Strawbees.



HALLOWEEN

WEBINAR









HALLOWEEN WEBINAR

Spooky Smart Halloween Fun with Strawbees & BirdBrain Technologies



Sarah FitzHenry



Erik Thorstensson

Outline

- Meet BirdBrain Technologies and the Hummingbird Kit
- Meet Strawbees
- Strawbees + Hummingbird
- Spooky inspiration time \(\mathbb{L} \) \(\mathbb{R} \)
- Lots of free resources!
- Giveaway announcement
- Questions

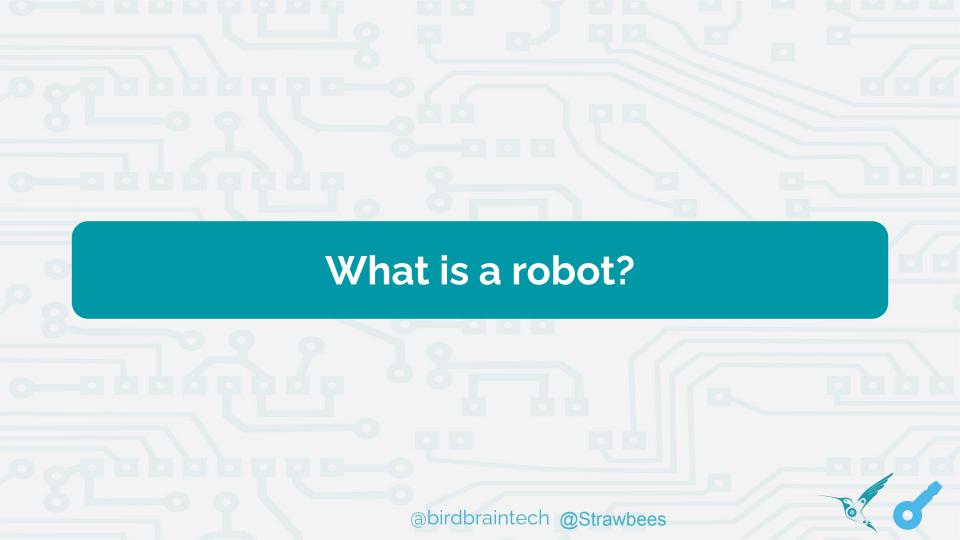
Link to slides:



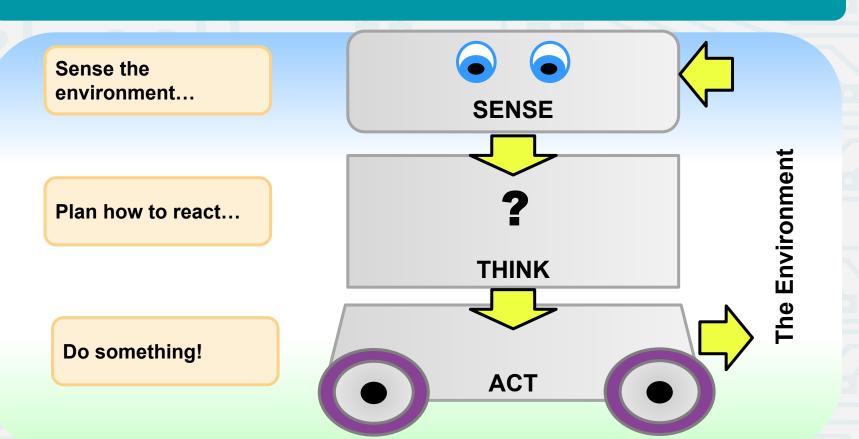








Sense-Think-Act Robot



MEET THE HUMMINGBIRD ROBOTICS KIT @birdbraintech @Strawbees



BirdBrain Technologies' mission is to inspire **deep and joyful** hands-on learning in **all students**.

