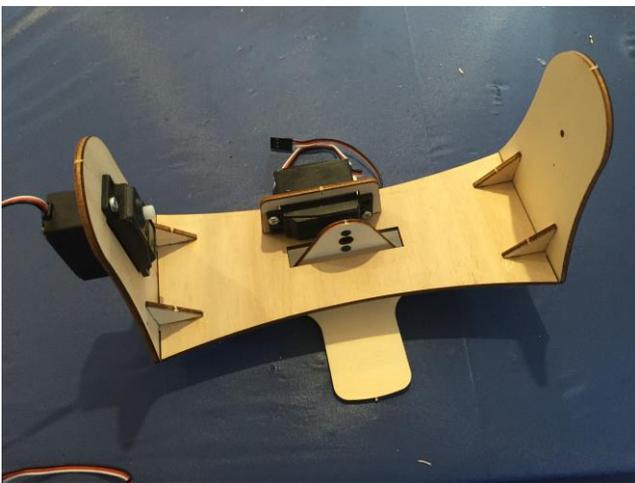
Make sure to give the students safety instructions regarding screwdrivers.



Insert the bug screw from the other side of the triangle part, straight into the servo through the servo head.

Use the screwdriver to tighten the bug screw.

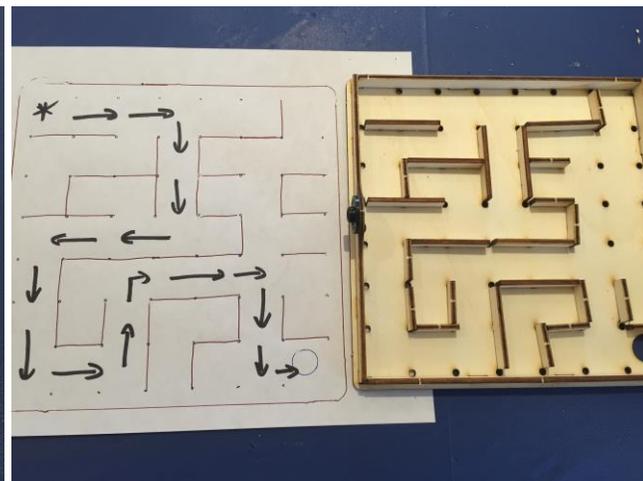
Ask the students to place all screwdrivers in the middle of the table once done.



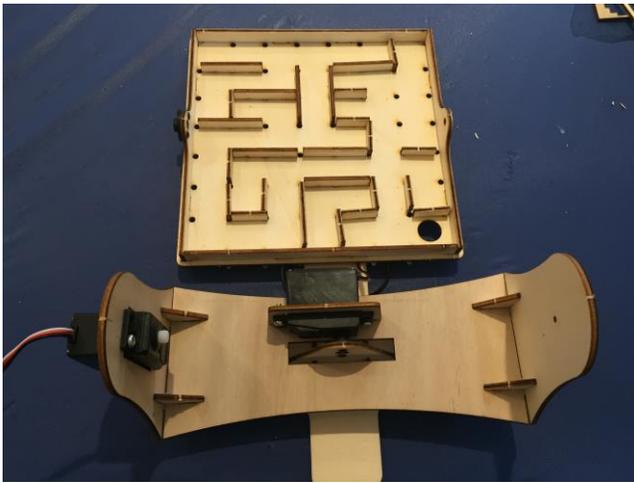
CHECKPOINT!!!

Make sure all the students have their 2 parts connected and installed properly.

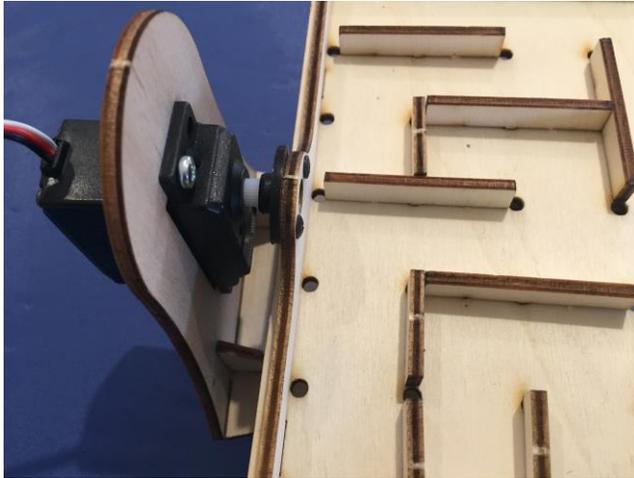
Once checked continue.



You may now give the students 10 minutes to finish their Maze tracks. If the students have a sketch have them follow that. If not, any track they want to assemble, they can.



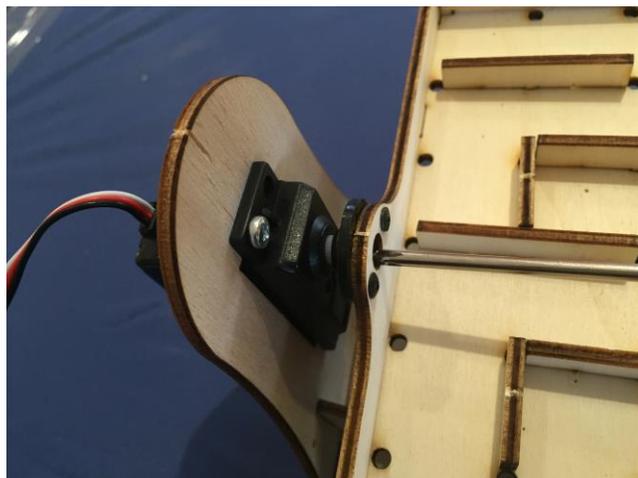
Once the time is over, continue to the next part. Do not linger, you must stay within the time frame of the lesson.



