Constructopedia

-beta version 1 (1/29/04)-

Tufts University, 2004

Created by Kaitlyn Conroy

Models Contributed by Kaitlyn Conroy, Paul Nangeroni,

Meghan Cain, David Adamek

Stationary Legos

HOW TOKey Words:

- Build a sturdy Structure
- Brace your Structure
- Change Axis on your structure

Building a Sturdy Structure

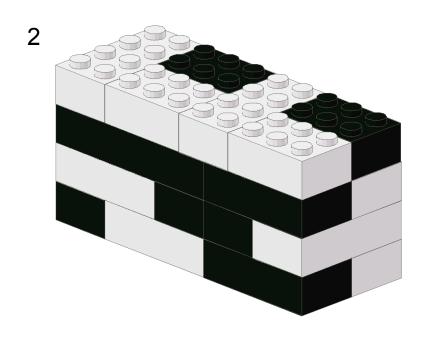
The keys to building a Sturdy Structure are as follows:

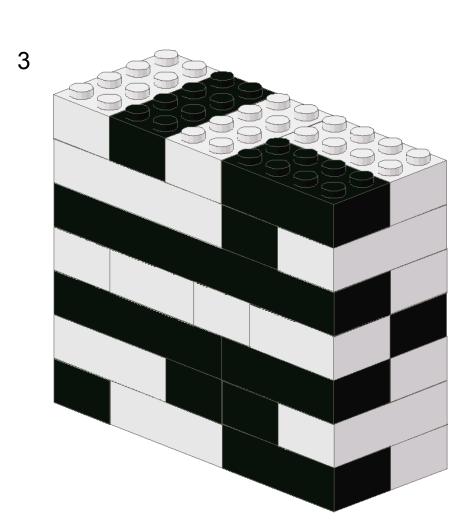
- 1. Use Interconnecting bricks-when you interconnect your bricks, the structure will not fall apart when you move it.
- 2. Flick Test: Test the durability of your structure with a simple flick of your finger. If the structure falls apart, look at the structure you built and see what was the weakest point, try to mend this problem simply. (This step should be repeated throughout the building process).
- 3. Drop Test: Finally test your project by dropping it (knee high, waist high, chest high). Making this into a competition is often fun for children to see who can build the strongest structure, but make sure that you discuss why the structure that won was strong. (Also be sure to take some pictures before conducting this test as losing work is often tragic if you do not have any sort of back up).

Step 1 – Interconnecting beams

1



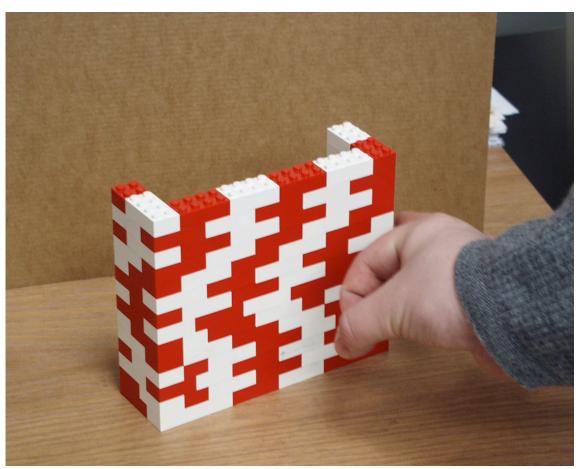




Building a Sturdy Structure

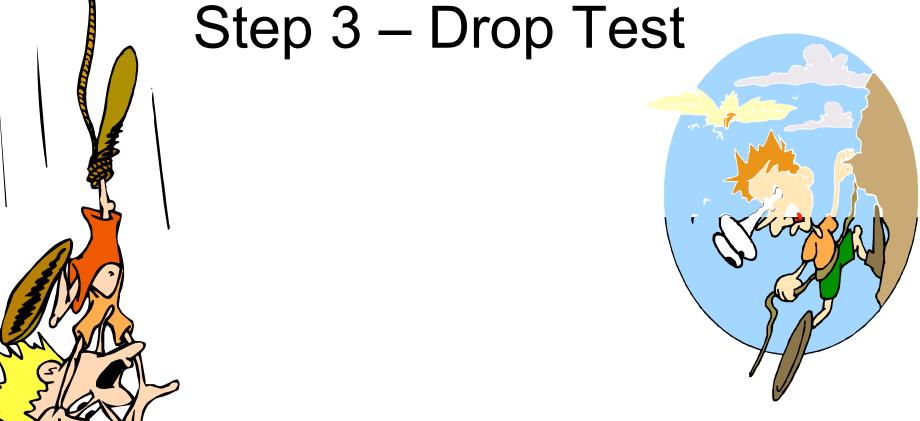


Step 2 – Flick Test



Building a Sturdy Structure

Stationary Legos

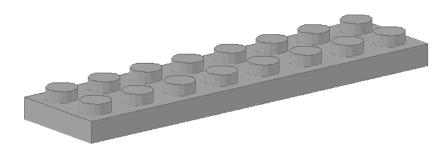


Building a Sturdy Structure

Stationary Legos

Bracing

In order to sufficiently brace your structure you want to use 2X plates to keep the structure square. Also using black (with friction) or gray connectors will help to keep your beams together.



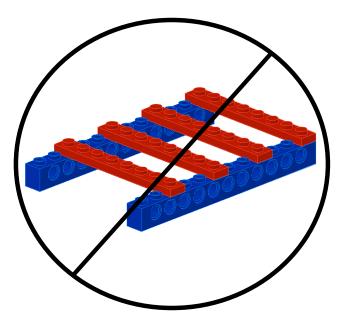


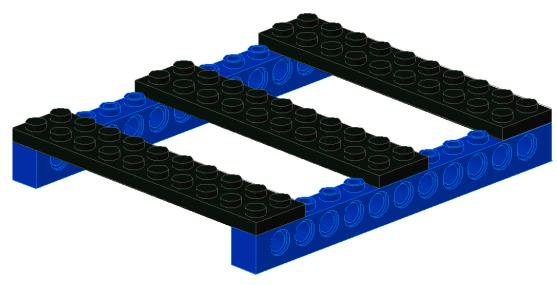
Key Words:

2X plates, Black/gray connectors

Bracing

Each stud on the plate or beam acts like a finger, and the more fingers you have touching the part, the better your grip!



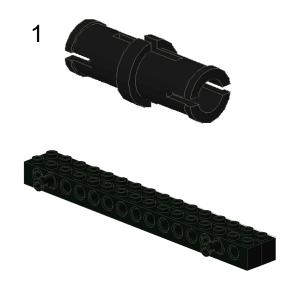


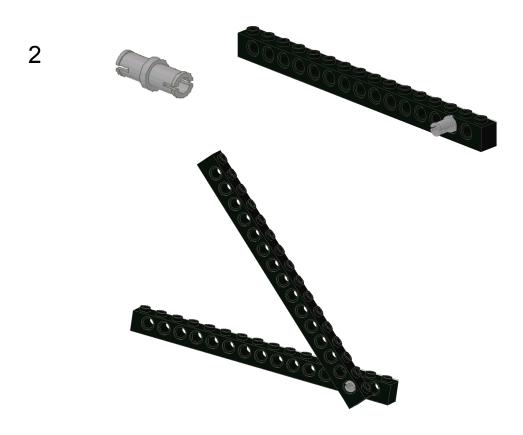
Key Words:

2X plates

Bracing

Black connector pegs are used when you do not want the beams to slide back and forth and you want the structure to remain square. Gray connector pegs do not have friction so they can slide within the hole in the beam

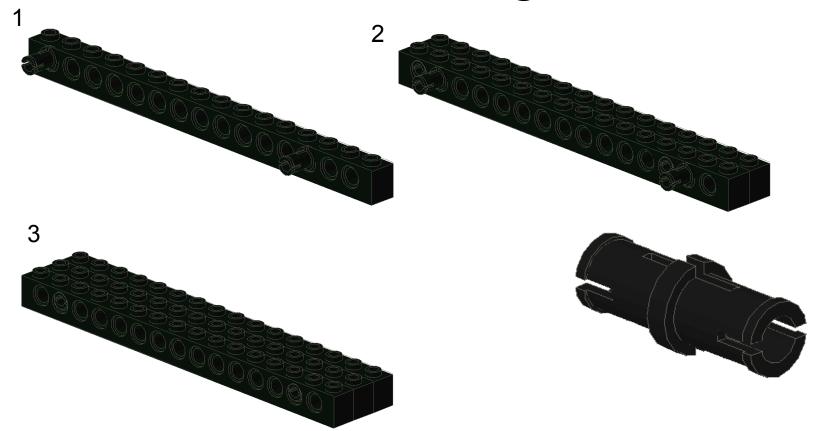




Key Words:

Black/gray connectors

Bracing



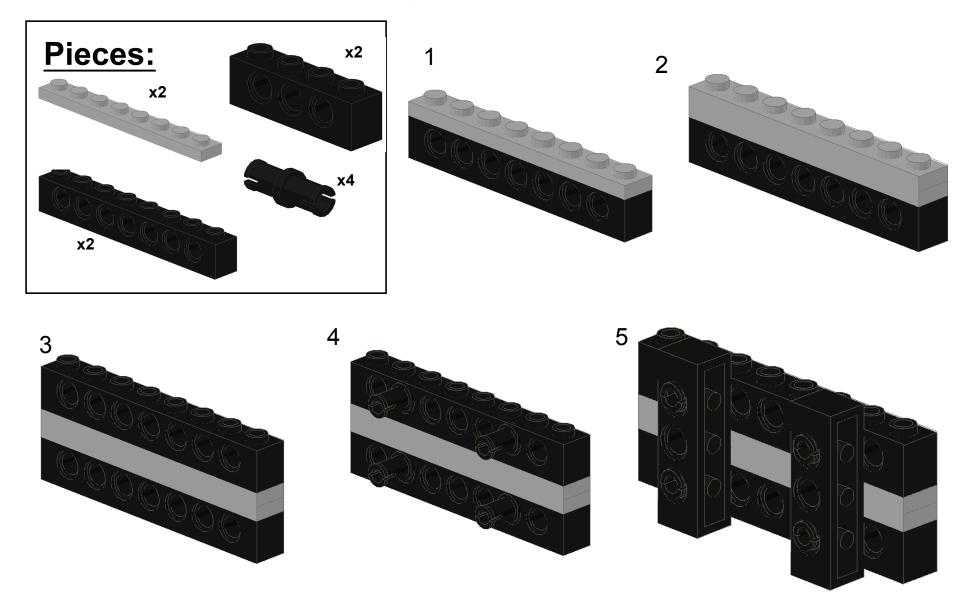
Using black connector pegs keeps your beams together firmly without adding anything to the top of bottom of the beam structure.

Key Words:

Black/gray connectors

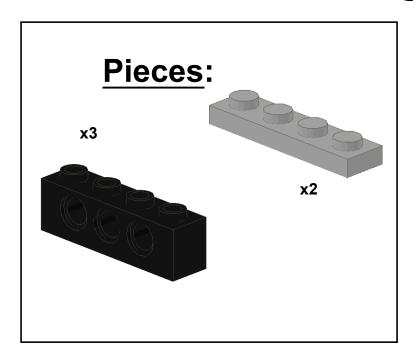
Sturdy Structures:

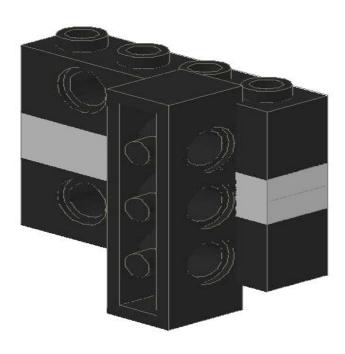
Bracing with beams



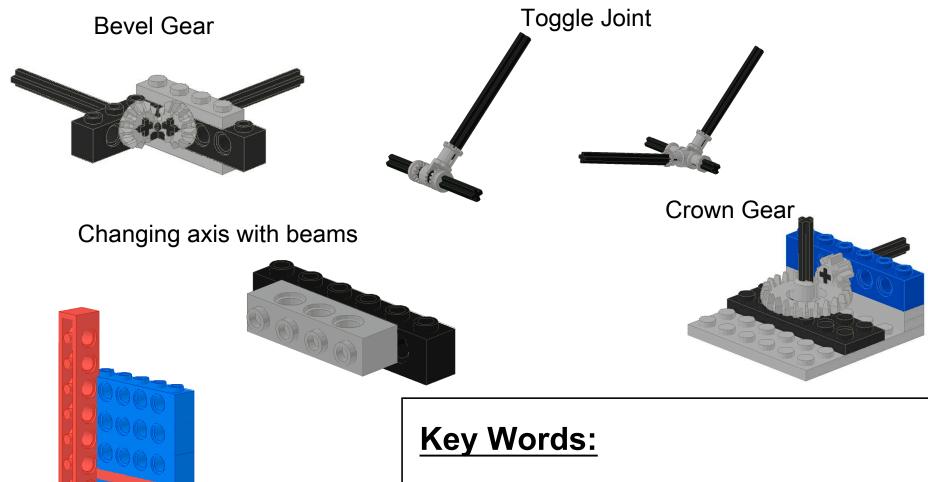
Sturdy Structures:

Bracing with beams



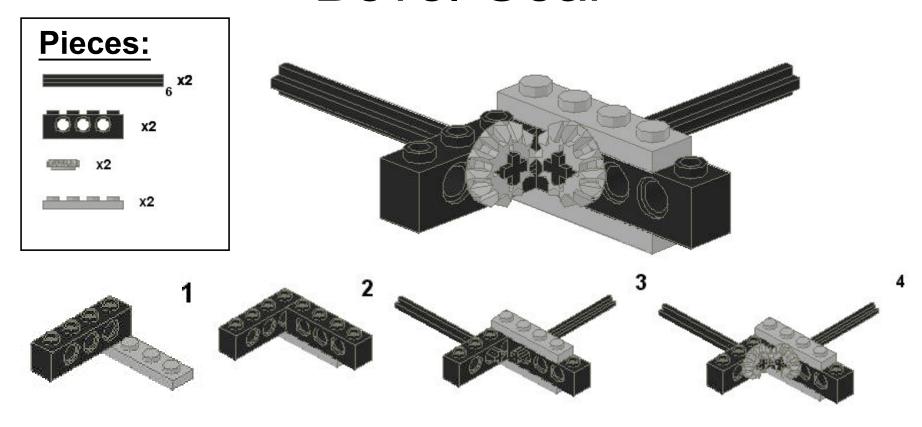


Changing Axis



Bevel Gear, Crown Gear, Toggle Joints, Beams

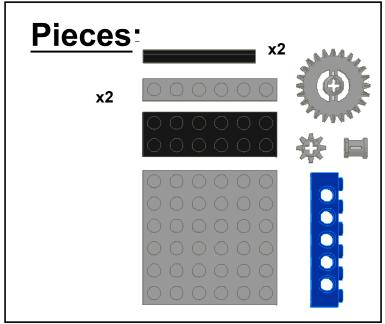
Bevel Gear

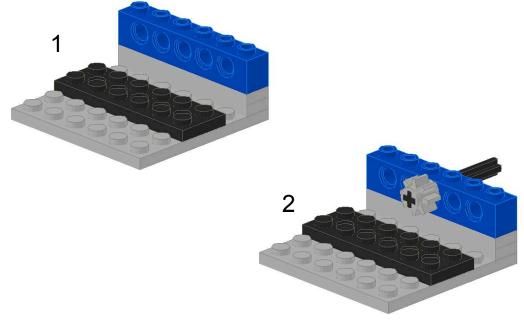


Key Words:

