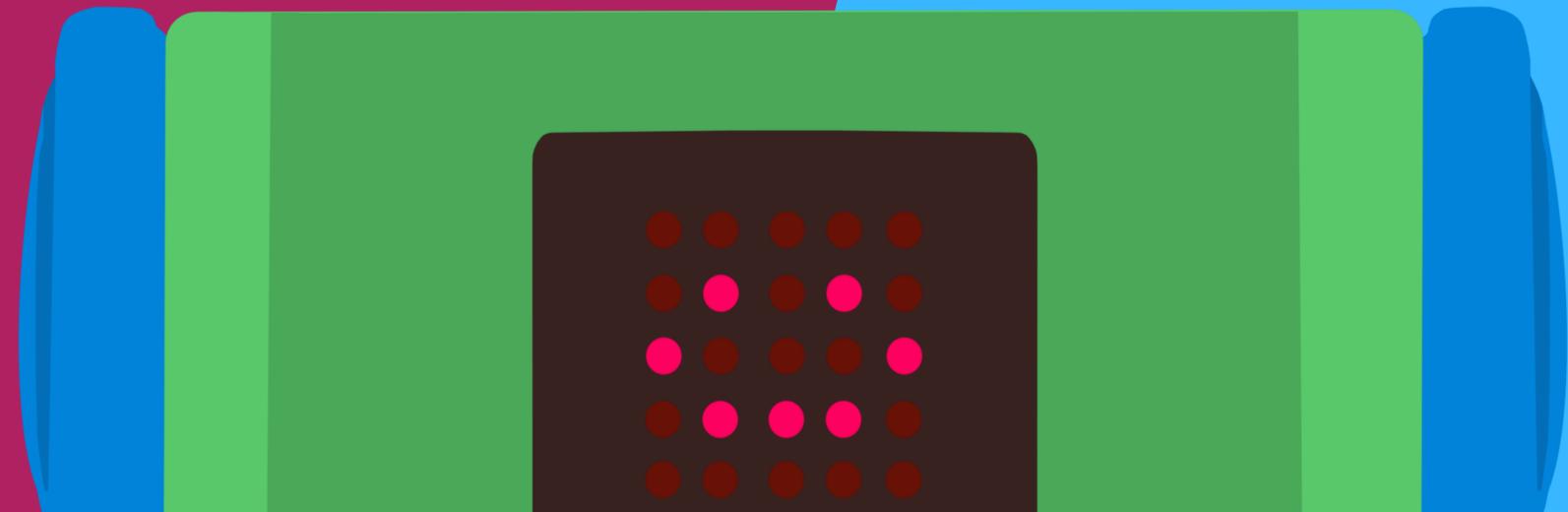




trashbots™

play productively

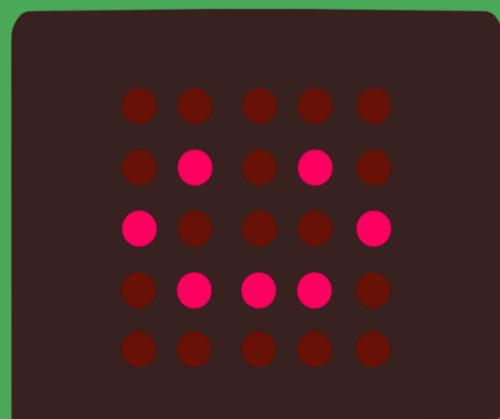




The Robotics Platform PERFECT for Schools



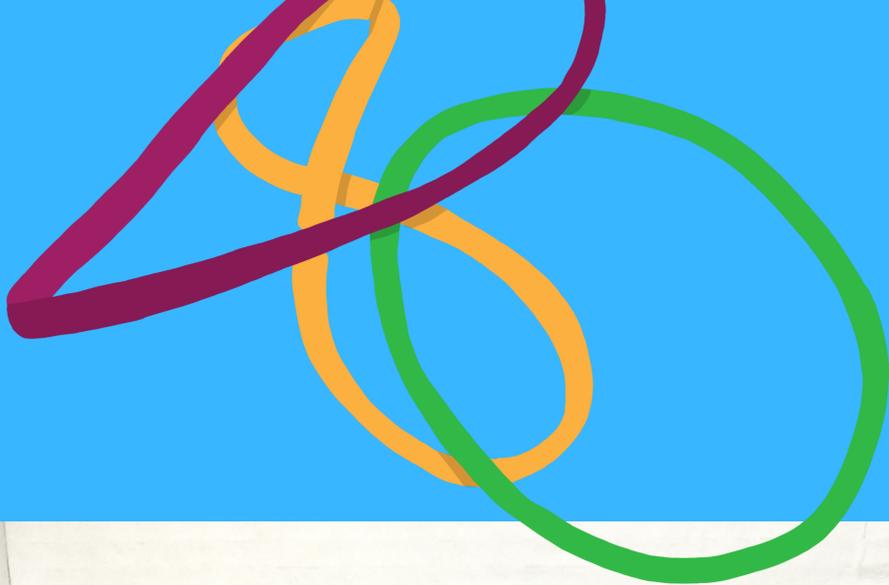
Table of Contents



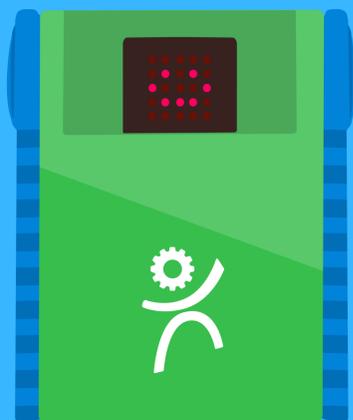
platform components	1-4
• hardware	1
• curriculum	2
• software	3-4
partners & testimonials	5-6
• current users	5
• testimonials	6
FREE product demo	7

Platform Components

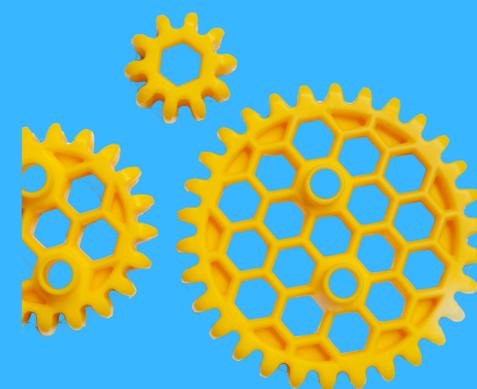
The background features a stylized landscape. The top half is a solid blue sky. Below the sky are rolling hills in shades of green and light blue. A large, light blue, scalloped-edged cloud is positioned on the right side of the sky. The text 'Platform Components' is written in a large, white, sans-serif font across the middle of the image.



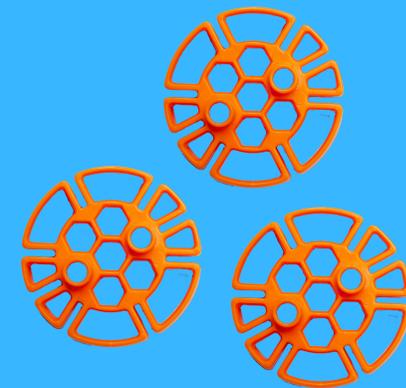
Hardware



(1) Trashbot



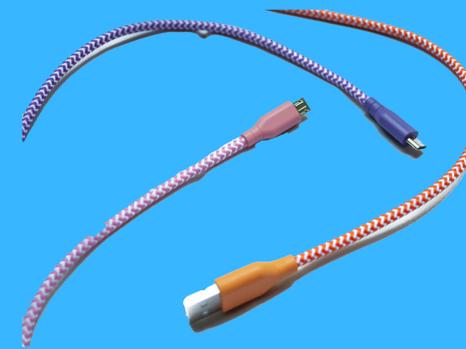
(6) Gears



(8) Pucks



Starting Trash



MicroUSB



(4) Axles

Curriculum

50+ HOURS
project-based
instructions

-interactive materials for
students and teachers
-video resources for
personalized learning

Coach's Playbook

Summary: Students will build and code a vending machine and compare with other teams/students.

1 Before <ul style="list-style-type: none">• How are we going to classify a vending machine?• What is the goal of this exercise?• What are some differences between the vending machine you see typically and the one you intend to build today?• What may be some challenges you will face during this exercise? <p>Ask</p> <p>Define</p> <ul style="list-style-type: none">• Friction - a force that one or object feels when moving across another• Motor - a machine that rotates (there are two on the Trashbot kit in orange)• Acceleration: change in velocity	2 During <ul style="list-style-type: none">• What are a few designs you could use to create this machine? <p>Ask</p> <ul style="list-style-type: none">• What's the best way to make use of your motors?• How can you control the amount of food you are dispensing?• Are you able to control the	3 After <h4>Reflection Questions</h4> <ul style="list-style-type: none">• Which teams changed their design from the first test to the final?• Which design worked best and why?• Which teams worked best together
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Challenge Card

Summary: Build a vending machine to dispense food.

Objective: Get food or other objects to be dispensed from one container into another.