Take the maze plate, align the servo head and the servo together.



Carefully push the servo head onto the servo.



Hand each student another bug screw. Screw it tight using the screwdriver. Once done, collect all the screwdrivers.

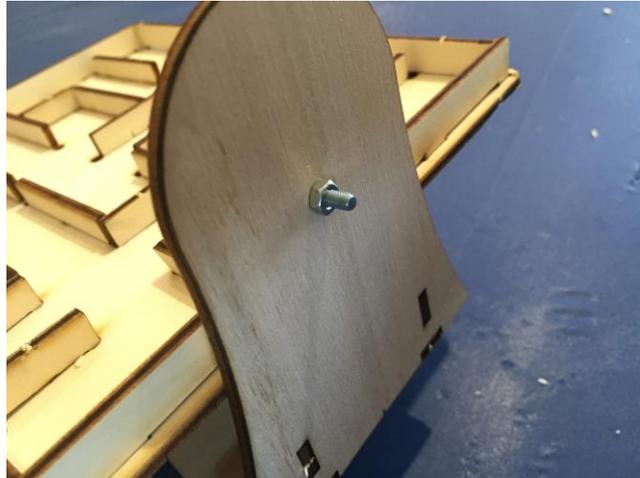
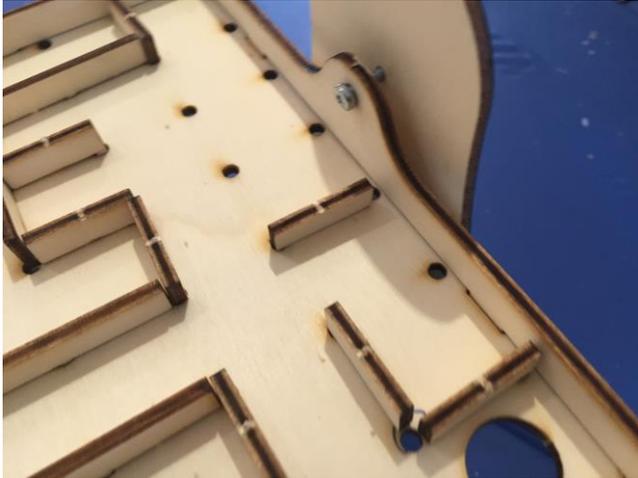


CHECKPOINT!!!

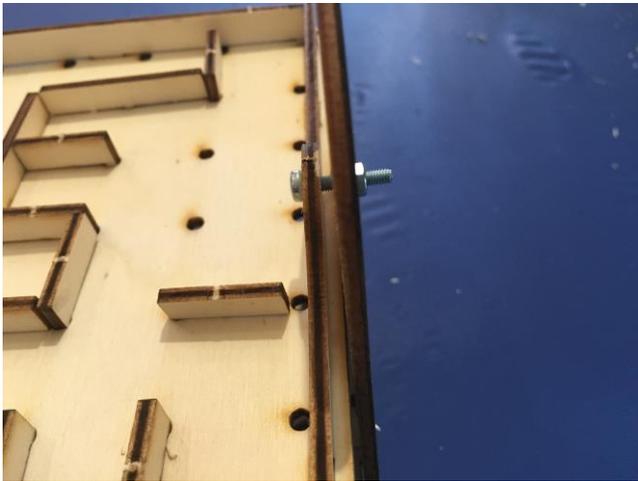
Check all models and make sure the servo head are safely secured onto the servos.

Collect all the screwdrivers, we have no further use for them in this model.

Once done, hand each student a 15 screw and one regular locknut.



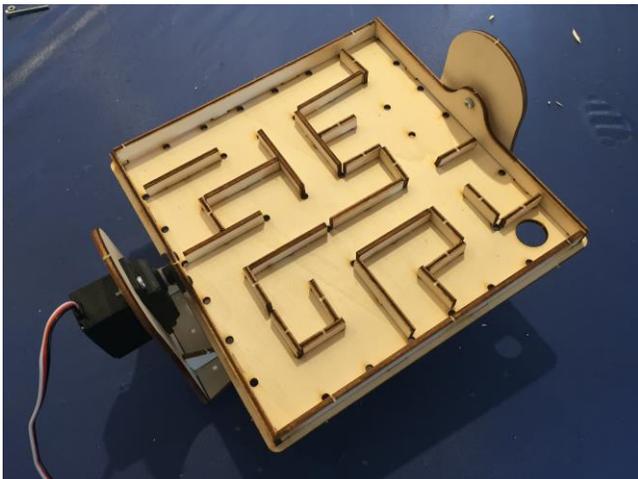
Insert the screw from the inner part of the maze into the wall. Place the locknut on the other side of the outside wall.



DO NOT TIGHTEN IT COMPLETELY!

Tighten it slightly so the maze can still move smoothly.

A few twists with the finger should be enough.



CHECKPOINT!!!

Check all the models, make sure they are installed correctly.

Have the students put the models in their plastic bags. Collect the bags.

Clean the classroom.

Inform your H.M.Logi supervisor that you are done with the maze and need to schedule a programming lesson.