Bevel

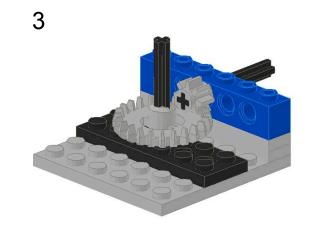
Crown Gear



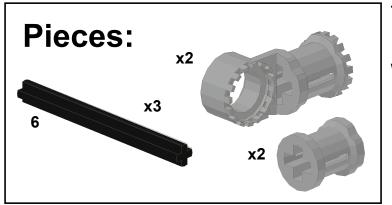


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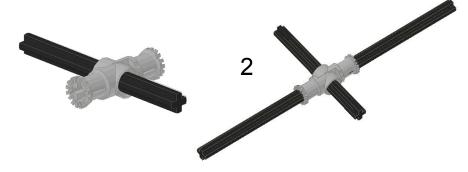
Crown Gear



Toggle Joint



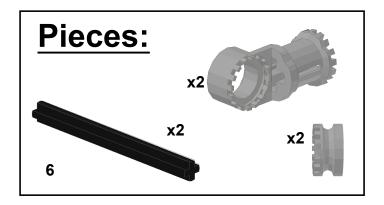
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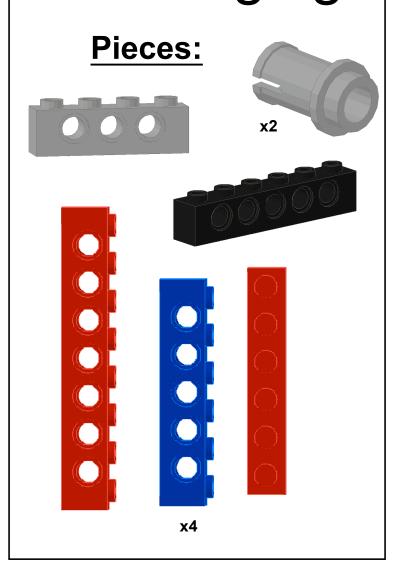
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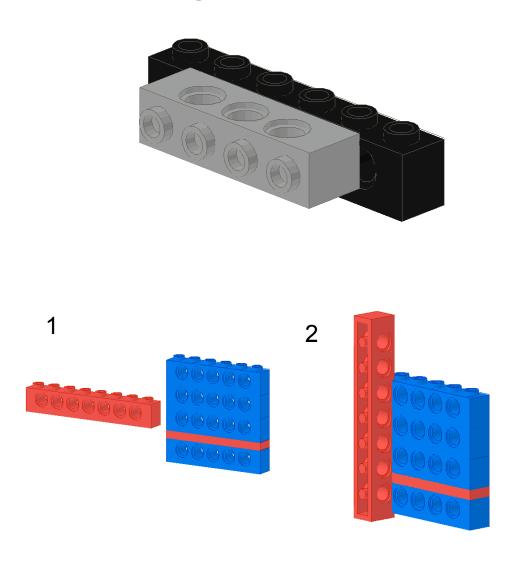
Note: This type of toggle joint can lock into position at an arbitrary angle.





Changing Axis Using Beams



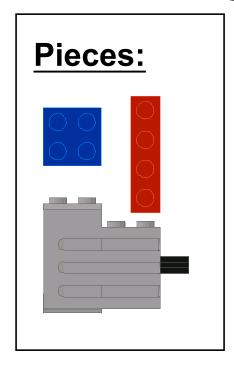


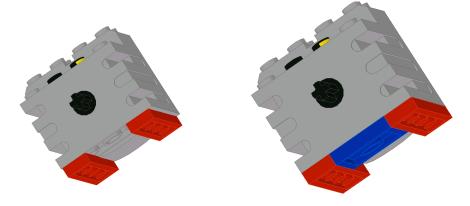
Moving Parts

- Building Vehicles
- Building Animals
- Artistic Lego Adventures
- Smart Structures
- Miscellaneous

Building a Vehicle

How to Attach Motors





Due to the curved bottom of the motor it is sometimes difficult to build structures with motors. For this reason we have constructed a typical motor "housing" as shown above.

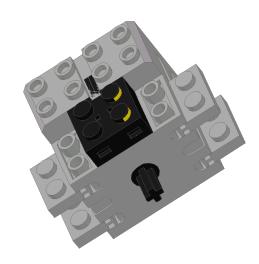
Also when adding motors to a project you want to be sure to attach the wires before building on top of the motor. The top of each motor has a wire gulley which the wire should fit through and still be able to have a lego piece on top.



How to Attach Motors

Pieces:





On either side of the motor there are slots which are very helpful when you do not have room to build the motor housing shown previously. Instead you can slide in the piece shown at the right which then connects to any lego piece above or below it.

How to choose the right wheel for the right job



Wheels:

How to choose the right wheel for the right job



•Medium wheel: This is a great all purpose tire. Well suited for most building projects.



•Small wheels: These are best for small cars, but can be used in place of a medium wheel if need be.



•Wide wheel: This tire is good for traction. In general the wider the tire, the better grip it has to the road. This is helpful when pulling loads or climbing hills.





•Thin wheels and skid plates: These work best when there is little weight on them. Skid plates are especially helpful in stabilizing 2 wheel cars •Large wheels: These wheels are great for big projects, or to make fast cars. In general, the larger the wheel the faster the car will go, however, larger wheels also have slower acceleration.

Wheels:

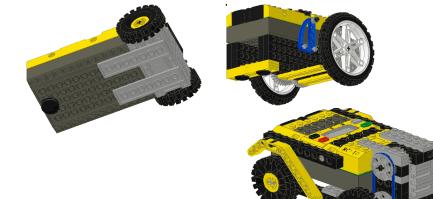
How many wheels should I use?



4 Wheels: Use four wheels when your vehicle will only be going forward. Do not use four wheels if you want your vehicle to turn easily. (ex. Snail Car Race).

2 Wheels: Use two wheels and a skid plate when you want your vehicle to turn easily and it is not too heavy that the skid plate would cause too much friction.

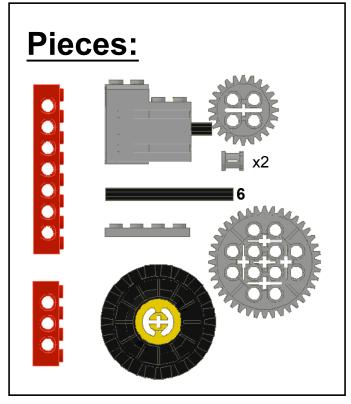
3 Wheels: Use three wheels with a swivel wheel in the front or back when you want your structure to turn easily. While swivel wheels can be hard to construct, the benefits due to the turning ability and the ability to hold more weight is great.

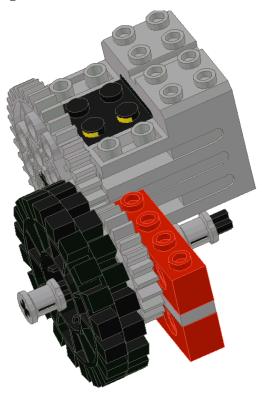


Note: When trying to build a car that turns both directions, goes in reverse, and can turn on a dime; you want to use two motors.

If your car only needs to go forward or reverse, one motor is sufficient.

Gearing Up

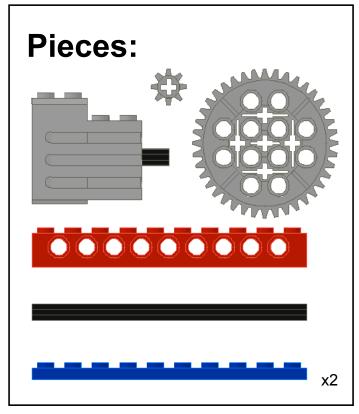


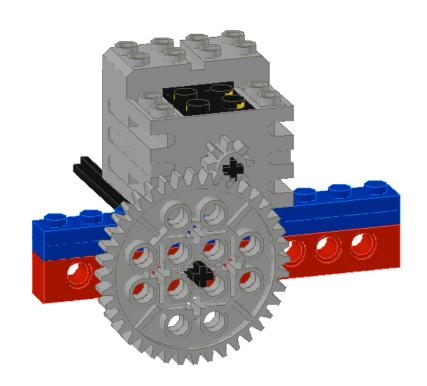


Key Words:

Gearing up, Driver, Follower

Gearing Down

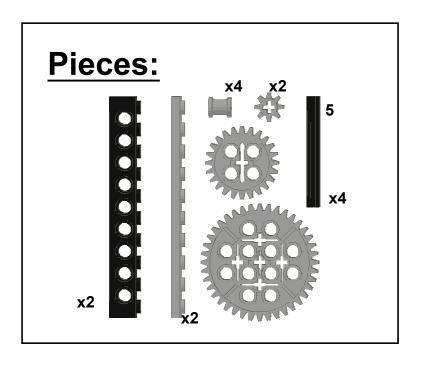


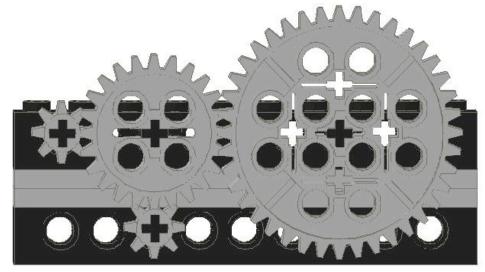


Key Words:

Gearing down, Driver, Follower

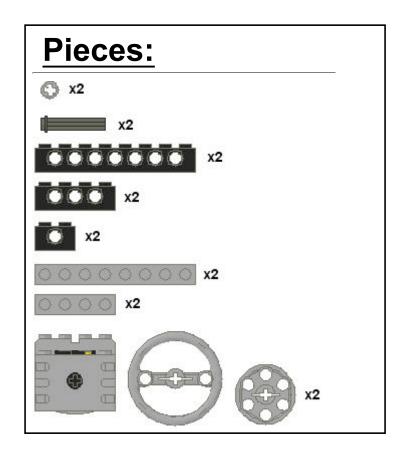
Multiple Gears

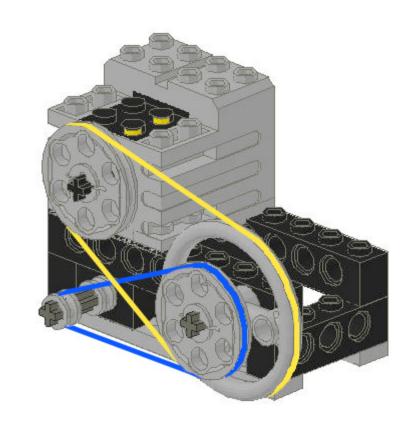




Note: Here's an example of how some of the more common gears mesh together. There are many other options for meshing these gears as well.

Pulley





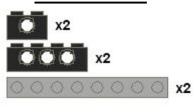
USES:

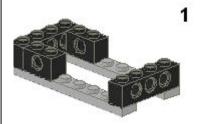
Pulleys, like gears, can be used to change axle speeds. In fact, pulleys can sometimes be an easier to use than gears, if the axles they connect to are in hard to reach places.

Building a Vehicle

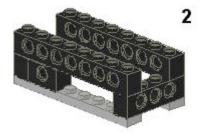
Pulley

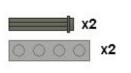


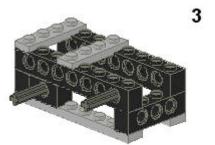




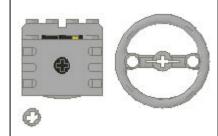


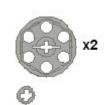


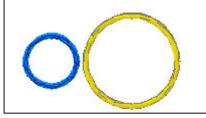


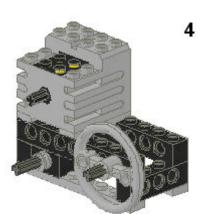


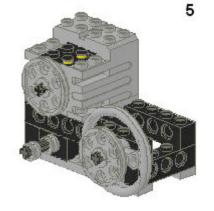
Pieces:

