



**AUBURN**  
UNIVERSITY

SAMUEL GINN  
COLLEGE OF ENGINEERING

# **AUBURN UNIVERSITY K 12 INCLUSIVE STEM OUTREACH PROGRAMS**

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# History

- K12 Computer Science Outreach Program was founded in 2005.
- As of now it served:
  - Over 600 K12 students age 7-18
  - Over 200 students with special needs
- Demographic area: Alabama, Georgia, Tennessee
- Disabilities among campers included:
  - Down syndrome
  - Williams syndrome
  - Cerebral palsy
  - Repaired cleft palate
  - Autism & Asparagus
  - Hearing and visual impairments
  - Learning and cognitive disabilities



# Alice Curriculum

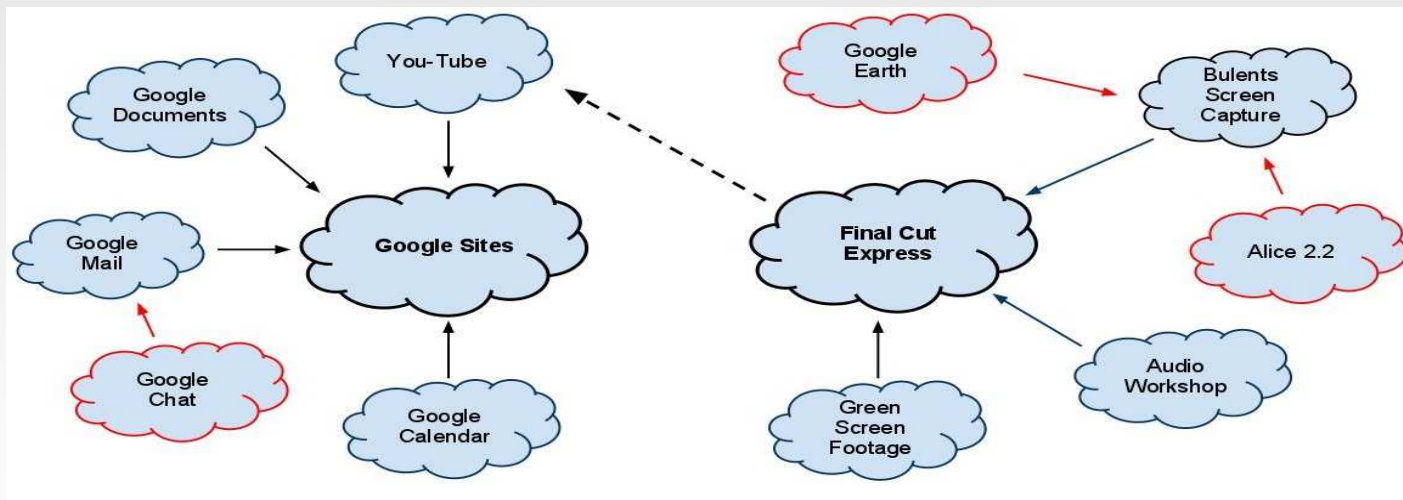
- We have developed two Alice curriculum:
  - ***Beginner Level*** : for elementary school children as well as for children with mild learning or cognitive disabilities
  - ***Intermediate/Advanced level*** : for middle school, high school and gifted elementary school children



# Project Expression

- Project Expression:

- allows students to express their ideas, opinions, and beliefs by using multimedia, empowers students with the ability to communicate and educate via multimedia and the internet
- involves training in Alice 2.2, Google Tools, Final Cut Express (Video and Audio), Green Screen techniques, and other advanced media and computer software related concepts
- serves as an introduction to cloud computing file management, and basic networking.

