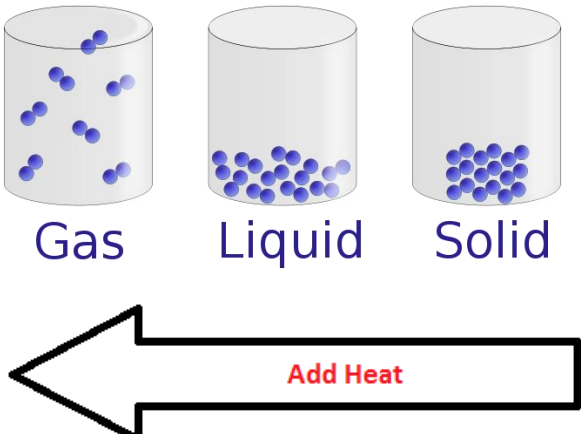
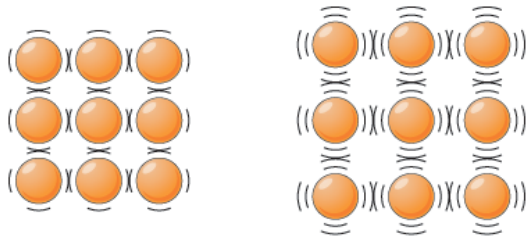


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Activity Sheet	
Gr 5 - Lesson #8	Particle Theatre
Date:	Name(s):

<b>Check That I'm Done</b> <input checked="" type="checkbox"/>
This will require coding skills learned through lessons 1-7

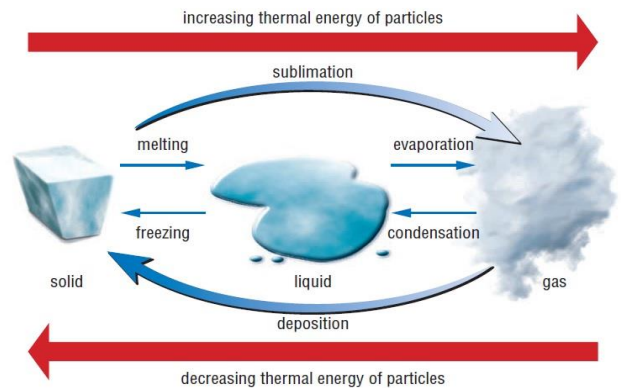
Learn	
<p>Substances, generally, can be found in three separate states. Solids, liquids, and gases. Put simply, solids hold their shape, liquids do not, and gases can be compressed.</p> <p>Particles act differently in different states due to their <u>temperature</u>.</p> <p>Temperature, is just a measure of the average kinetic (movement) energy of the particles in a substance. Hotter particles move faster, and thus stay farther away from other particles as they collide and bounce off. This is the way heating liquid water creates gaseous water (steam).</p> <p>Even very cold particles in a solid do vibrate and bounce off each other,</p>	
	

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but not enough for them to dramatically change position (thus holding its shape).

We have useful names for when a substance changes state from one to another.

See chart →



### Predict and Plan

Particles also want to stick together, but if they're vibrating too much (or are too hot they won't).

Picture a bunch of tiny magnets vibrating around in a container. They'll stick together only if they're moving slowly enough. How do you think adding magnets that aren't vibrating would affect the others?

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### Demonstrate/Design/Discover

- ✓ Your task will be to create three programs that demonstrate the particle theory of matter. The robot itself will be acting like a particle in both a solid, liquid and a gas.
- ✓ As you control this 'particles' temperature, it will behave differently.

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- ✓ In the ultrasonic sensor coding challenge you were tasked with making the robot move back and forth different distances (measuring the change in distance each time). By asking the robot to move back and forth on a slight angle, your robot can start to act quite like a particle in a substance.
- ✓ As your particle (robot) gets colder, it will allow itself to travel very close to other particles (robots) and not bounce back very far at all. This will allow it to form a ‘solid’ with the robots around it. You will show your robot is in this state by lighting up the blue light.
- ✓ As your particle’s temperature increases, it will move more quickly, and back up much farther from the other particles. Its light will now be orange to signify an increase in temperature.
- ✓ Finally, your third program will try and get as far away from any object nearby and move at near maximum speed. Have your robots light set to red to show it’s in a heated gaseous state.
- ✓ The chart below summarises the robots desired behaviours.

<b>Program 1- Solid</b>	<b>Program 2- Liquid</b>	<b>Program 3 - Gas</b>
<ul style="list-style-type: none"> <li>• light is green</li> <li>• robots stays very close to other robots (~10cm)</li> <li>• moves slowly</li> </ul>	<ul style="list-style-type: none"> <li>• light is orange</li> <li>• robots stays about 25 cm away from other robots</li> <li>• moves a bit more quickly</li> </ul>	<ul style="list-style-type: none"> <li>• light is red</li> <li>• robots stays as far away from other robots as possible</li> <li>• moves very quickly</li> </ul>



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- ✓ Get together with other groups in your class and make sure they're acting as the same state as you are to show off you're work! (Once you have a passable result, feel free to be creative and try and make it more close to reality!).

Tips: **Use a loop!** This will allow your particle to keep acting like a particle over and over again! Make sure your robot doesn't go straight back, so it has a chance to interact with the other robots around it.

Hopefully you can test your particle in some sort of a 'container' or pen style cage on the floor. If not use books to trigger the ultrasonic sensor make sure your robot is behaving as it should.

**Record**

Briefly describe how your robot actually behaved when placed in a ring with other robots in each state. To show your understanding, highlight any behaviours that were not scientifically accurate (according to the particle theory of matter).

Solid: \_\_\_\_\_

Liquid: \_\_\_\_\_

Gas: \_\_\_\_\_