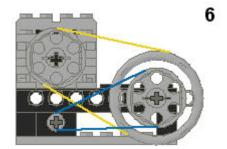




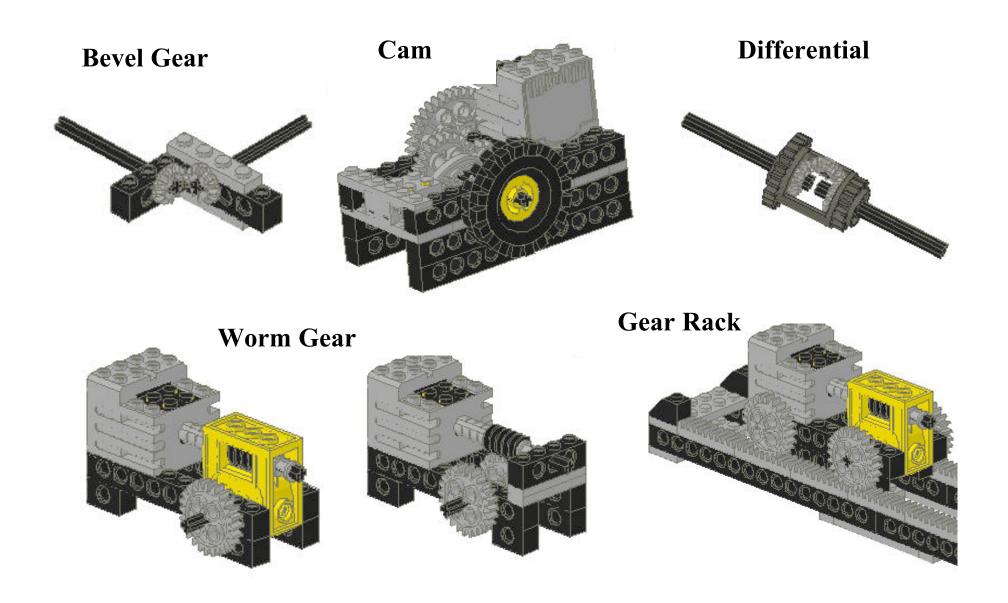




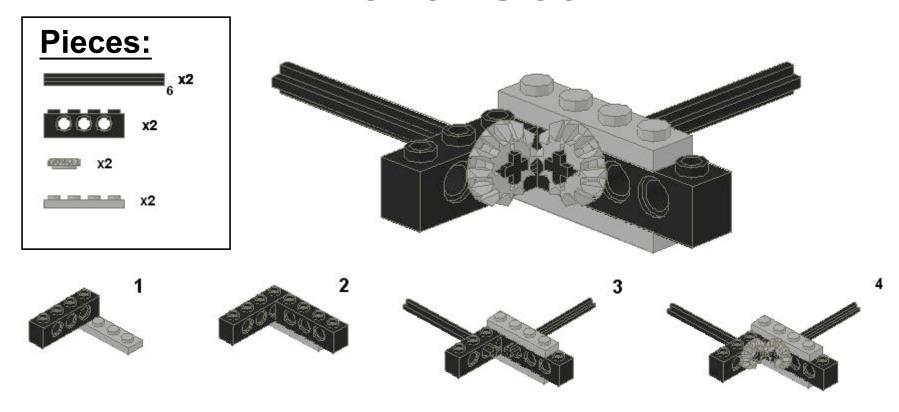




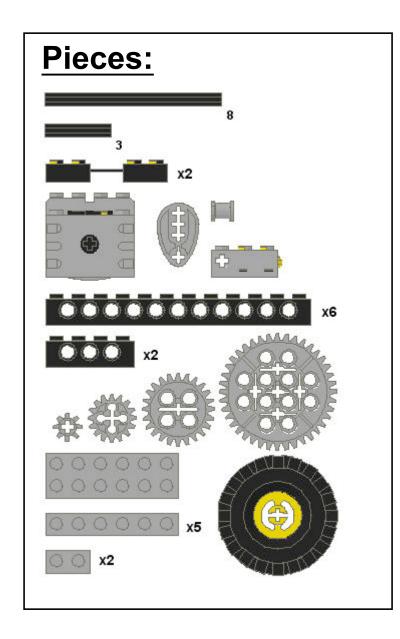
Special Gears

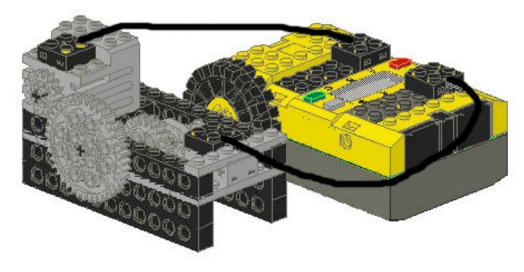


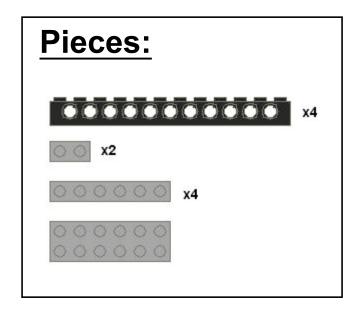
Bevel Gear



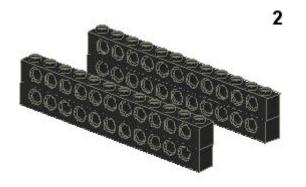


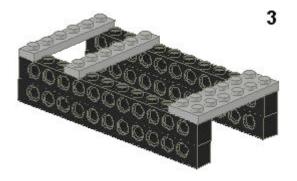


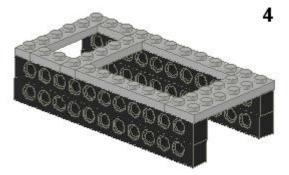


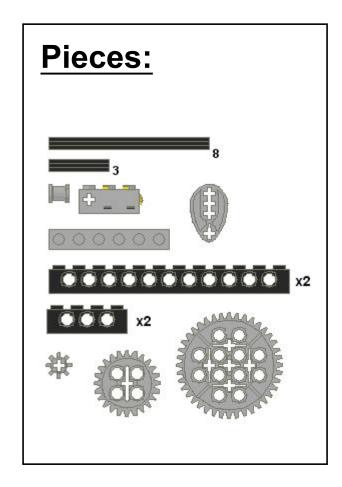




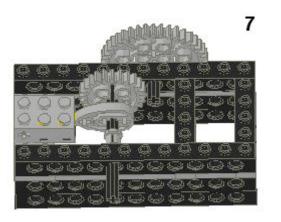




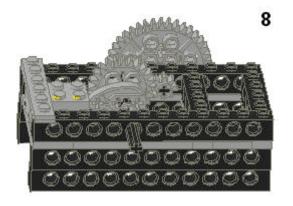


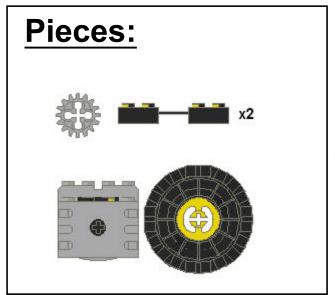


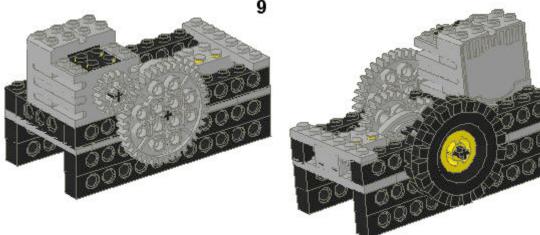












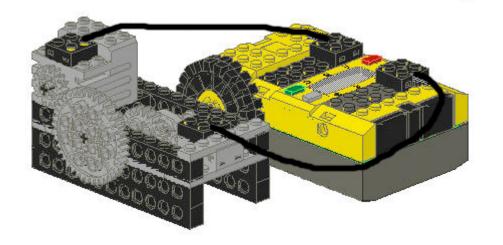
10

11

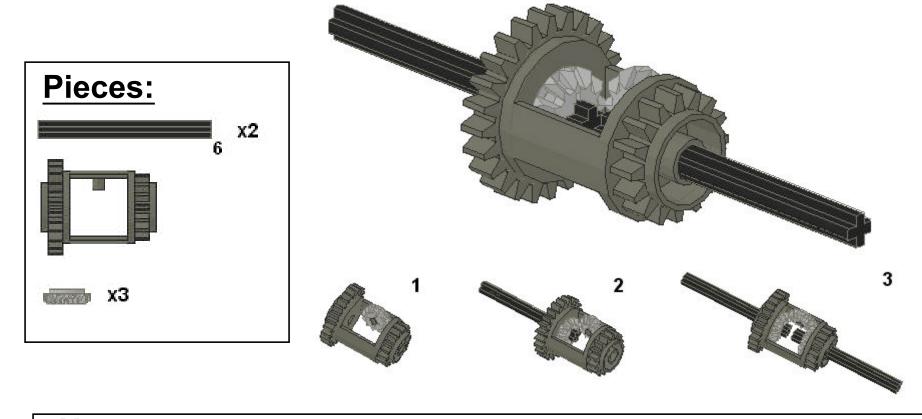
RoboLab ProgramKey



This program switches the direction wheel spins every time the touch sensor is pressed.



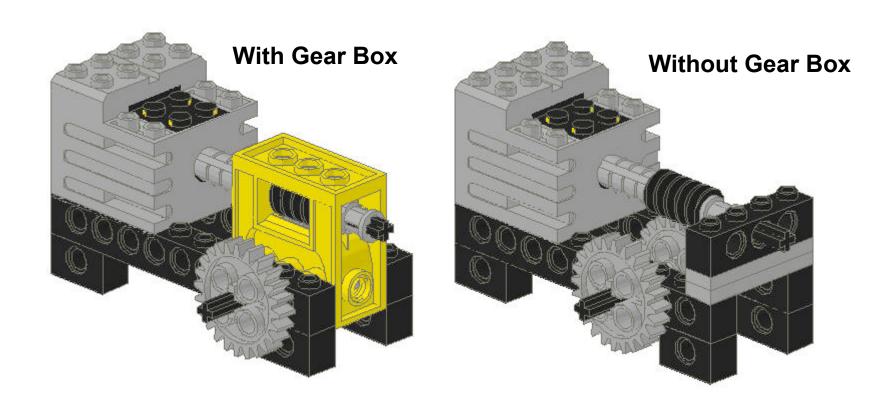
Differential



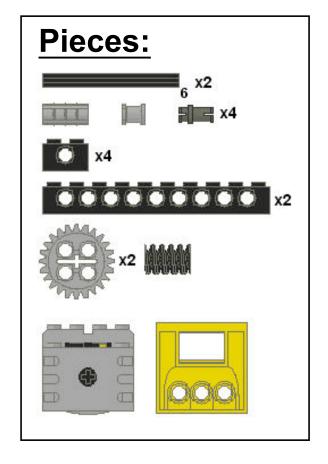
Uses: With wheels attached to each axle of the differential, a device is made that turns more easily. If other gears and a motor are attached to the differential itself, a mechanical gear selector can be made.

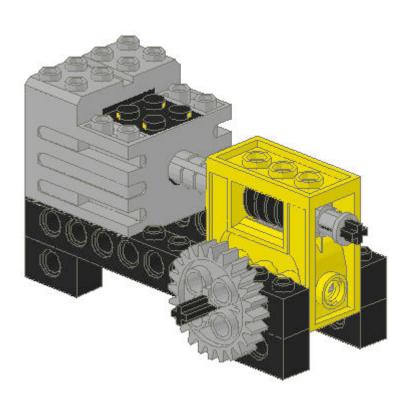
Worm Gear

Two easy ways to use the worm gear:



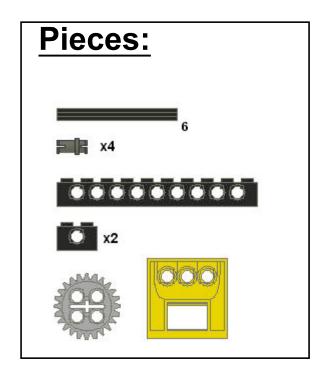
Worm Gear: With Gear Box

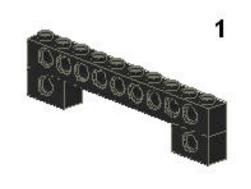




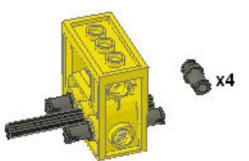
Uses: The worm gear generates lots of torque. Therefore, even though its turns slowly it can be used to lift heavy loads, or move big cars.

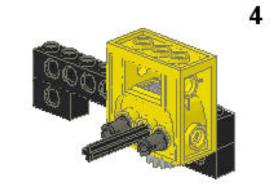
Worm Gear: With Gear Box



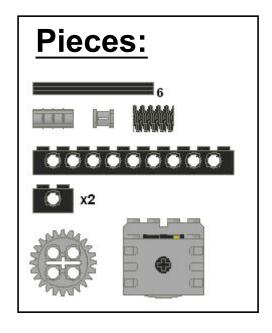


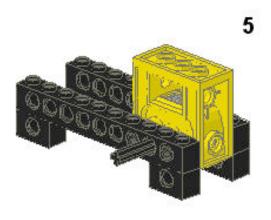


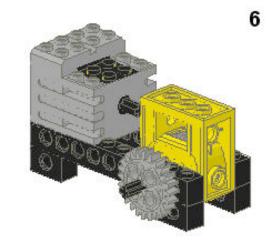


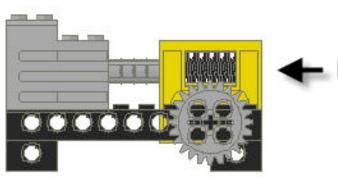


Worm Gear: With Gear Box

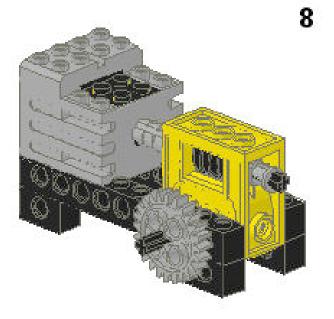




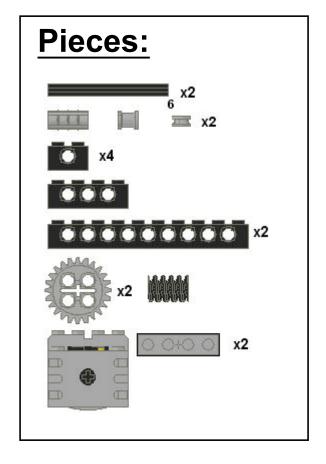


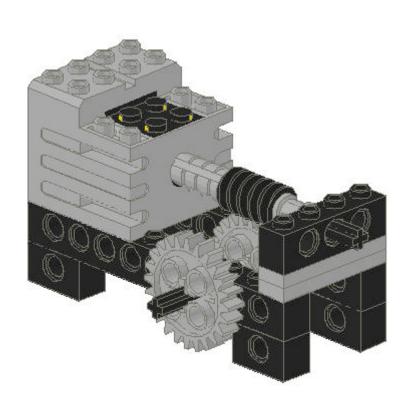






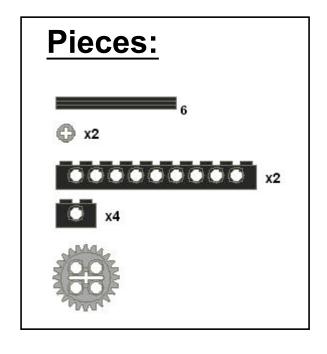
Worm Gear: Without Gear Box

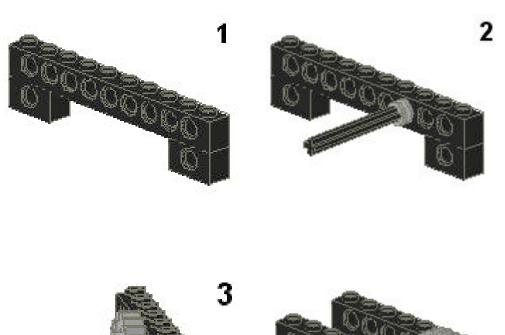


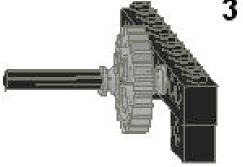


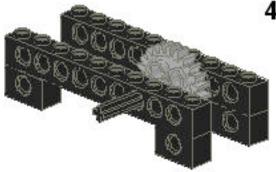
Uses: The worm gear generates lots of torque. Therefore, even though its turns slowly it can be used to lift heavy loads, or move big cars.

Worm Gear: Without Gear Box

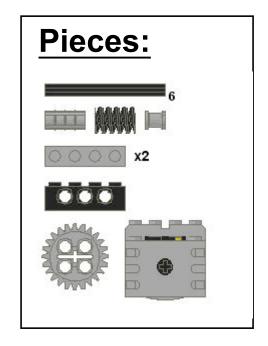


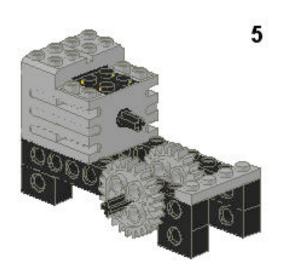


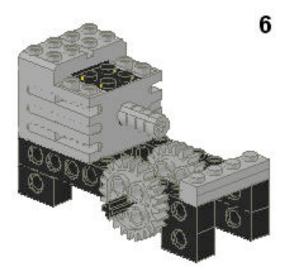


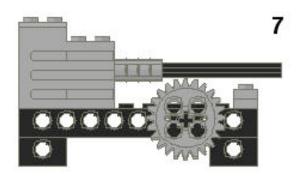


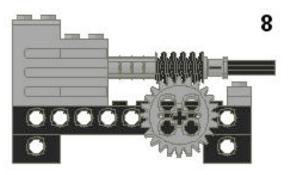
Worm Gear: Without Gear Box

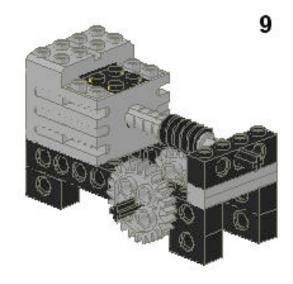




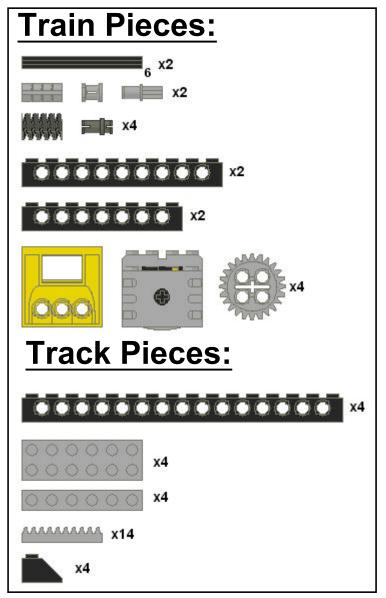


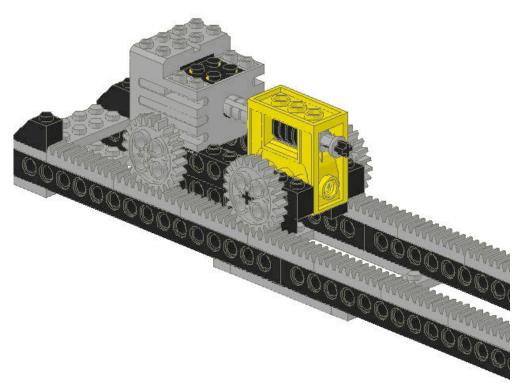






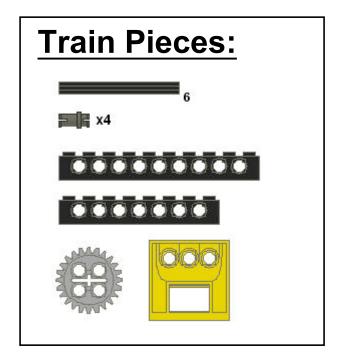
Gear Rack

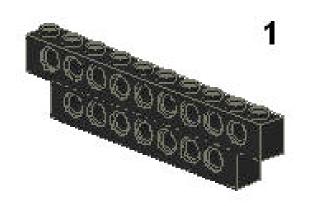


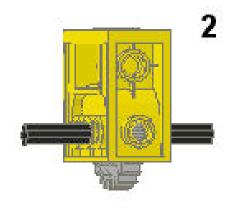


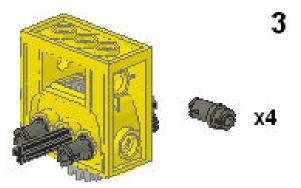
Uses: The gear rack can be used, often with a worm gear, to make trains, move arms, or lift objects.