Hummingbird Robotics Kit

Flexible - Creative - Reusable

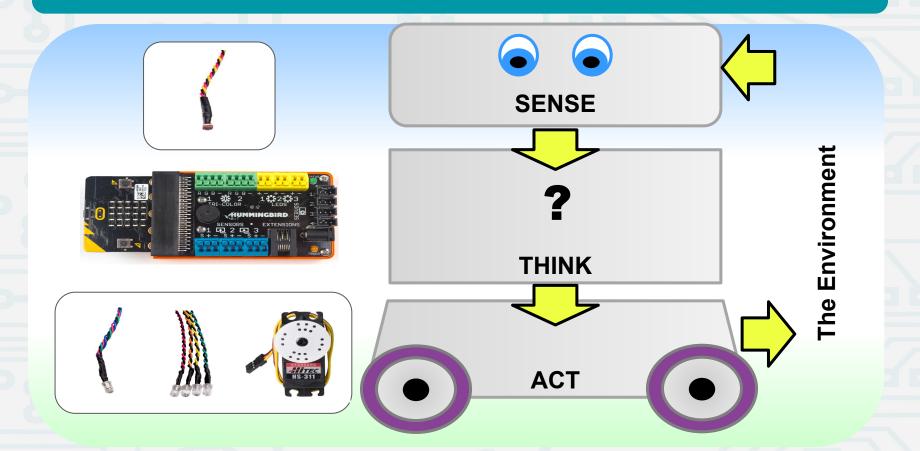


Design, build, and program a personally meaningful robot out of any materials, with any device, in multiple programming languages.

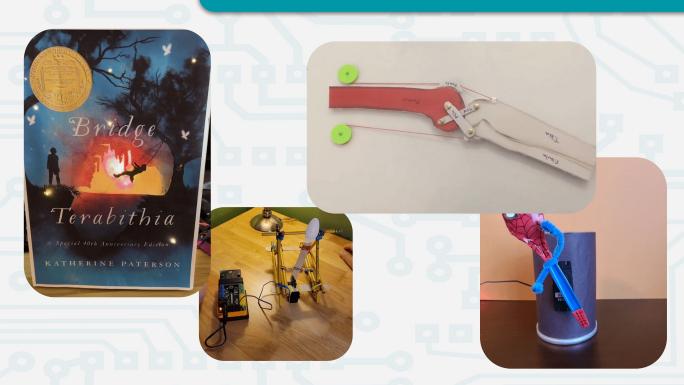
Take a peek inside



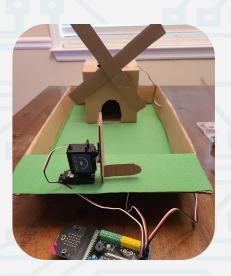
Sense-Think-Act Robot



What can you make with the Hummingbird Kit?







@birdbraintech @Strawbees

Hummingbird Resources

Hey Teachers! Are you the proud new owner of a Hummingbird Kit? You're in the right place!

This guide has everything you need to start teaching. Open up your kit and let's get started!



Start Teaching

Introduction to programming, building, and teaching creative robotics







Professional Development





This module will show you how to use a tri-color LED with the Hummingbird Bit. A tri-color LED is a small light with four wires. The tri-color LED actually has three tiry lights inside it. One is red, one is green, and one is blue. You can combine different amounts of red, green, and blue light to make different accounts.

Please note that there is no sound in these

Programming Tutorials



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More Hummingbird Resources

Borrow HB Kit Free

birdbraintechnologies.com/demo

Purchase HB Kit

store.birdbraintechnologies.com

HB Project Library

learn.birdbraintechnologies.com/ hummingbirdbit/projects/

Flocking Amazing Podcast

Facebook Educators Group

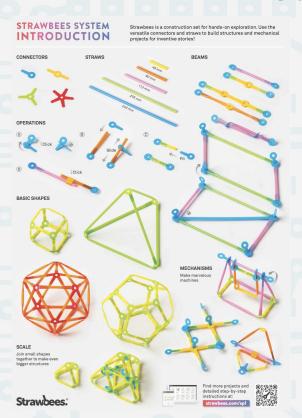
abirdbraintech

What questions do you have? @birdbraintech @Strawbees

MEET STRAWBEES @birdbraintech @Strawbees



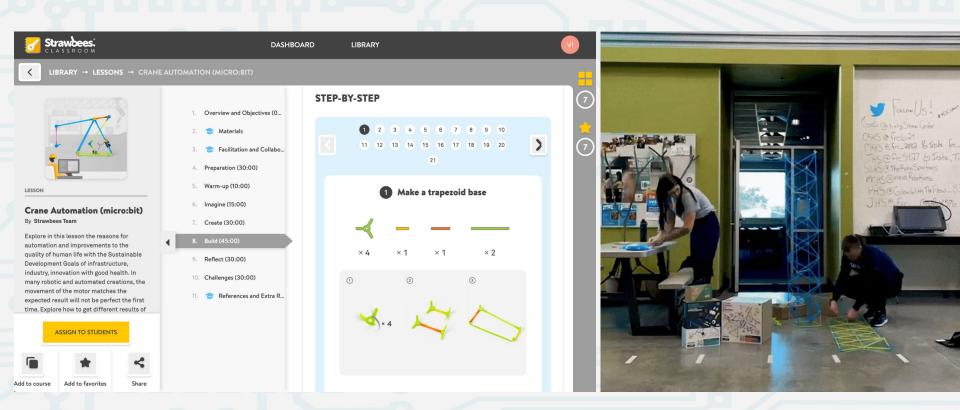
Strawbees introduction



You and your best friend have developed a secret language. Create the letters of your name in this new language!



