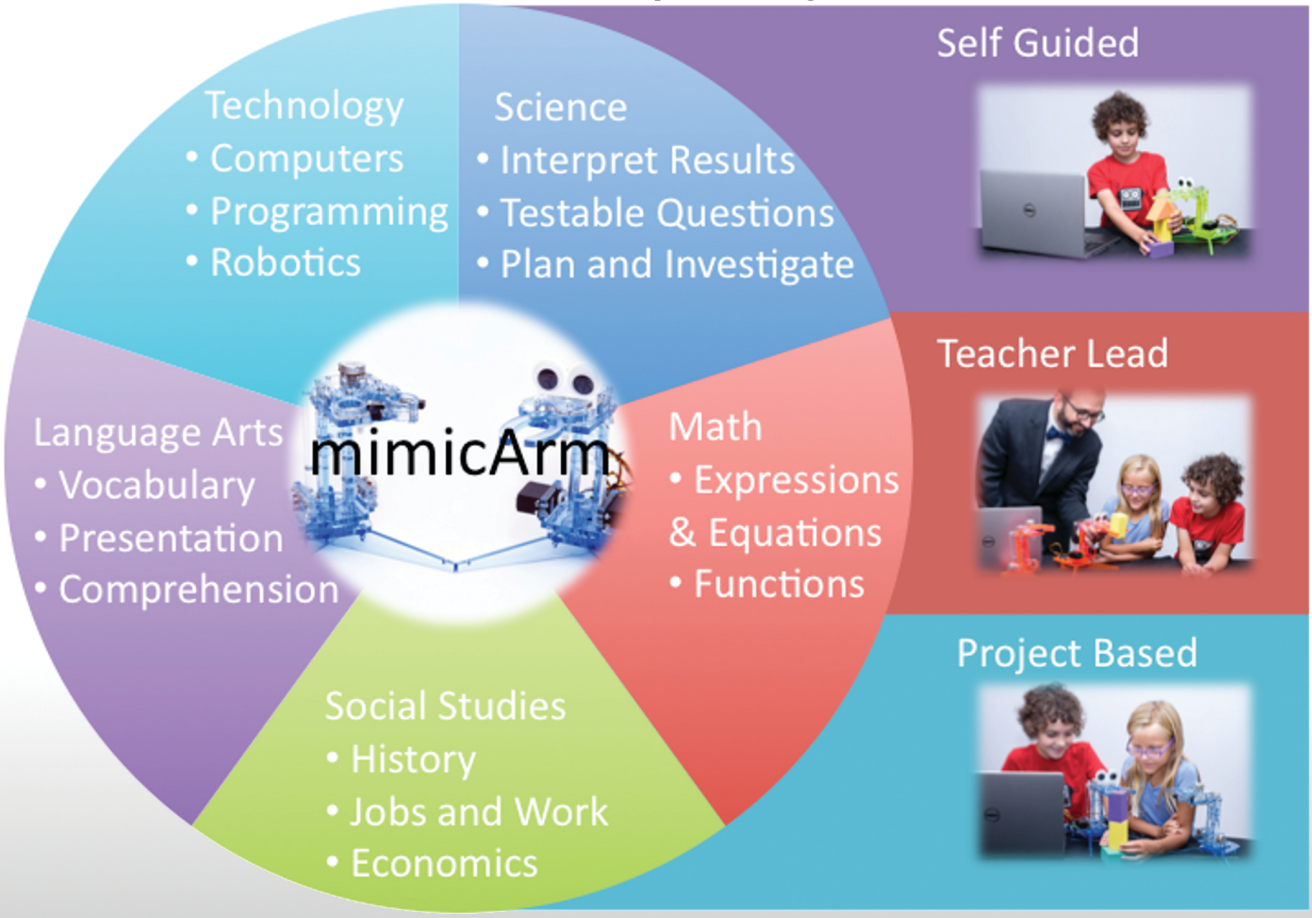
Robotics and programming education with measurable and observable outcomes for students of all ages and levels

Level 1: Load a pre-written program onto robot
Level 2: Change a value in a prewritten program to achieve a result
Level 3: Add a command to a partially completed program
Level 4: Add motion commands to a program shell
Level 5: Create a new program to move the robot
Level 6: Create a program to determine the robot's state
Level 7: Create a program using conditional operators (if, then, else, while, for)
Level 8: Create a program to move robot
Level 9: Write a program to perform a task
Level 10: Use conditionals in a program so robot interacts with its environment
Level 11: Write a program so the robot to take multiple possible actions
Level 12: Create a program that determines the correct action based on inputs
Level 13: Program the robot to adjusts movements based on inputs
Level 14: Create a program that performs flexible tasks based on user input
Level 15: Program the robot to interact with humans and its environment in flexible ways

mimicArm

Educational resources covering learning standards across multiple subjects



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