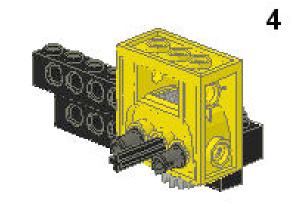
Gear Rack: Train



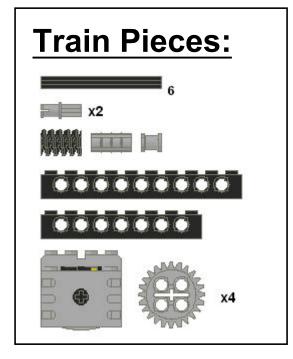


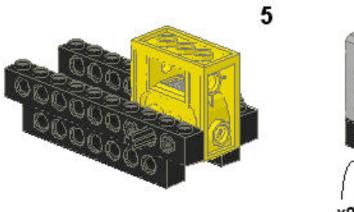


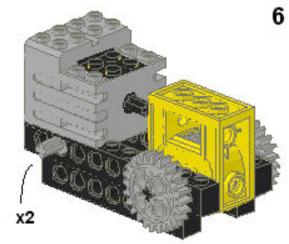


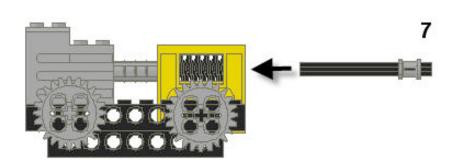


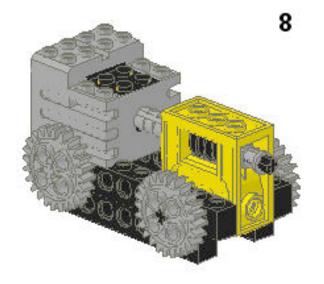
Gear Rack: Train







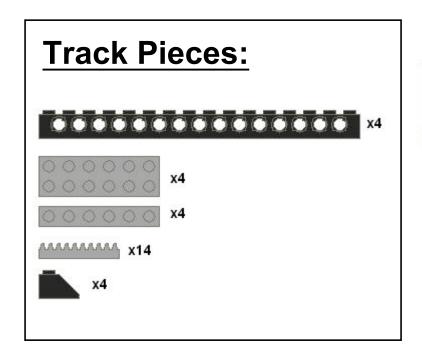


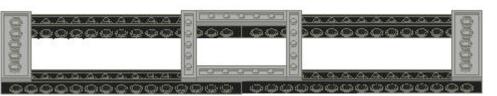


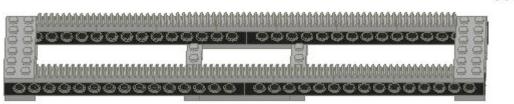
10

11

Gear Rack: Track

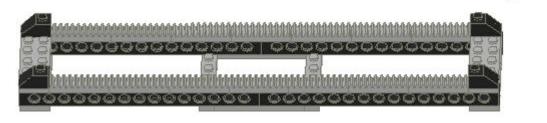




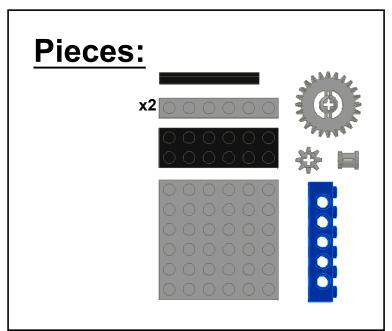


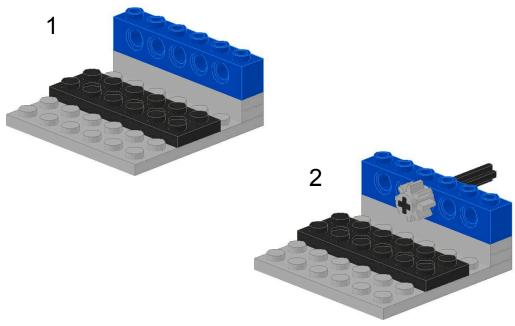
Key Words:

Put the train on the track, attach an RCX, and watch it go!



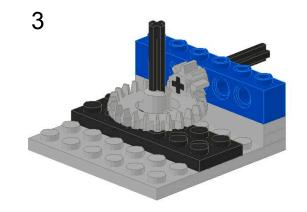
Crown Gear





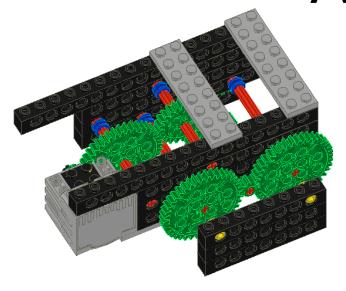
Key Words:

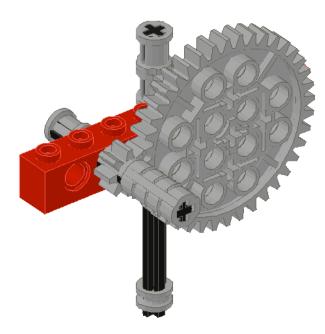
Crown Gear

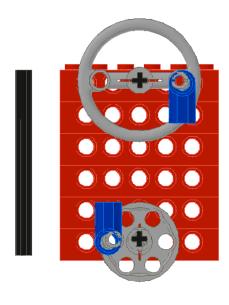


Building an Animal

Animal Parts



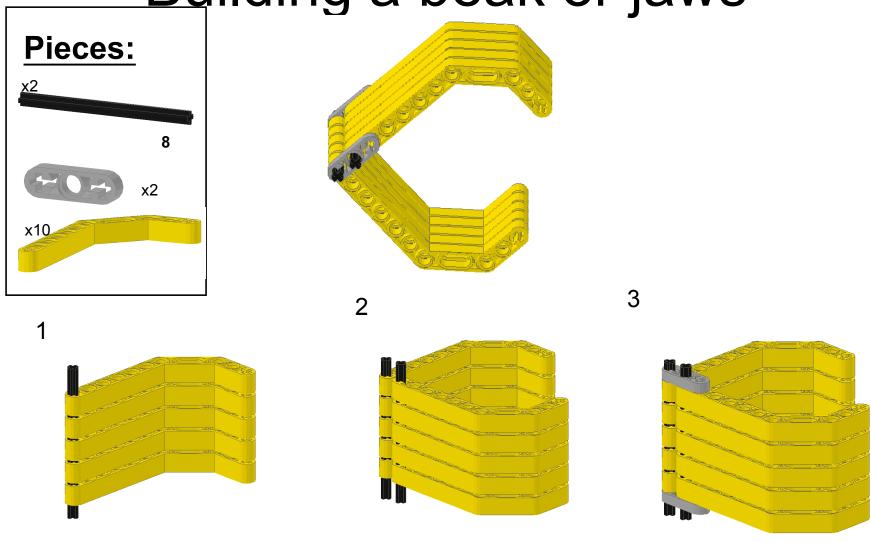




Key Words:

Flywheel, crank, gear rack, pulley, (football shaped gear)

Building a beak or jaws



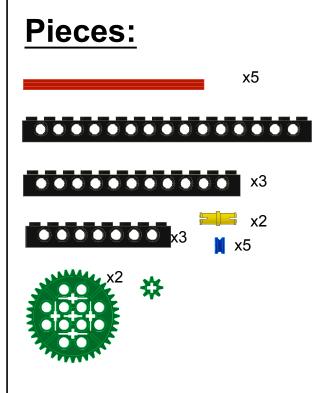
Making Wings

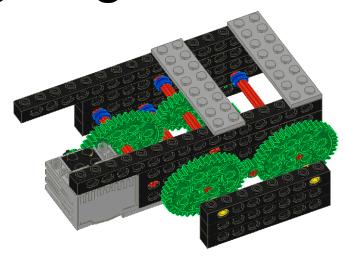
P	į	Δ	C	es	C	•
		C			•	

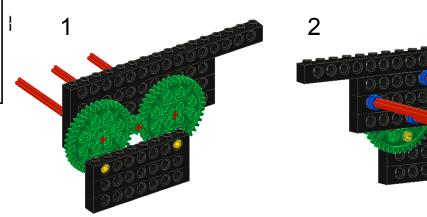
Key Words:

Flywheel, crank, gear rack, pulley, (football shaped gear)

Walking Legs

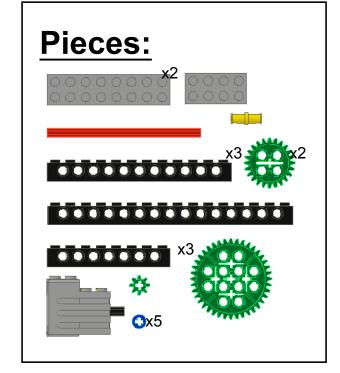


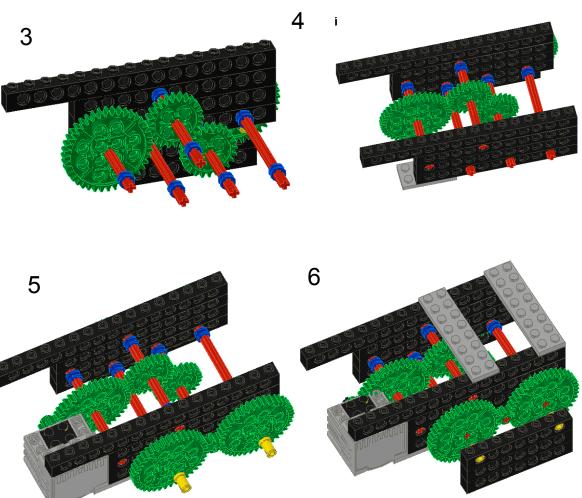




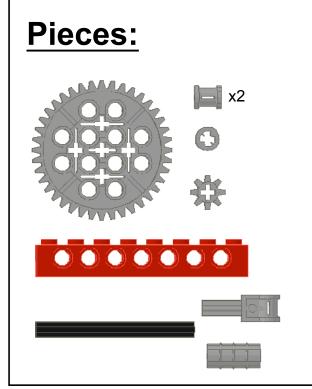
Building an Animal

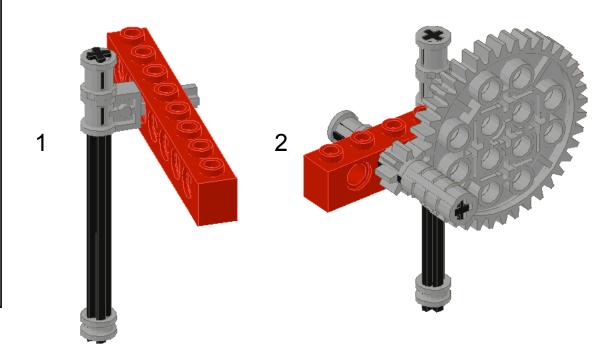
Walking Legs

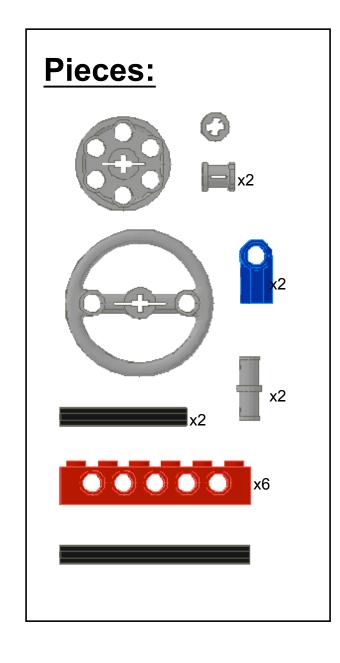


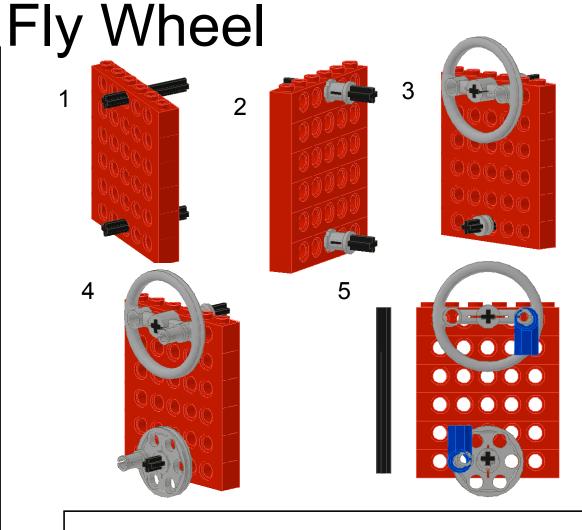


Making a Tail







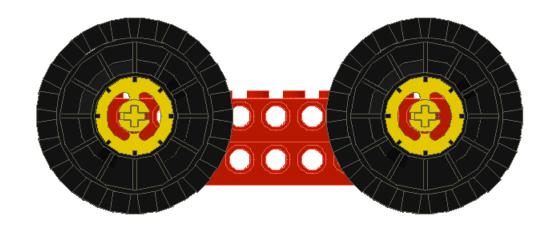


Key Words:

Flywheel

Making Eyes

Pieces:



Building a tongue

Pieces:

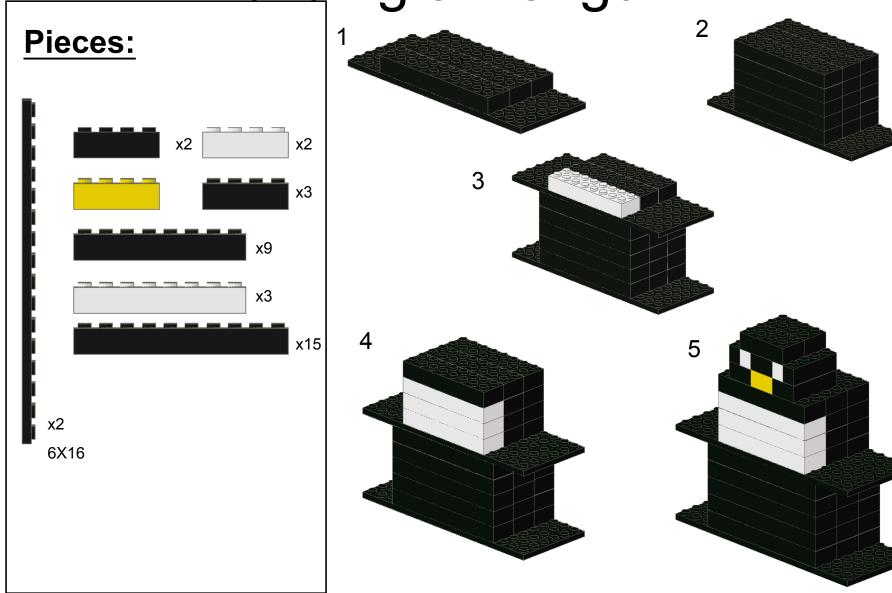
Key Words:

Flywheel, crank, gear rack, pulley, (football shaped gear)

Common Animals

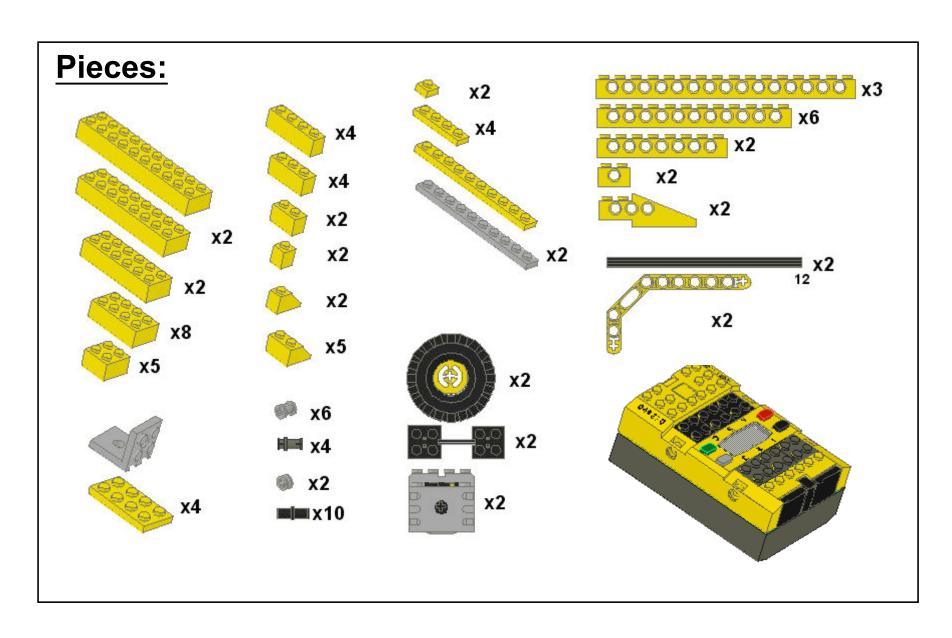


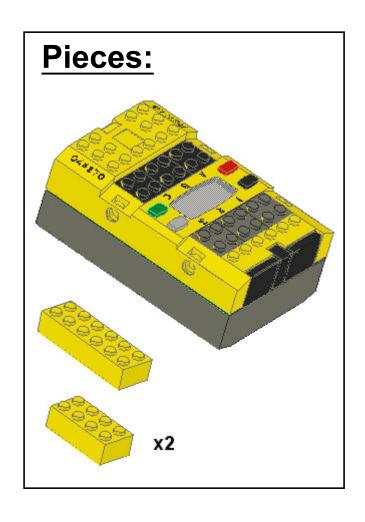
Building a Penguin

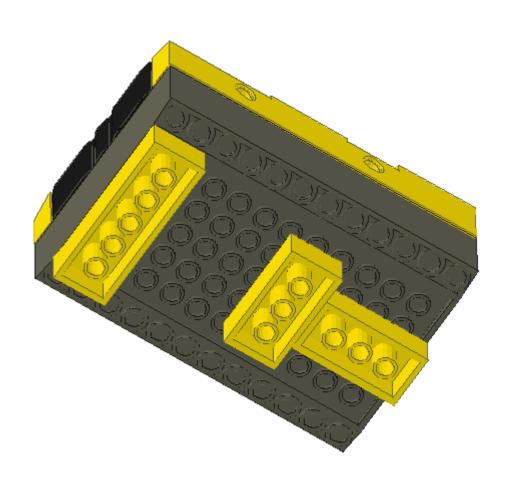


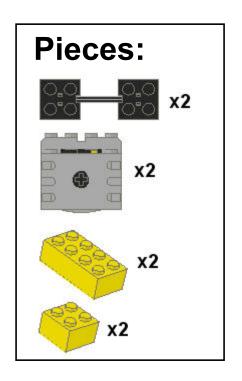
Building an Animal

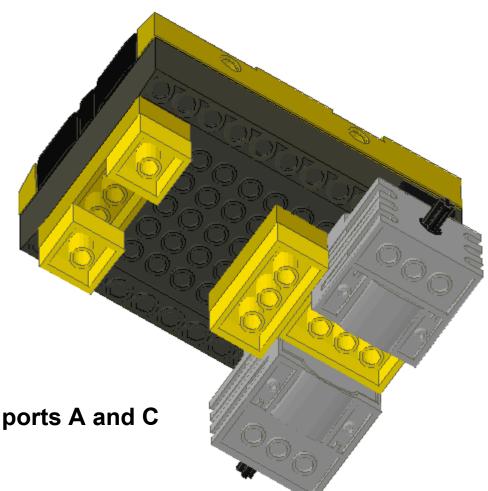




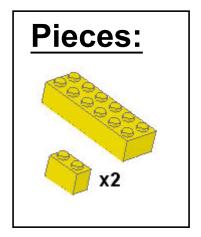


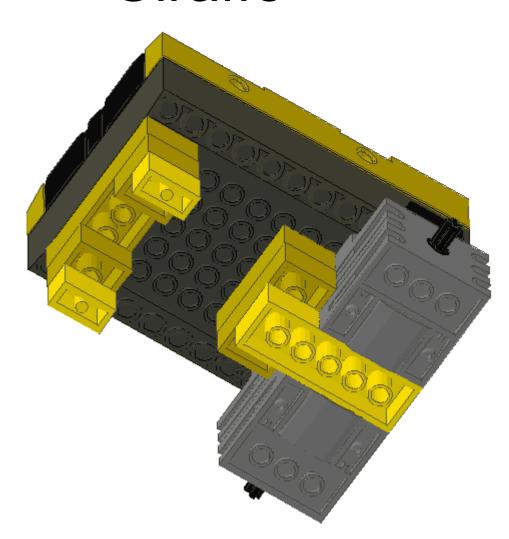


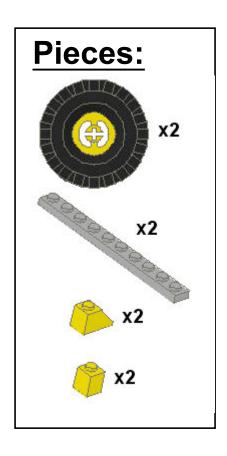


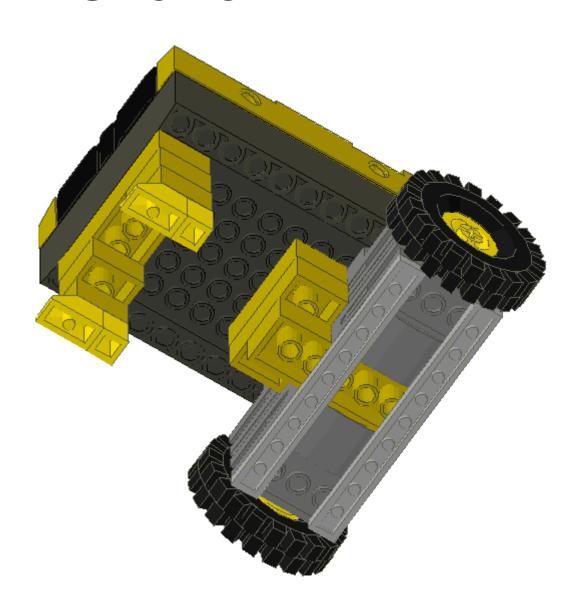


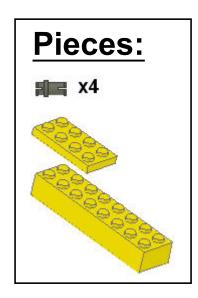
Connect wires to ports A and C

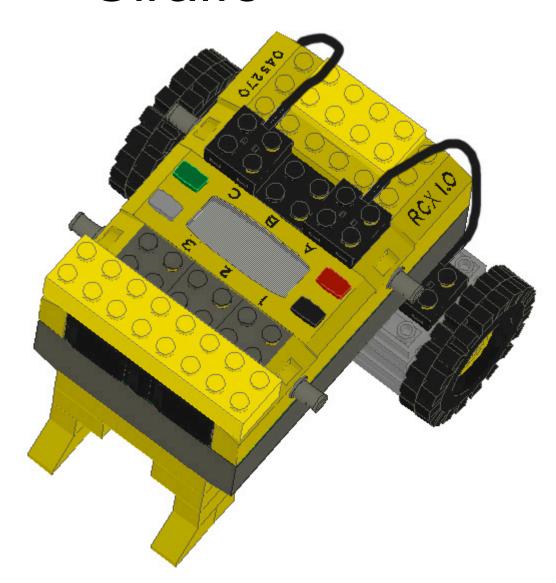


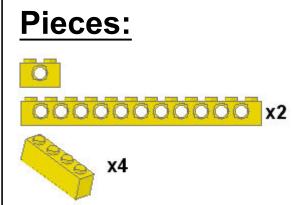


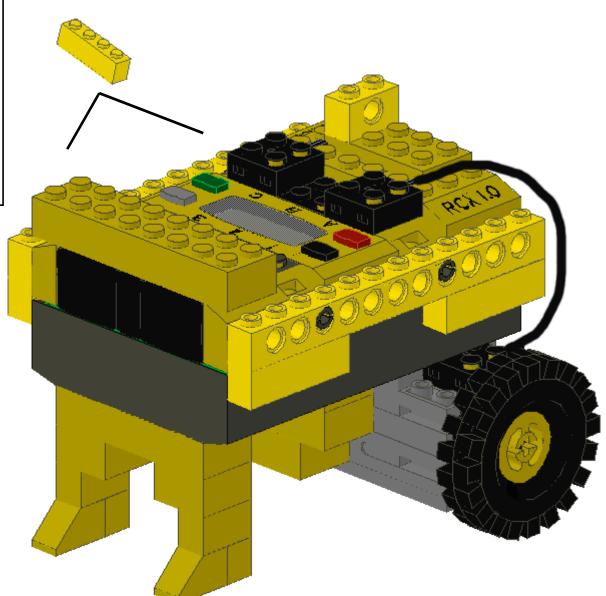


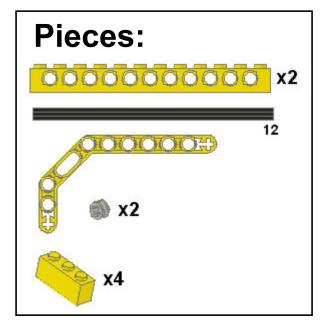