Classroom content & Collaborative Builds





Strawbees Resources



Free Access to Strawbees Classroom - sign up 👉 Link



Strawbees Classroom Walkthrough Link



Strawbees Summer Camp Course Link



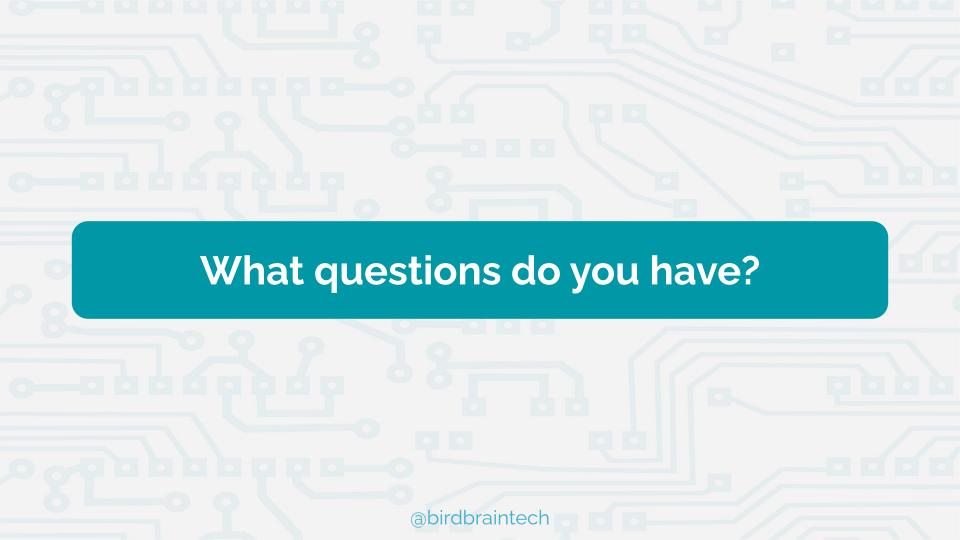
Simple STEAM Ideas Downloadable PDFs Link (no Strawbees needed!)