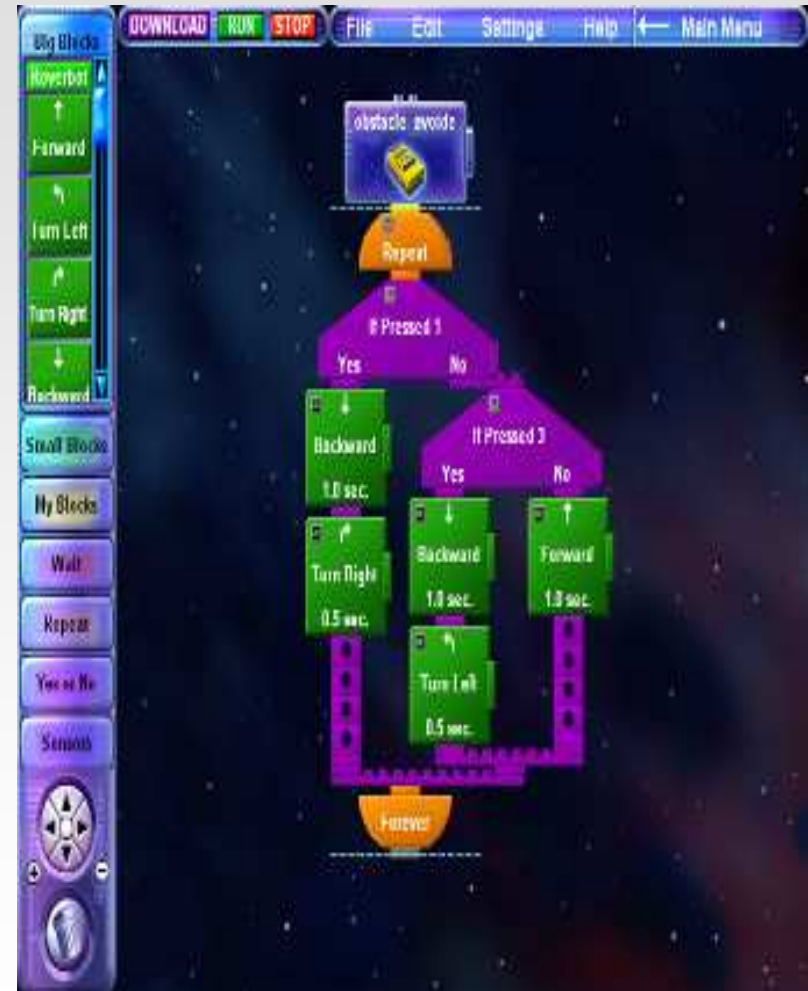


- A setback with the Alice environment is the inability to export Alice creations to a standalone executable or movie file.

- Project expression has been a successful attempt to bypass this issue by using special software to extract the Alice data in the form of a movie file (.avi) and import it into a video-editing suite such as Final Cut Express.

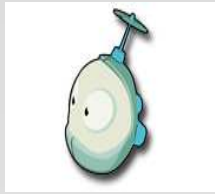
# Robotics Curriculum

- Lego RCX robots and the Robotics Invention System 2.0 RIS (visual programming language created specifically for programming Lego Mindstorms robots ) were a good place for new/beginner level students to start learning the basics of robots programming
  - ✓ Programs may be created on a desktop computer using RIS, and they are then transferred to the robot using a USB infrared tower.
  - ✓ Programming and control structures are represented in RIS as Lego blocks, and their visual representations embrace the idea that form should follow function



# Microsoft Robotics Developer Studio

- Microsoft Robotics Developer Studio (RDS) is used in Robo Camp for students that have shown exceptional skills while working with the Lego NXT robots.
  - RDS allows students to quickly program robots using a visual development environment, or directly by using a complex C# programming language.
  - When working with RDS students have the option to program the real NXT robots or simulated robots in a virtual space.
- In the 2008 Robo Camp, students started to experiment, using the simulated environment, creating a specialized robot
  - Then, using input devices, such as Microsoft X-BOX 360 wired controller, they implemented wireless controlled robots race.

