

GINGERBREAD FUN RUN

<https://thinkeryaustin.org/special-events/>

TOTAL HOURS : (4 hrs, 5 people) 20 HR

SUMMARY

The 2nd Annual Gingerbread Fun Run is an opportunity for kids in the Austin area to engage in physical activity and then enjoy hands-on activities and check out the Thinkery.

WHO	WHAT	WHEN	WHERE	WHY
All ages	Robot demonstrations, STEAM projects	November 17, 2018	The Thinkery ; Austin, TX	Engage students in STEM & promote <i>FIRST</i> robotics

ACTIVITIES

ROBOT DEMONSTRATION

We brought our robot from this season and drove it around on a mat. We allowed the kids to interact with the robot by giving them game elements and letting them touch the robot. We will be teaching kids about structure and function, the competition, and what we do in robotics. Ideally, exposure to the program and its components will inform students and parents about opportunities for them to get involved in STEM and encourage them to participate.

TALKING ABOUT *FIRST*

Brochures explaining *FIRST* and its programs will be passed out to students and parents. Additionally, members will be answering any questions that the parents may have about robotics.

SCRIBBLE BOTS

<https://lemonlimeadventures.com/scrabble-bot/>

Simple make-and-take robot composed of a motor, paper cups, and pens. The final creation spins and struts on a table while also leaving behind drawings that display its movements.

Ajax Scientific Round Mini Motor 1.5-3V, 8.5mm Shaft Length x2 (\$16)

Clothes pins, cups, markers, tape, glue, 9V battery / holder

OUTCOME

WORKING WITH THE THINKERY

We were able to establish a connection with Thinkery, a children's science museum in Austin. This is useful in the sense that we now have a good platform to reach out to students in our community and expose them to *FIRST* programs and the local opportunities that are readily available to them.

EXPOSING YOUTH TO STEM PROGRAMS

The most effective way to get children involved in the STEM field is by exposing them to programs that allow them to explore topics in science, technology, engineering, and mathematics. By granting students creative freedom and encouraging them to solve problems in innovative ways, students will be better prepared for the future and possibly find a passion for STEM in the process.

PROMOTING *FIRST*

This event will allow us to spread recognition for *FIRST* and its programs. We have created brochures that explain *FIRST* values and programs, and includes information regarding how parents and students can bring the program to their communities.

POST-EVENT REFLECTION



- There were **1200 - 1600 total attendees**. We had the opportunity to introduce students to *FIRST* programs and the world of STEAM.
- We handed out **100 brochures** to families, and several of the parents were interested in recreating this STEAM experiment in their own communities, as well as inviting us to their area. We also got contact information from **25 parents** who wanted to learn more about *FIRST* or STEAM opportunities.
- Our members worked with several waves of group of up to **15 at a time** within the span of **4 hours**.
- Students were engaged in a **hands-on learning experience** and a unique opportunity to **build their very first robot**. Many of the girls were drawn to the implementation of art into STEM, and their eyes lit up when their robot worked and drew them a unique picture.
- **Summary:** We connected with **Thinkery**. Students were **introduced to *FIRST*** and learned the basics of **hardware, circuits, and problem-solving** with our Scribble Bots activity.