Deep Learning Free Downloadable PDF Link



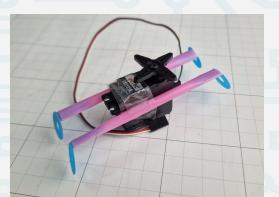
Teacher Support Link

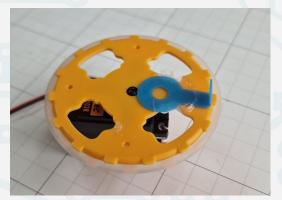


STRAWBEES + HUMMINGBIRD

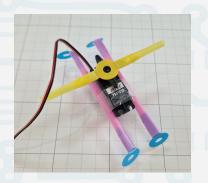
@birdbraintech @Strawbees

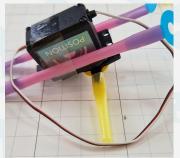
Strawbees + Hummingbird basics

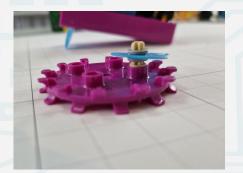




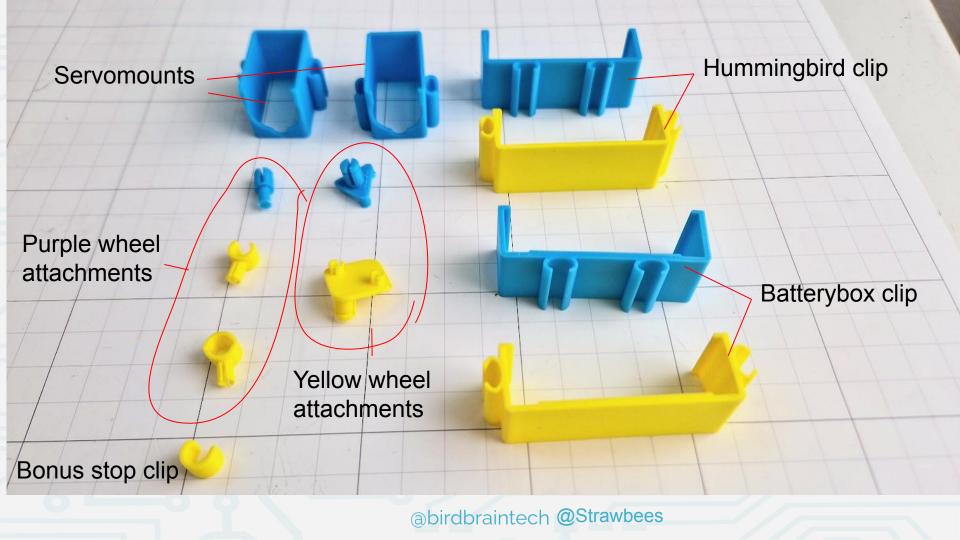




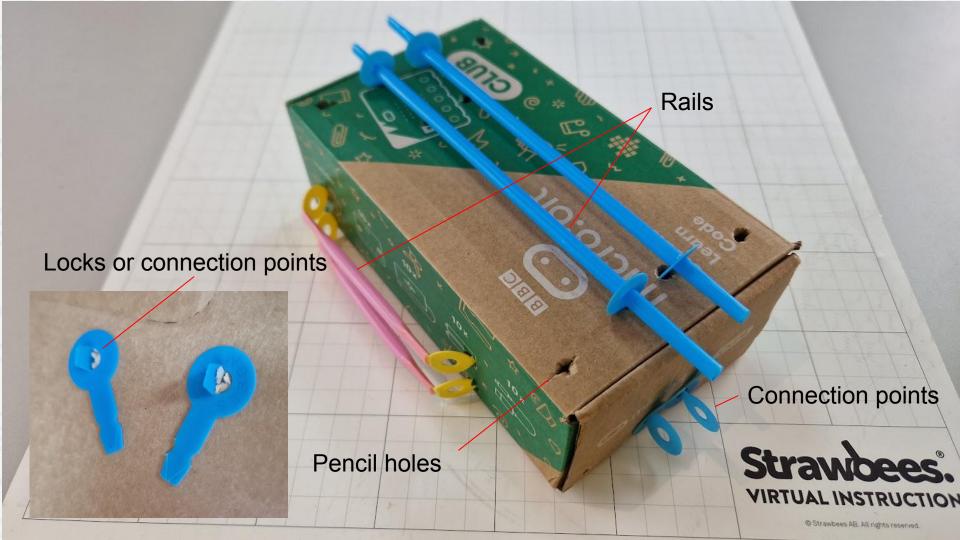


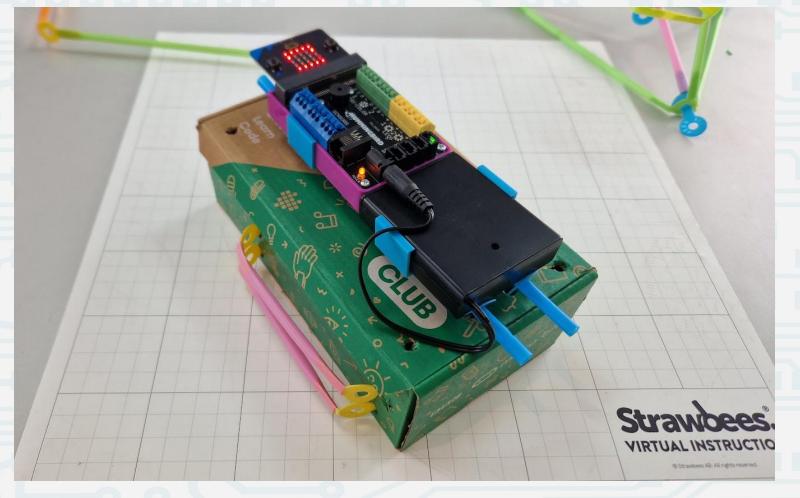






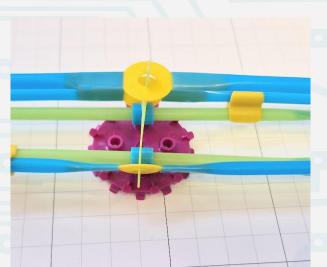






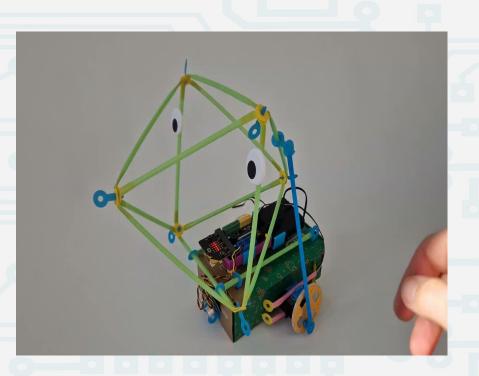
@birdbraintech @Strawbees

Combining 3D prints, cardboard hacks on birdbraintechnologies.com with rails holes and connection points makes for a highly iterative and creative design process.

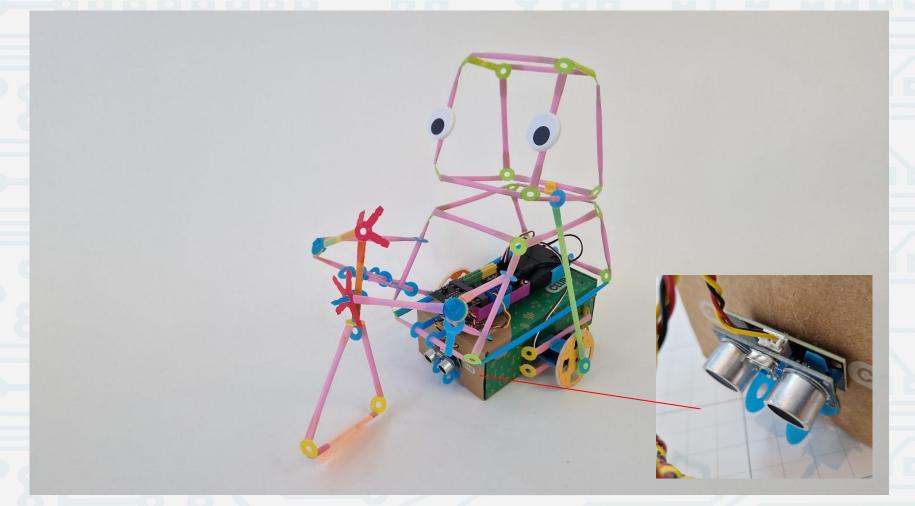












@birdbraintech @Strawbees

What questions do you have? @birdbraintech @Strawbees

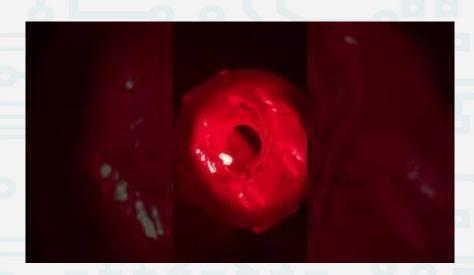
LET'S GET SPOOKY!



@birdbraintech @Strawbees



Shadow Thrower



Sample Code:













- Draw a circle on a piece of paper by tracing the end of the cardboard roll. Cut that circle
- Design or trace the shape you would like your shadow thrower to project. Cut the spooky shape out of the center of your circle.