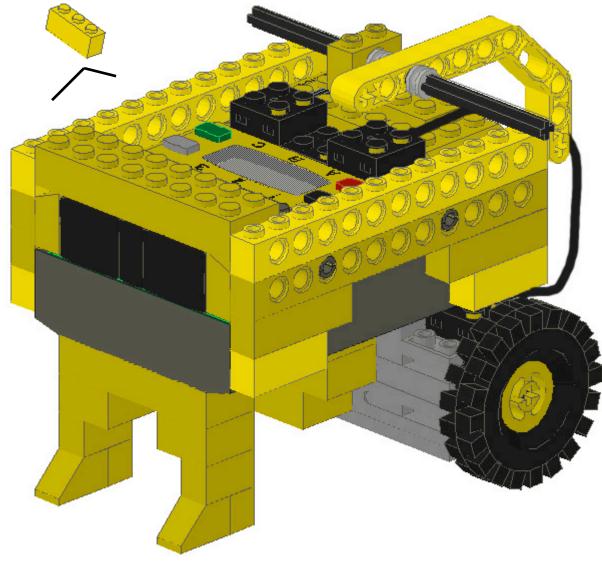


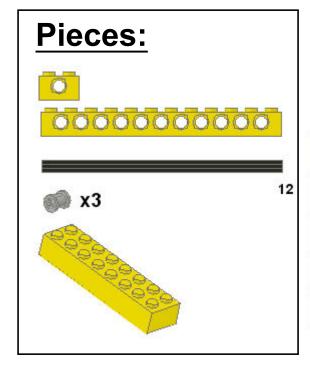


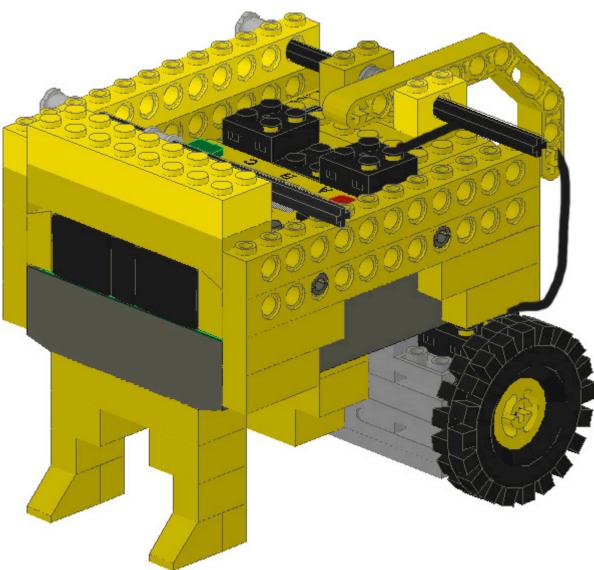


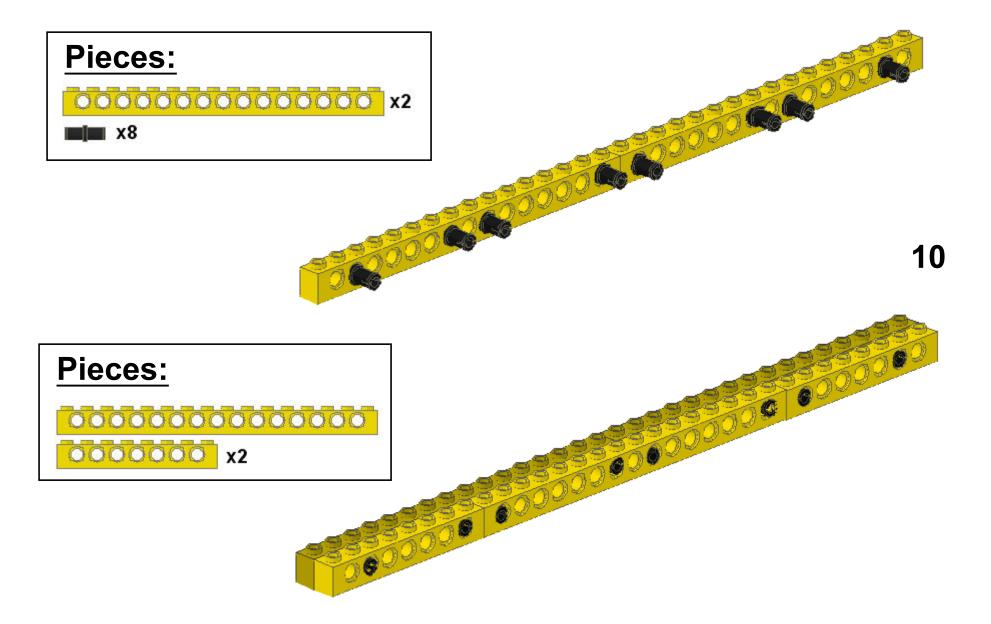


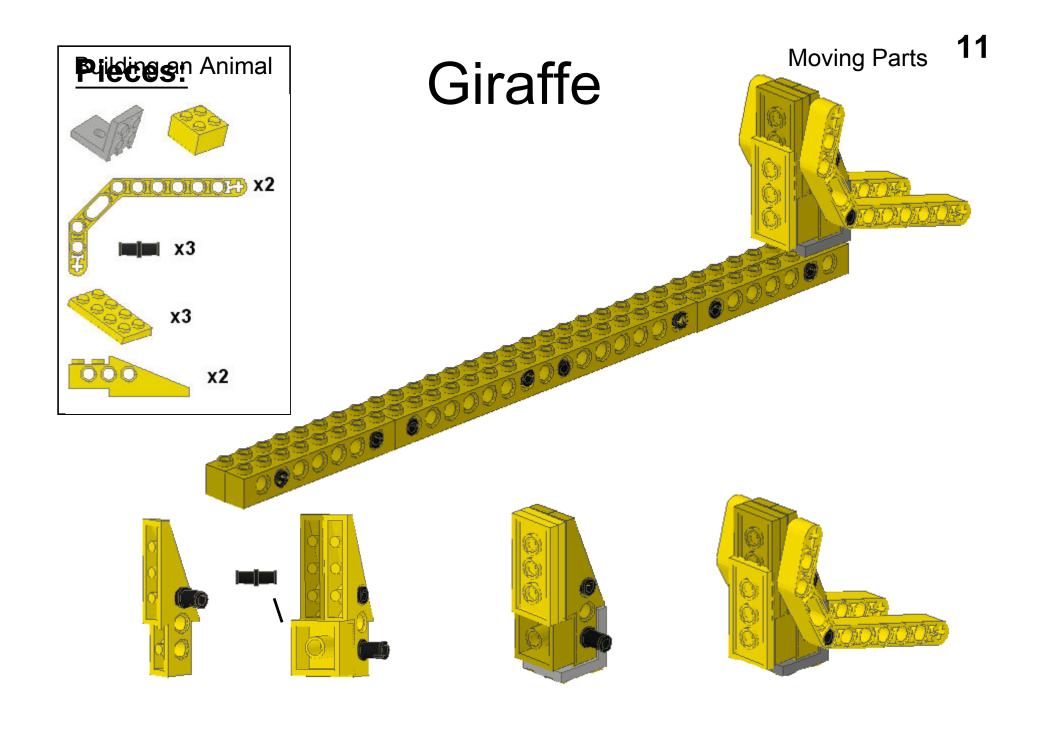




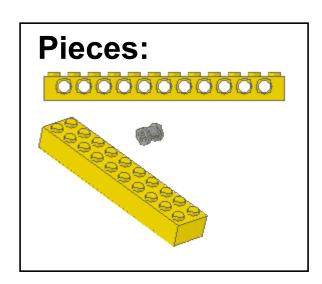


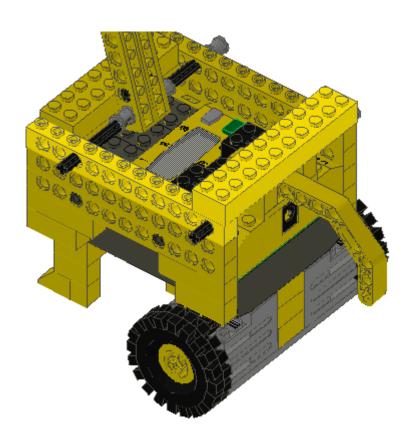




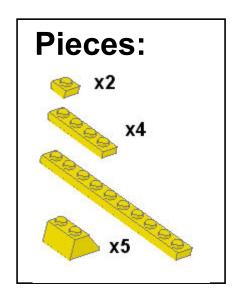


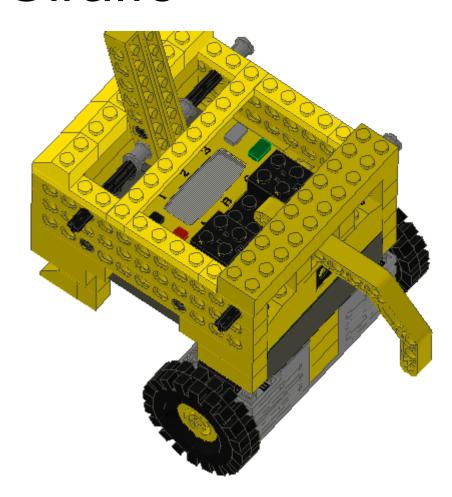




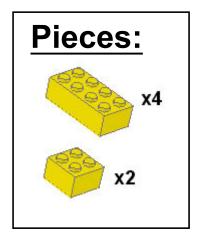


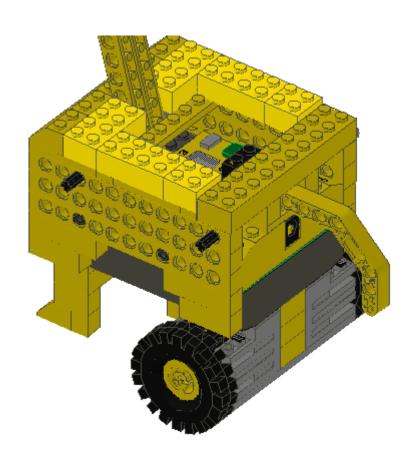
Giraffe





Giraffe



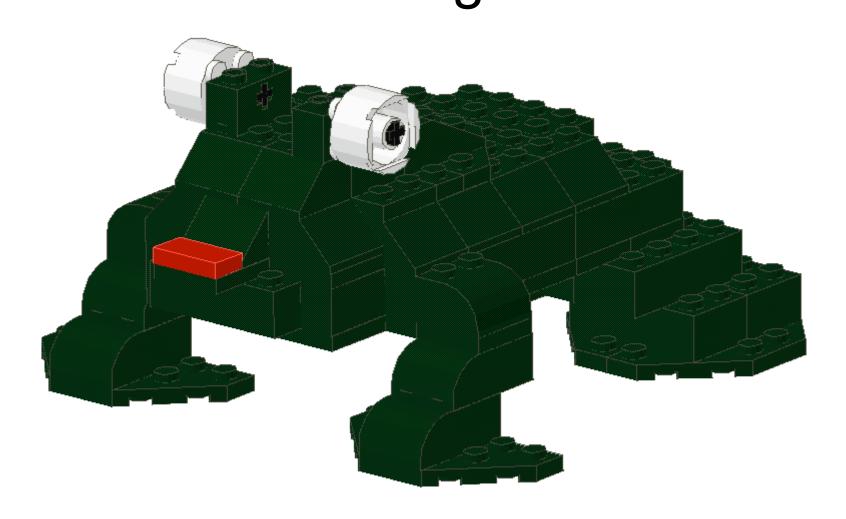


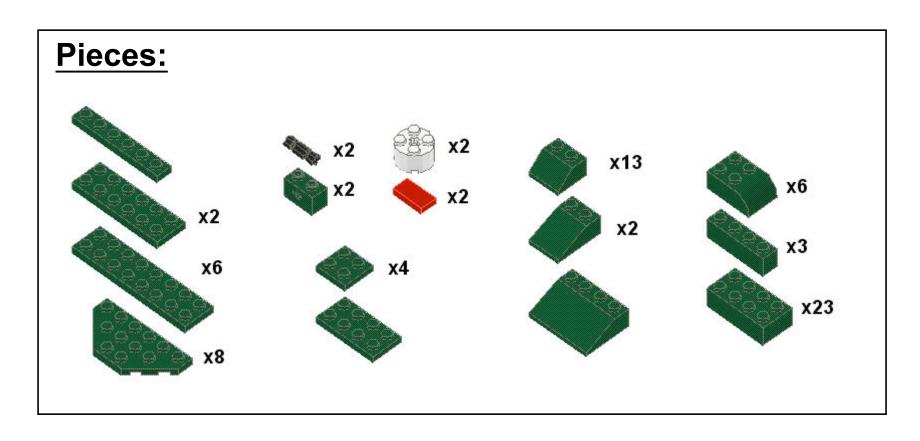


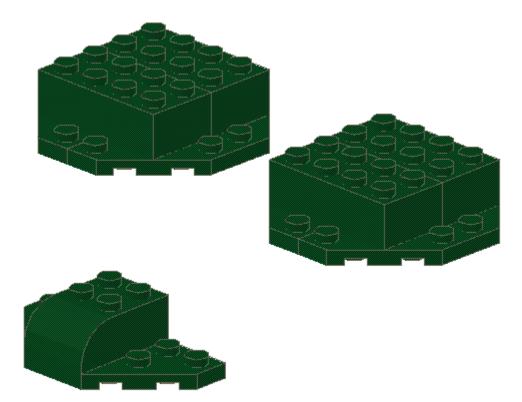


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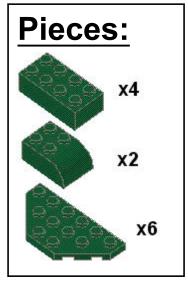