1 Gather <p>Pucks, popsicle sticks, string, tape, paper, etc.</p> 	2 Design <p>Plan and design ideas and share with classmates.</p> 	3 Build <p>Build the prototype vending machine with your classmates.</p> 	4 Code <p>Write the code or create a plan for how you want the motors to run.</p> 
5 Test <p>Test your vending machine to see how it works.</p> 	6 Improve <p>Make adjustments to your machine to make the food follow the desired pathway.</p> 	7 Retest <p>With your improvements repeat steps 5-6 until you are satisfied.</p> 	8 Recap <p>Reflect on your design, build, and process. What would you do differently? What would have made this process easier?</p> 

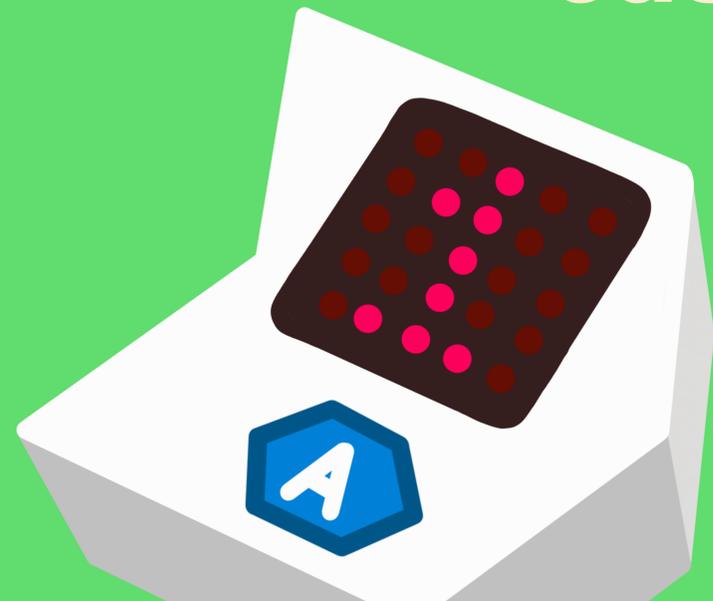
To see more projects like this, visit trashbots.co/lessons

(site & district licenses available)

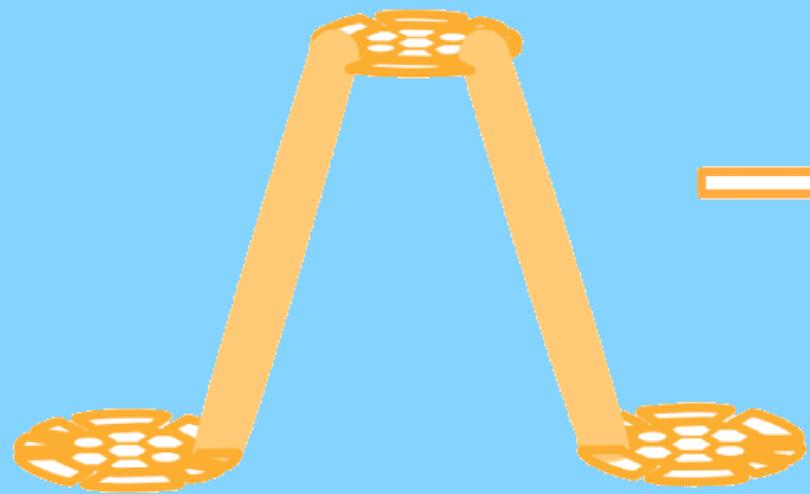
Software

TBlocks

coding app that establishes
the foundation for python
education



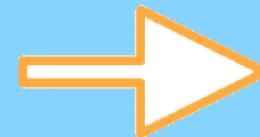
Software



**Building
(no coding)**



**Block Programming
(with TBlocks)**



**Text Programming
(with Python)**

recommended for K-8th grade



Partners & Testimonials

The background features a vibrant green color palette. On the right side, there is a large, light green circle. In the top right corner, there are two overlapping, scalloped-edged shapes: one in a bright orange and another in a light peach color. At the bottom of the image, a large, light peach-colored shape curves across the width, partially overlapping the green background.

Who we've worked with

12+ school districts

50+ schools

10000s of students



PANAMA-BUENA VISTA
UNION SCHOOL DISTRICT

BASIS Charter Schools



and what they have to say about us

Erin Levy, Gifted and Talented Teacher at Cedar Creek Elementary (Eanes ISD)

I thoroughly enjoyed working with Trashbots with my students. It was the perfect tool for them to explore design thinking and allowed them hands on time to experiment and practice what they learned. I look forward to using trashbots again next year for the same teaching unit."

Em Nidiffer, Math Teacher, SOAR Charter Academy

"I have used several of your level 2 activities and plan to use the python lessons in the future. I read about them in the scholastic math magazine in which your trashbots were featured. I am enjoying them and impressed with their durability so far because my students are by no means careful."

Rajesh Govindaraj, Parent

"I read about Trashbots in Entrepreneur almost a year back. That was in my bucket for my kid and this one played out perfectly well. He unboxed it one day back and is glued to it. Truly world class and this achievement from teenage entrepreneurs makes it even more surreal."

schedule a FREE 15-min PRODUCT DEMO

sign up on our website!

learn how to get the most out of
our platform to expand your
¹ students' ² problem solving skills ³
& stimulate their creativity ⁴