- Tape a sheet of aluminum foil to the inside of your cardboard roll; lining it completely.
- 4. Tape your paper circle to one end of your cardboard roll.
- Insert your single or tri-color LED light through the opposite end of the cardboard roll.
- 6. Program your LED light.

Take your shadow thrower into a dark room and enjoy!

@birdbrainte

Wicked Window

WICKED









Prep your window:

- Cut a "window" into the lid of your shoebox. Be careful to leave enough of a border that the cardboard does not fall apart.
- 2. Attach parchment or wax paper to the inside of your box lid so that it covers your whole "window". Set the lid aside.
- Grab the body of your box.
 Tape a sheet of aluminum foil to the bottom and sides of your box, lining it completely.
- 4. Poke two small holes in the bottom of your box. Place one LED light (single or Tri-Color, whatever color you choose) in each hole.



Create your scene:

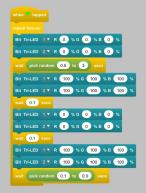
- 1. Draw, trace, or print a simple spooky scene on black paper. The scene should be the same size as your "window."
- 2. Carefully cut out your scene.
- 3. Flip your scene over. Grab your window lid.
- 4. Attach your spooky scene to the inside of your window lid via the wrong side. Place the lid, with the scene in place, back onto your box.
- 5. Program your LED lights to glow or flicker.