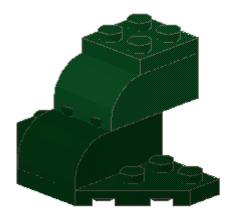


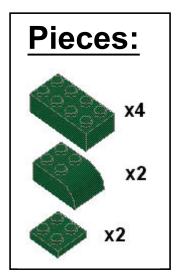


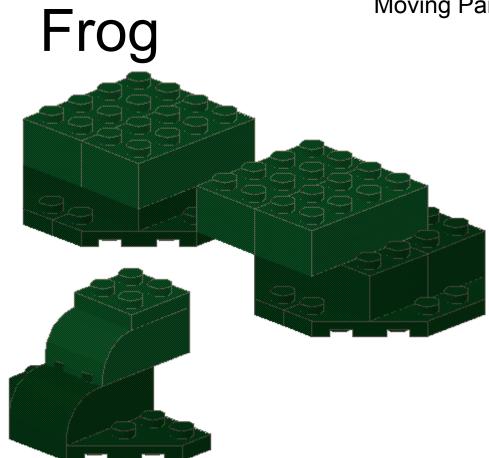


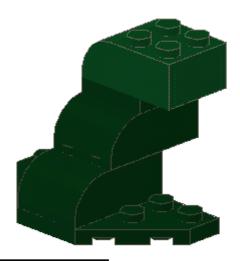


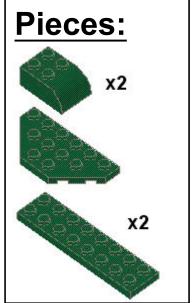


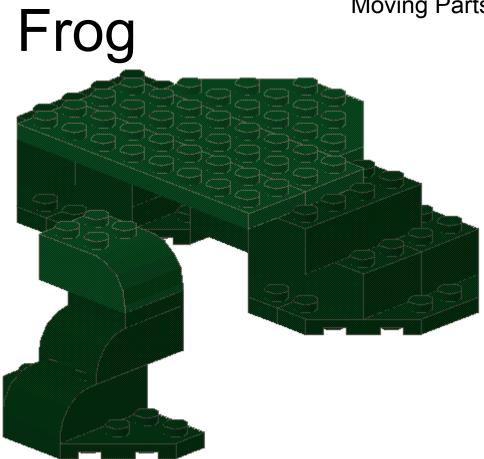


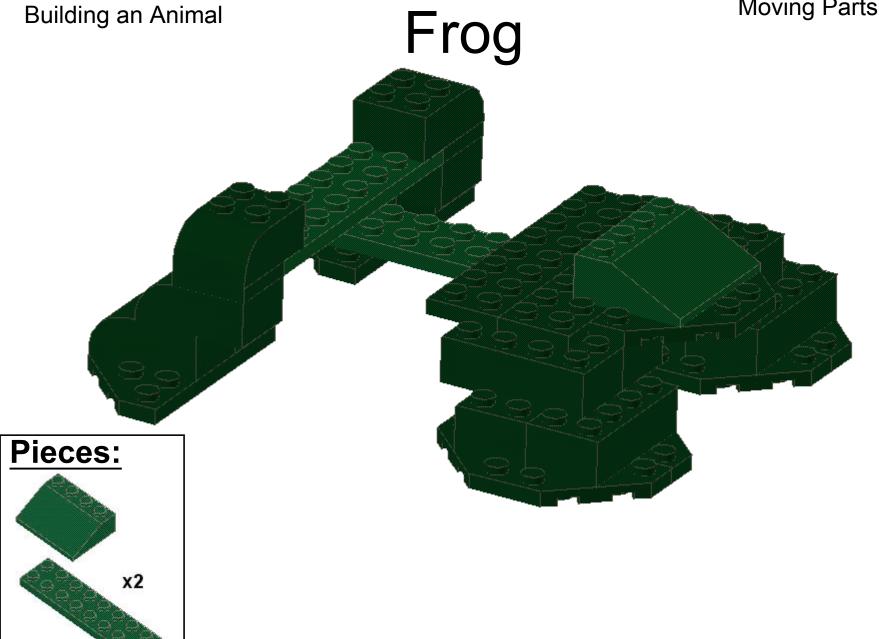








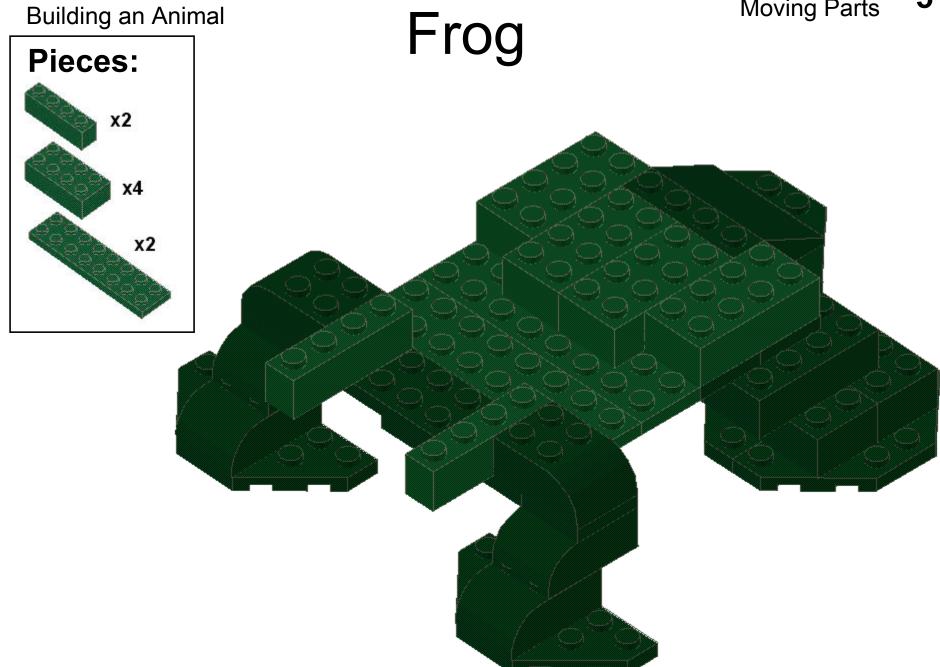


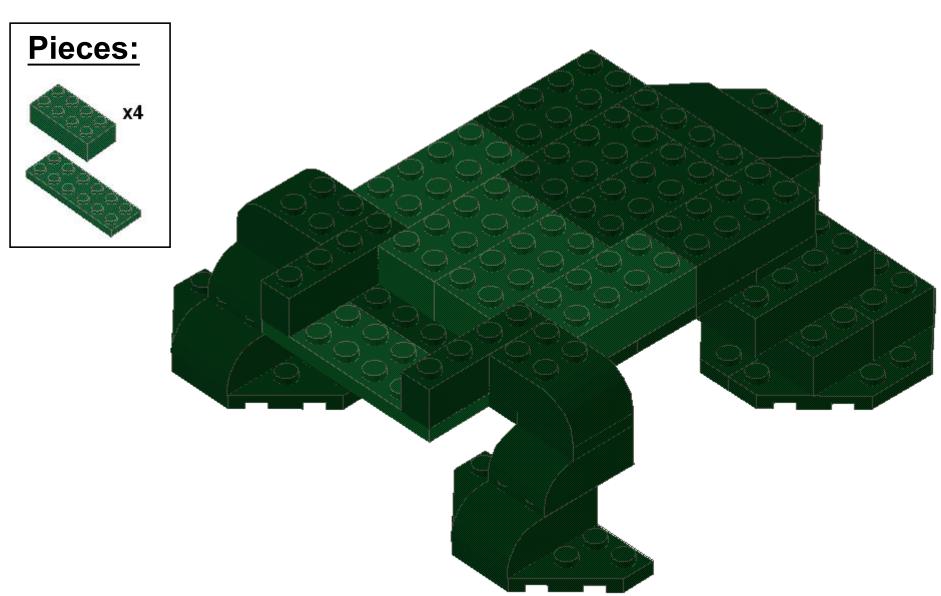


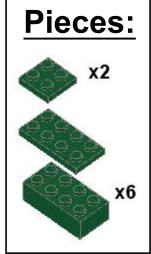


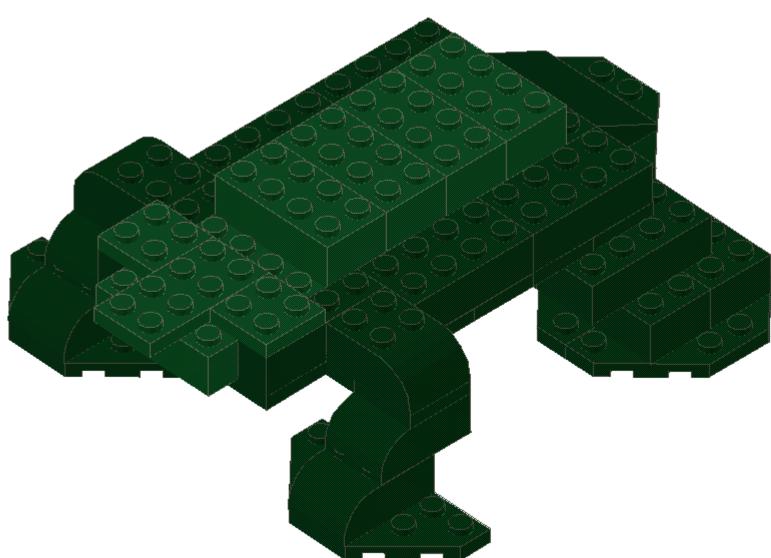
Moving Parts

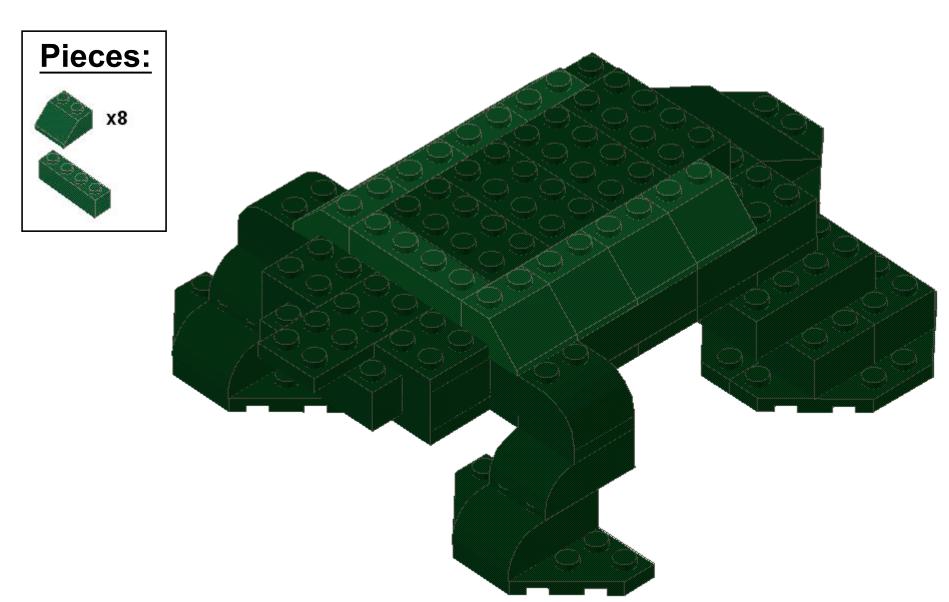


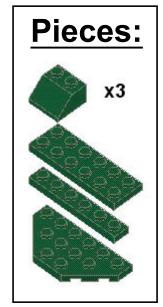


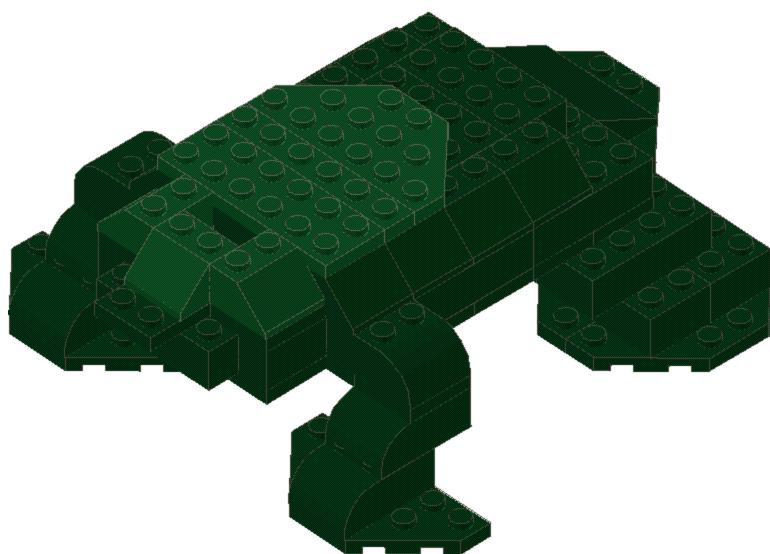


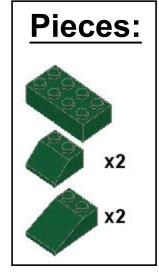


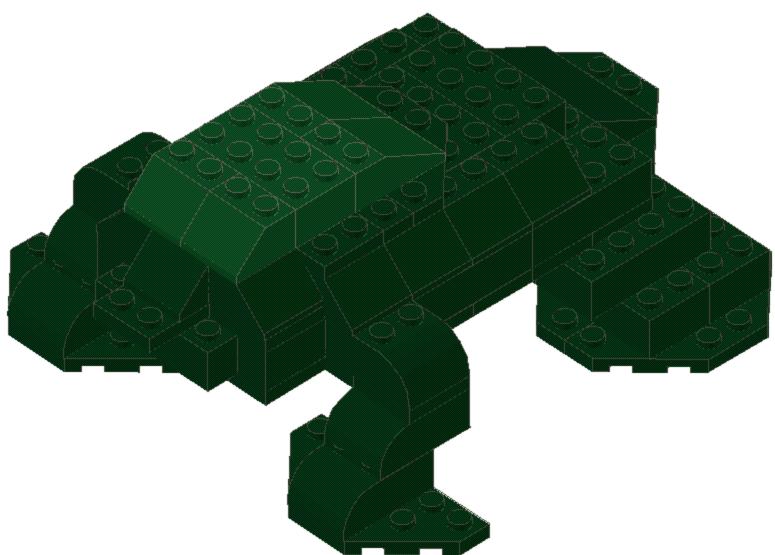








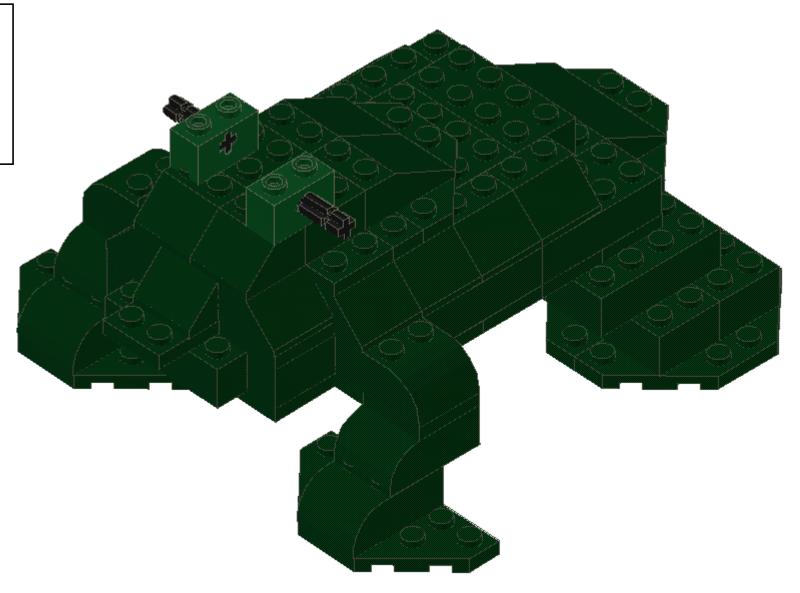


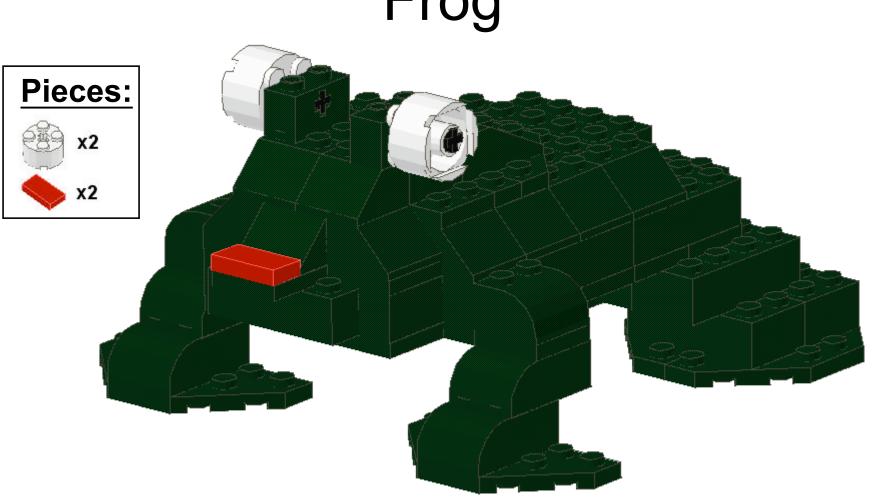




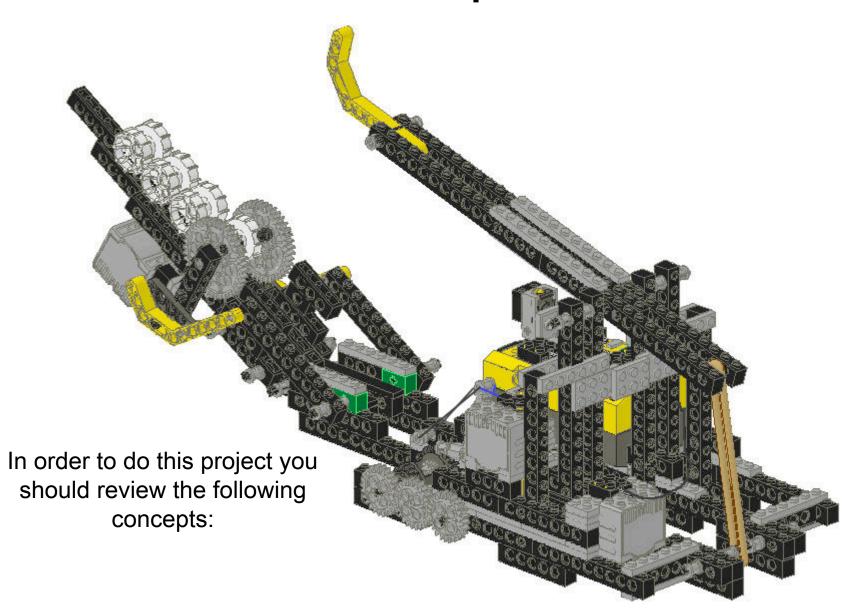




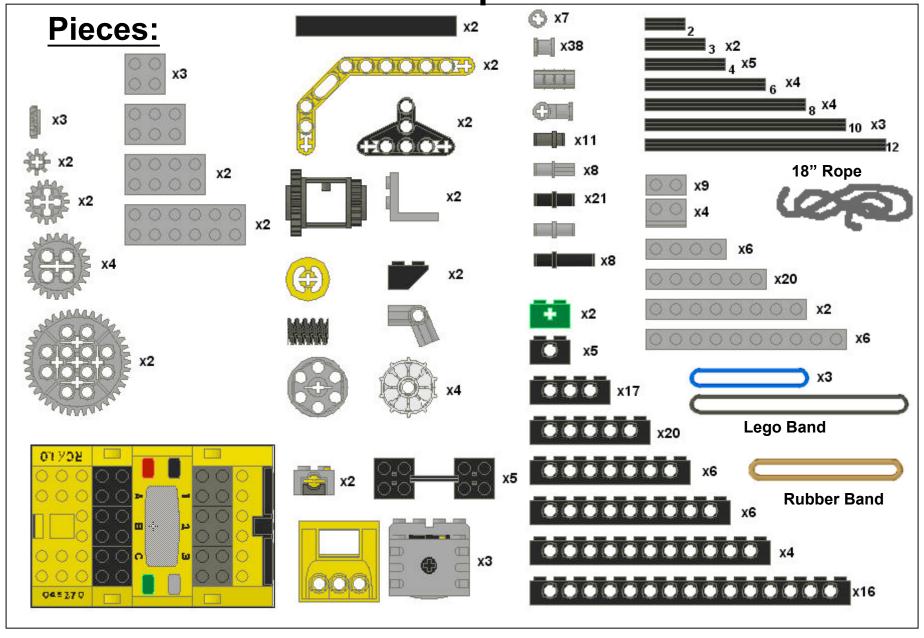




Catapult



Catapult



Building Kinetic Sculptures Catapult: Arm



Pieces:

4

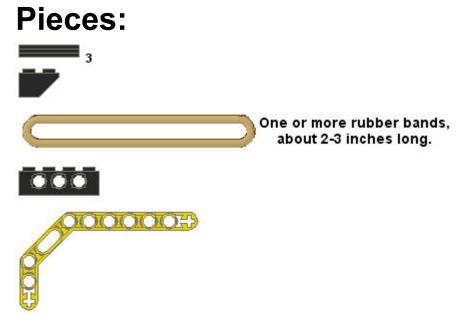
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x5