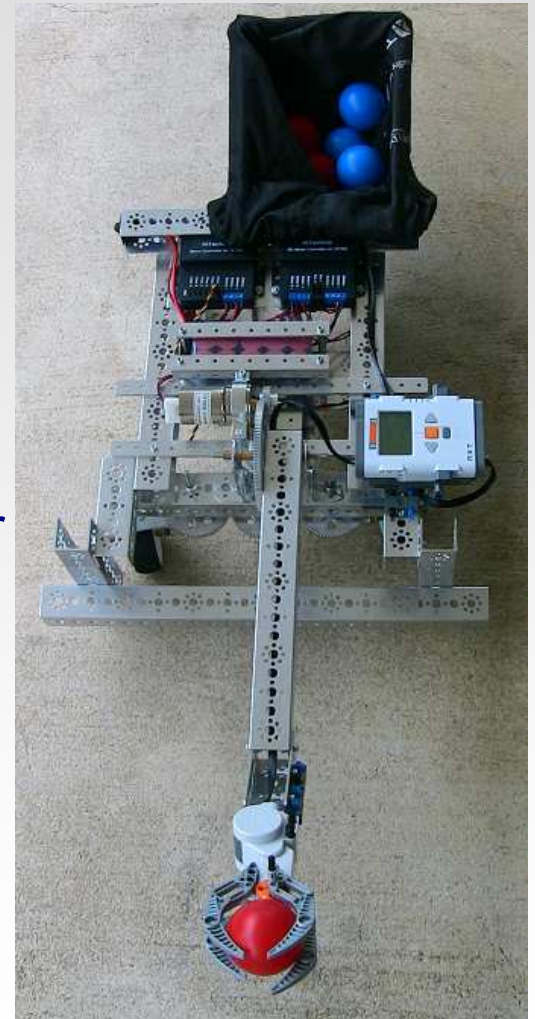


## Microsoft Kodu

- Kodu is a new visual programming language made specifically for creating games (<http://fuse.microsoft.com/page/kodu.aspx> /).
  - It is designed to be accessible for children and enjoyable for anyone.
  - The programming environment runs on the Xbox and PCs, allowing rapid design iteration using only a game controller for input
- Kodu programming was used at Robo Camp, starting Summer 2009 to teach children basic programming concepts in a fun and interesting way.
  - Children used Xboxes, PC's with or without game controllers to create and program their games.

# Lego Mindstorm Tetrax Curriculum

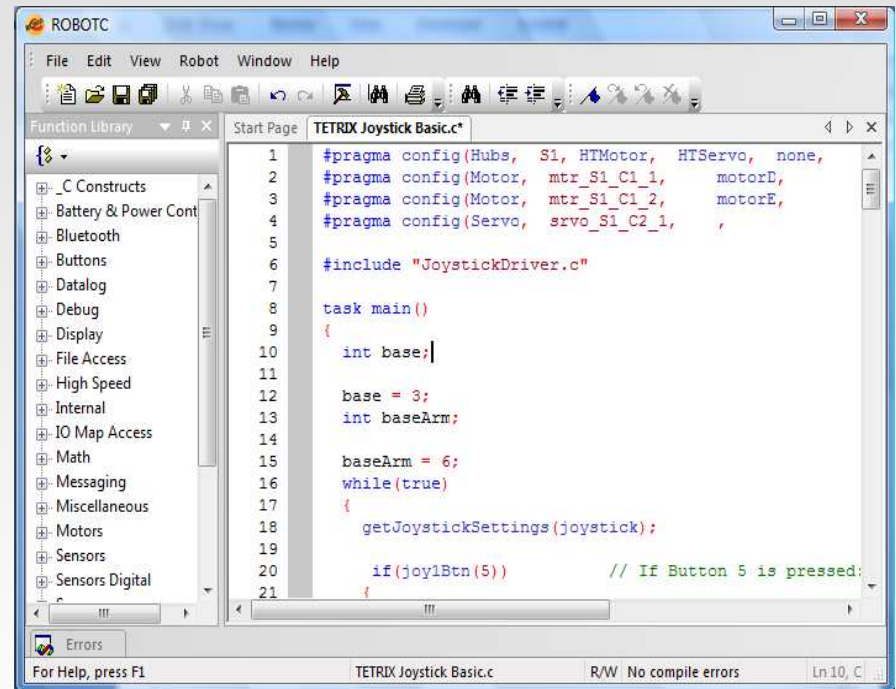
- The new Lego Mindstorm Tetrax robot includes:
  - Strong metallic based educational robot combined with a NXT robot
  - Two 12-volt DC motors featuring 152 rpm and 300 oz-in. of torque
  - Two 180 degree servos, a HiTechnic DC motor control and a HiTechnic servo controller.
- The NXT brick is used to program and control the Tetrax motors and servos.
- NXT sensors could also be used with the Tetrax