Add sensors, sounds, or other spooky effects. Enjoy!





Sample Code:



Jump Scare



JUMPSCARE BUILD

Share your work! @CodeJoyEdu

Step 1:

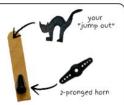
- □ Create the front layer
- ☐ Create the "jump out" element

The front layer should be big enough to completely hide the element that "jumps out."



Step 2:

- Attach the "jump out" element to a popsicle stick
- Attach the popsicle stick to the servo horn with hot glue or tape



Step 3:

- Snap on the servo horn with the "jump out" popsicle stick to the motor
- ☐ Attach the servo to the back of the front layer near the bottom with hot glue

why should it be attached near the bottom? — what range of motion should the popsicle stick have?

@birdbraintech

Jack-O-Lantern







Sample Code:



Haunted Halloween Card





Sample Code:



Al Zombie Rover



First:

Next:



AI WITH THE HUMMINGBIRD IN SNAP!

In today's word, artificial intelligence and machine learning are constantly in the news, and we are surrounded by devices collecting and using data about us. While the terms artificial intelligence and machine learning are often used interchangeably, they do mean slightly different things. Artificial intelligence refers generally to any system that enables a machine to make a decision, while machine learning refers to systems that use large amounts of data to create models that make predictions. We are focusing on the latter here, so we will use the term machine learning going forward.

These hands-on activities are designed to enable you to create and test your own machine learning models. You will use your models to write programs with the Hummingbird kit so that you can get a better idea of the power of these models when used in software.



Halloween scares

Series of fun Halloween jump scares built & prototyped using the same basic code with local and wireless trigger.

Makes prototyping much easier works with both Robotic inventions and Hummingbird.

https://makecode.microbit.org/S184 03-78254-12863-03602 https://makecode.microbit.org/S184 03-78254-12863-03602

Remote code



```
on button A ▼ pressed

radio send string Drop

Hummingbird Position Servo 1 ▼ 90 °

on button 8 ▼ pressed

Hummingbird Position Servo 1 ▼ 175 °
```

```
on radio received receivedstring

if receivedstring - * * Drop* then

Hummingbird Position Servo 1 • 90 °

pause (ms) 1000 • for index • from 0 to 4

do Hummingbird Position Servo 1 • 90 °

pause (ms) 50 • Hummingbird Position Servo 1 • 80 °

pause (ms) 50 •
```

https://makecode.microbit.org/S184 03-78254-12863-03602

Strawbees code

https://makecode.microbit.org/S184 03-78254-12863-03602

Hummingbird code

Remote code



```
on button A ▼ pressed

radio send string *Drop*

set servo A ▼ position to 100 X

on button B ▼ pressed

set servo A ▼ position to 0 X
```

```
on radio received receivedstring

if receivedstring volume of the set servo A volume of to 4

do set servo A volume of to 4

do set servo A volume of to 90 x

pause (ms) 50 volume of to 100 x

set servo A volume of to 100 x

set servo A volume of to 100 x

pause (ms) 50 volume of to 100 x

set servo A volume of to 100 x

set servo A volume of to 100 x
```

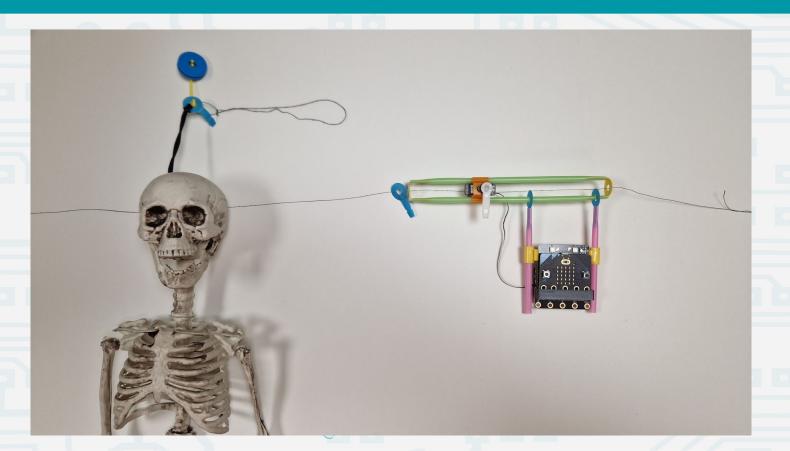
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Strawbees code

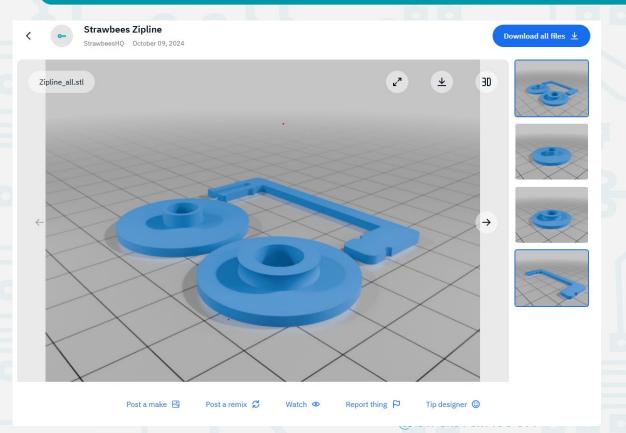
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Hummingbird code

Zipline launcher

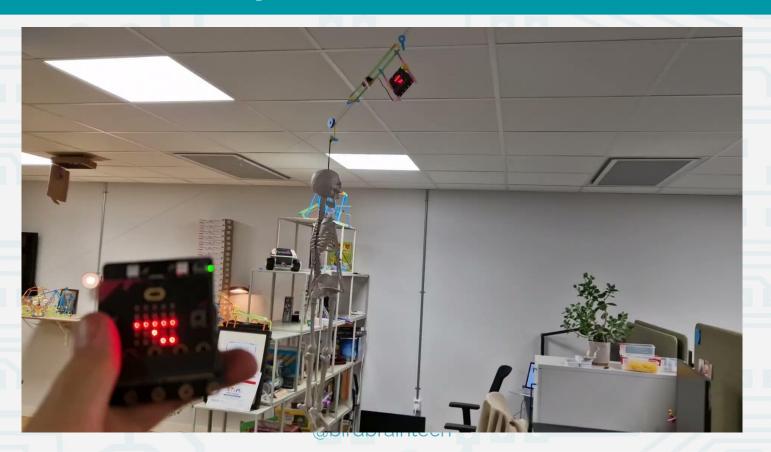


Zipline launcher

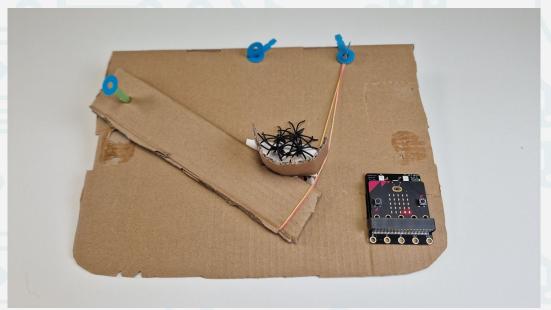


https://www.thingiverse.com/thing:6792047

Zipline launcher



Spider (small object) launcher





Spider (small object) launcher

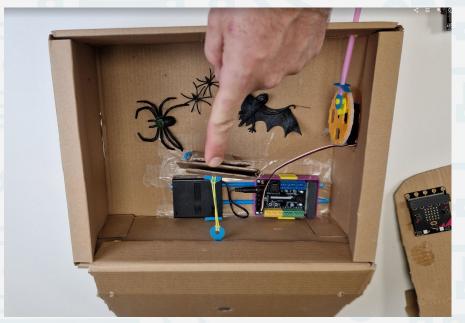


SMALL SPIDER/BAT DROPBOX





BIG SPIDER/BAT DROPBOX





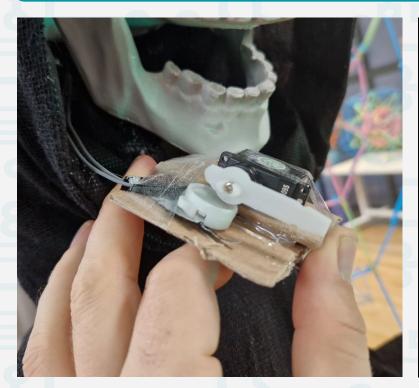
SPIDER/BAT DROPBOX



MOVING EYE PAINTING

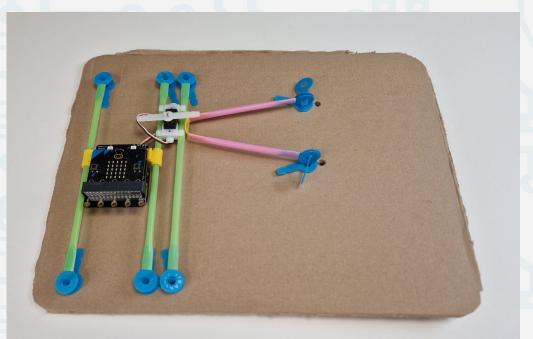


Remote button press





SPIDER SWING





Al triggered jumpscares

Make teachable machine model

Teachable Machine

Replace remote with Al transmitter

https://makecode.micr obit.org/_HMfC08esiL UY Connect Micro:bit to Teachable machine using

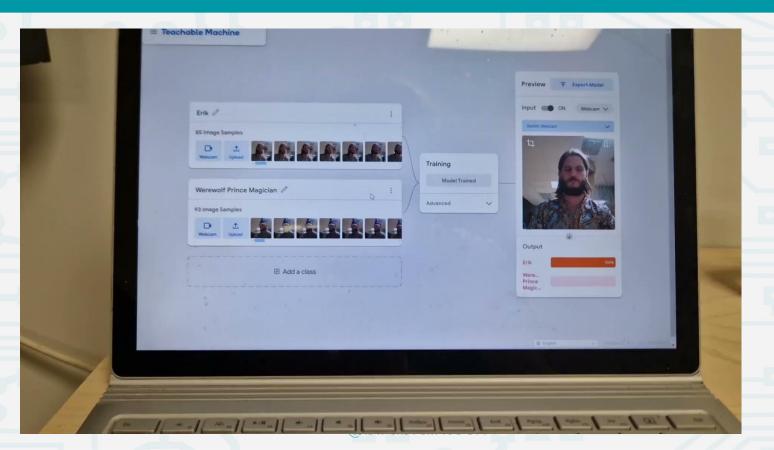
https://makeairobots.c

Al triggered jump scares

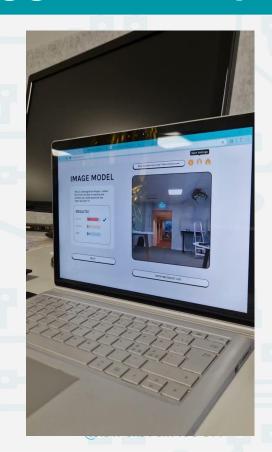


https://makecode.microbit.org/S674 34-60864-45923-08536

Al triggered jump scares



Al triggered jump scares



Halloween "pranks"

ZIPLINE LAUNCHER 2 SPIDER SHOOTER 3 SPIDER SWING

4 SPIDER/BAT DROPBOX 5 MOVING EYES PAINTING

FREE RESOURCES @birdbraintech @Strawbees

Slideshow Links

<u>Strawbees Halloween Webinar Blog Post</u> (all resources included!)



- Shadow Thrower video
- Wicked Window video
- <u>Jump Scare video</u>, <u>Jump Scare lesson plan</u>