# ROBOTC Curriculum

- ROBOTC is a Carnegie Mellon University C based programming language used to program the Tetrax.
- The NXT brick is loaded with a firmware to support the ROBOTC libraries.
- A Logitech Bluetooth Joystick is used to control remotely the Tetrax robot.



The screenshot shows the ROBOTC IDE interface. The main window displays a C program titled "TETRAX Joystick Basic.c". The code includes preprocessor directives for configuring hardware components, an include for a joystick driver, and a task main function that sets up variables and enters a loop to check for button presses.

```
1 #pragma config(Hubs, S1, HTMotor, HTServo, none,
2 #pragma config(Motor, mtr_S1_C1_1, motorD,
3 #pragma config(Motor, mtr_S1_C1_2, motorE,
4 #pragma config(Servo, srvo_S1_C2_1,
5
6 #include "JoystickDriver.c"
7
8 task main()
9 {
10 int base;
11
12 base = 3;
13 int baseArm;
14
15 baseArm = 6;
16 while(true)
17 {
18 getJoystickSettings(joystick);
19
20 if(joy1Btn(5)) // If Button 5 is pressed:
21 }
```

# COMPUTER SCIENCE *Unplugged*

- The CS Unplugged project exposes children to great ideas from Computer Science without having to use computers.
  - One unexpected benefit of the activities is that they provide social interaction while working with CS concepts, which isn't what people might expect from stereotypes.
  - CS emphasis is that the main point is not to teach CS, but to communicate what it is.
- Goals of “Unplugged”
  - Communicate what Computer Science
  - Create interest in Computer Science
  - Share great teaching ideas
  - Reach minority/disadvantaged groups
  - Decision makers: kids, parents, teachers
  - Have fun!

# Alice, Kodu, Robotics & CS Unplugged

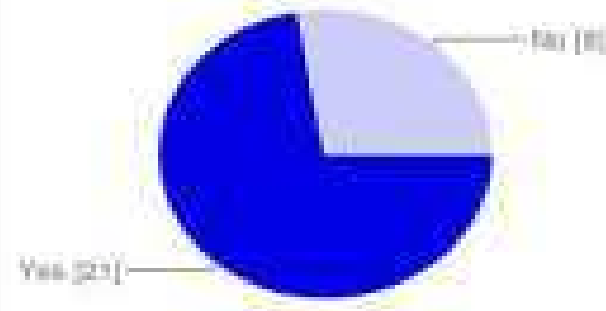
- Alice & CS Unplugged
  - Sorting Network
  - Binary Numbers
  - Public Key Encryption
- Kodu & CS Unplugged
  - Binary Numbers
- Lego Robots & CS Unplugged
  - Lego NXT and Binary Numbers
  - Tetrix Robot and Image Representation
  - Tetrix Robots & Sorting (implements the selection, insertion and quick sort algorithms)

# Results

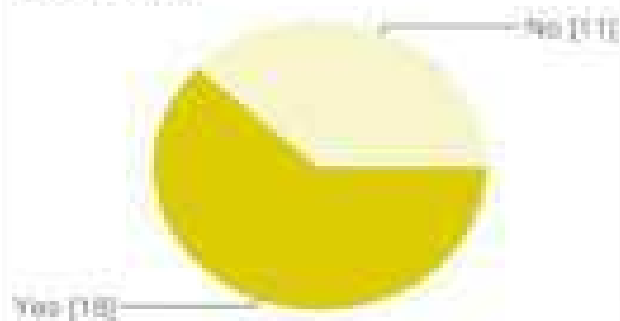
Please rate how much the activity helped you to understand "Public Key Encryption"



Did you enjoy the "Public Key Encryption" activity?



Did the activity help you make any connections between computers and real life?



Students