- Jack-o-Lantern project materials
- Al Zombie Rover video, Al with Hummingbird in Snap! activity directions
- Micro:bit & Teachable machine for Strawbees Ai Training (makeairobots.com)
- Strawbees Al pdf https://www.strawbees.com/ai-classroom-activities
- Strawbees Zipline 3D print https://www.thingiverse.com/thing:6792047

BirdBrain Resources

- BirdBrain website
- Borrow a Hummingbird Kit free for 60 days
- Buy your own Hummingbird Kit (or a Flock)
- Hummingbird Resources:
 - Start Teaching: This guide has everything you need to start teaching with the Hummingbird Bit Robotics Kit
 - Programming Page: Step-by-step video tutorials to program your Hummingbird Kit
 - <u>Build Page</u>: Instructions and tips for building robots
 - <u>Projects Page</u>: Projects to integrate the Hummingbird Bit with your curriculum
 - o <u>Printables Page</u>: Classroom-tested printables, planning tools, and more

Get started with Strawbees



STEAM Classroom

Suitable for classroom > 30 students



STEAM Classroom Robotics - micro:bit

Suitable for classroom > 30 students







Over 200 Resources



Curriculum-aligned Lessons



Training





Aligned with ISTE Standards for Students and Educators

classroom.strawbees.com

Contact us: info@strawbees.com Shop: strawbees.com/shop Find us on social: @strawbees









Thank you for being here!



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educator@strawbees.com