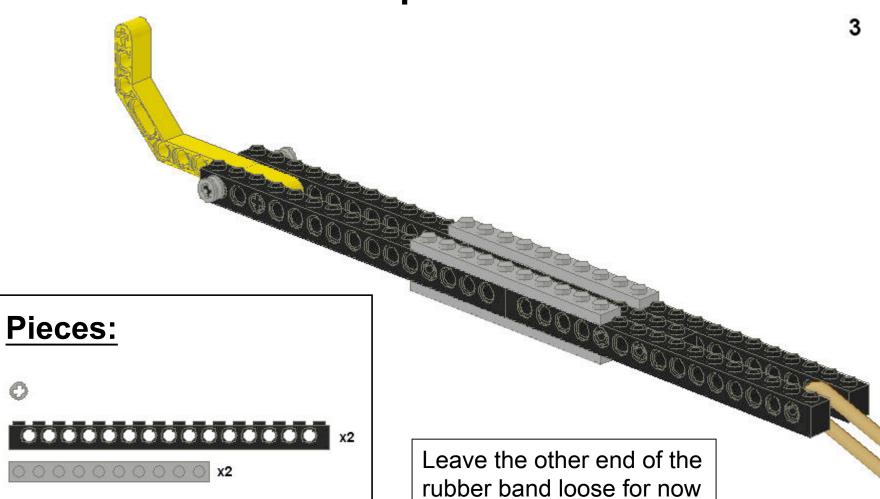
x2

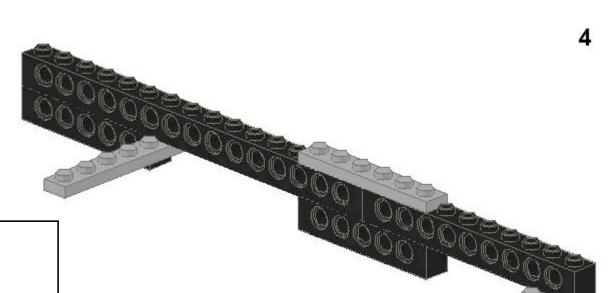
Building Kinetic Sculptures Catapult: Arm

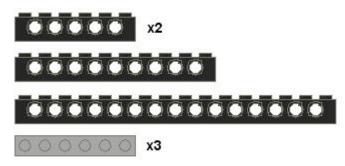


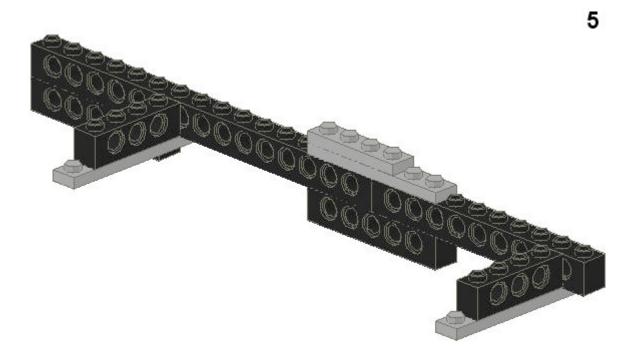


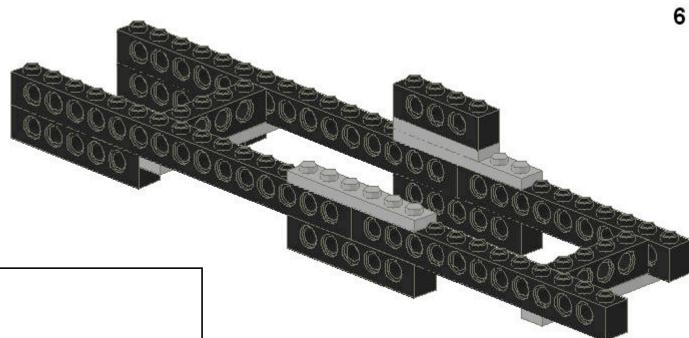
Building Kinetic Sculptures Catapult: Arm

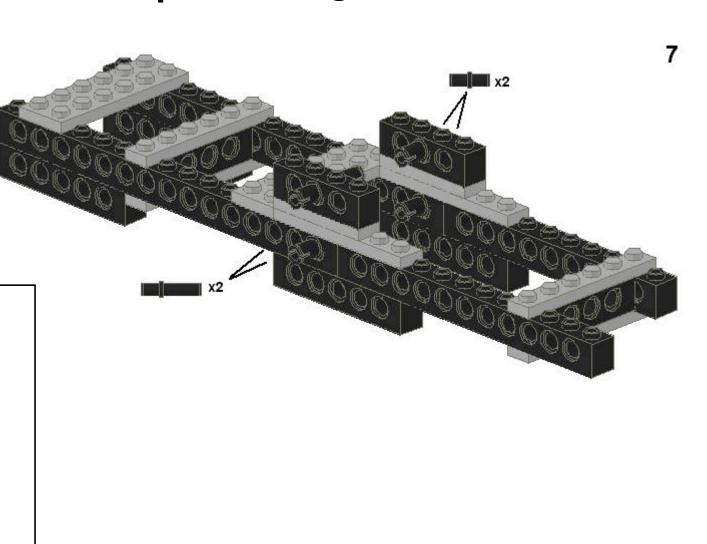


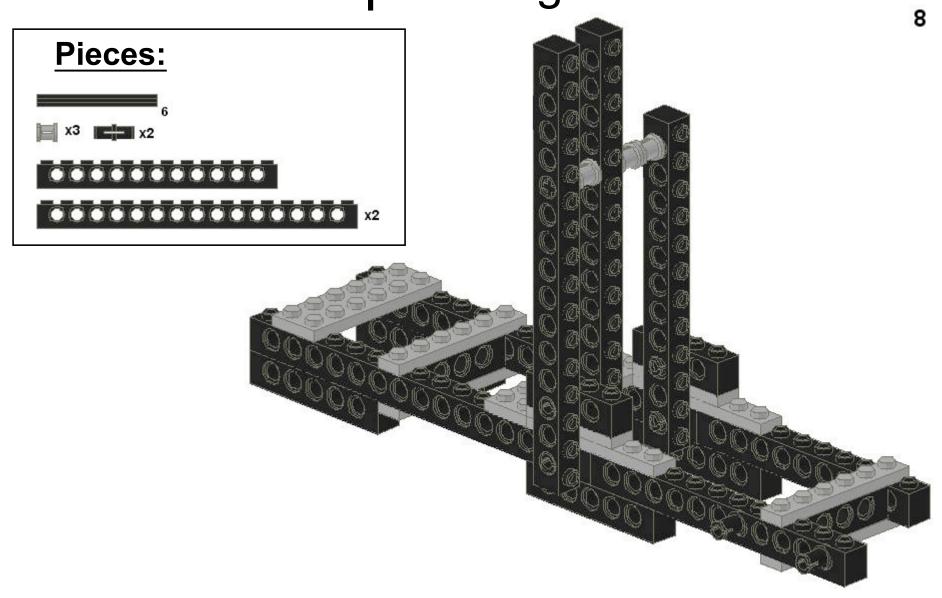


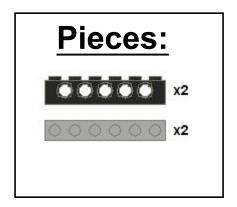


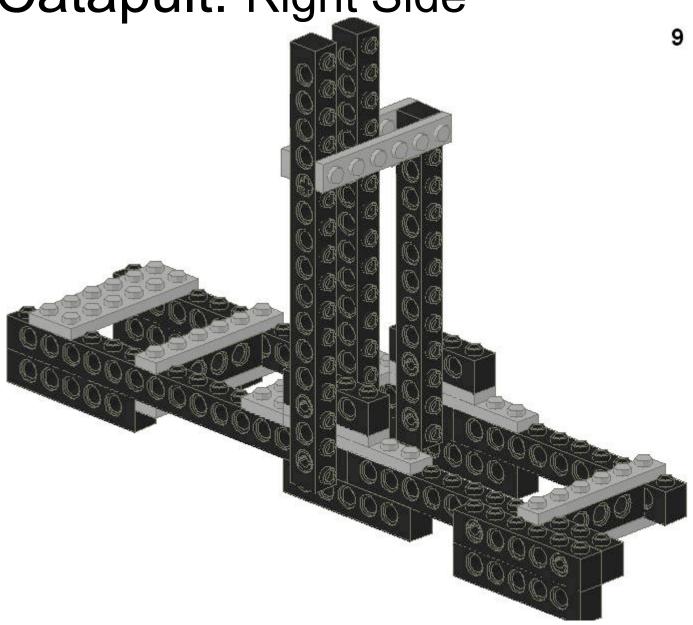


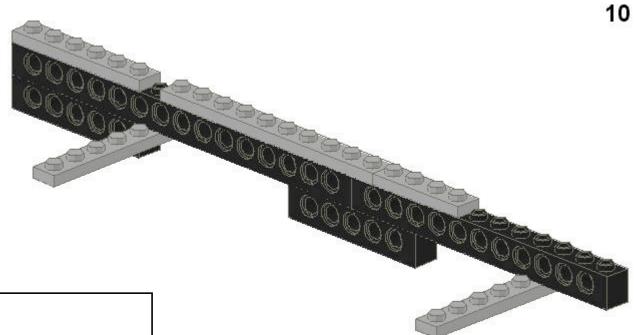


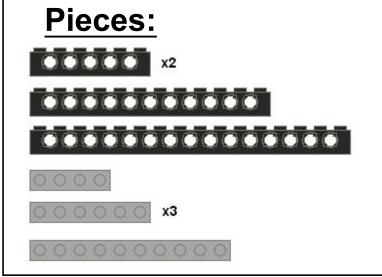


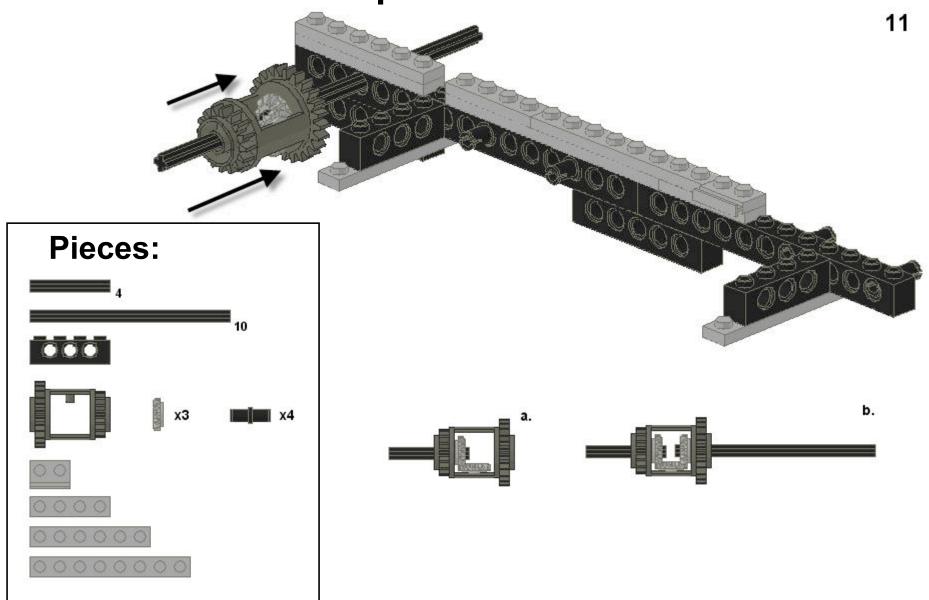


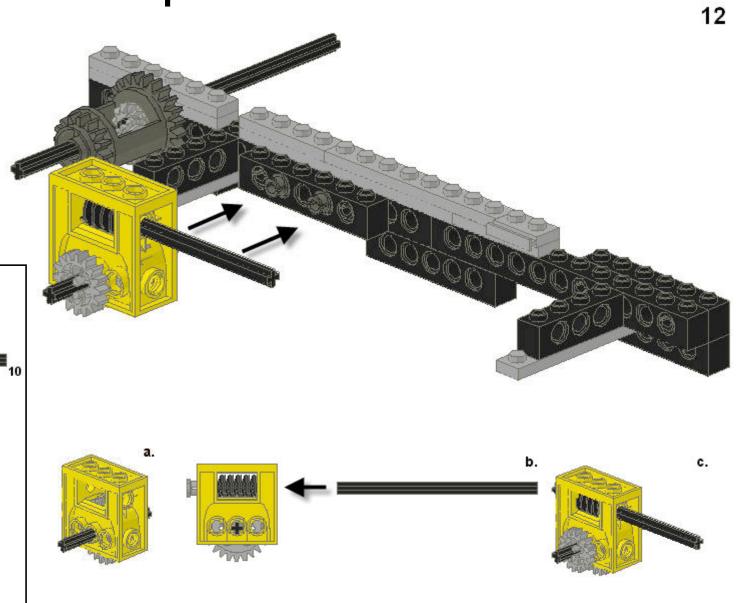




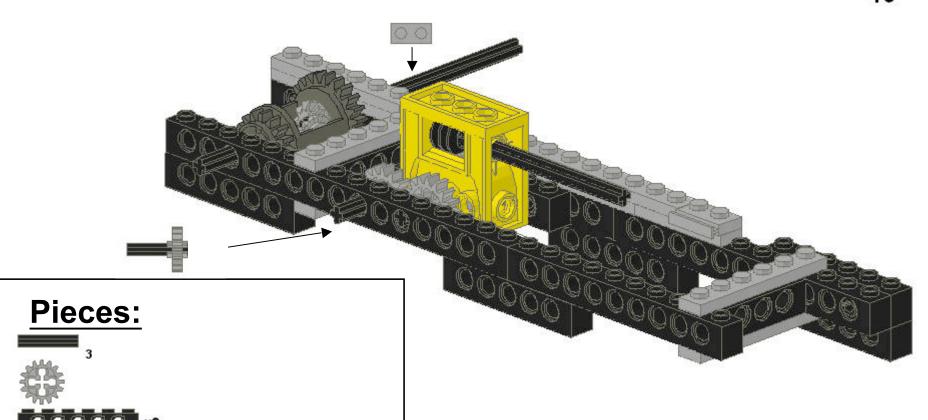


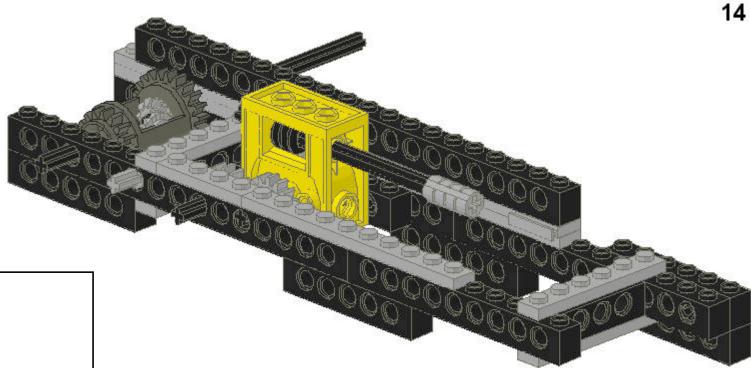


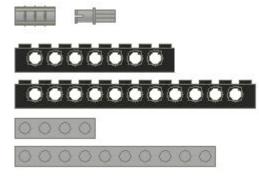


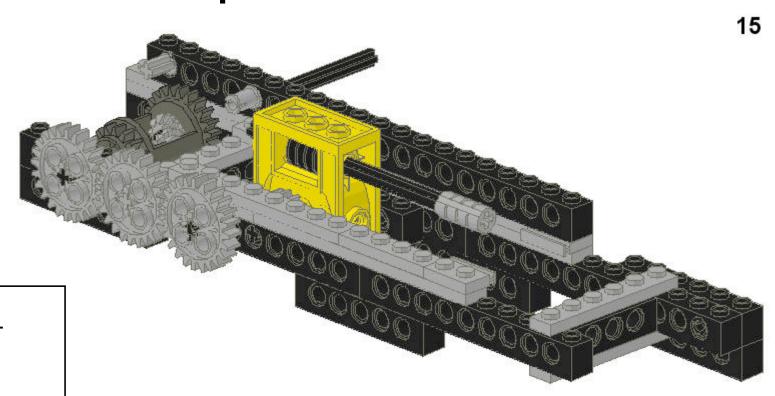


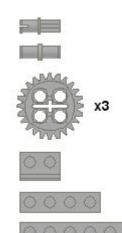
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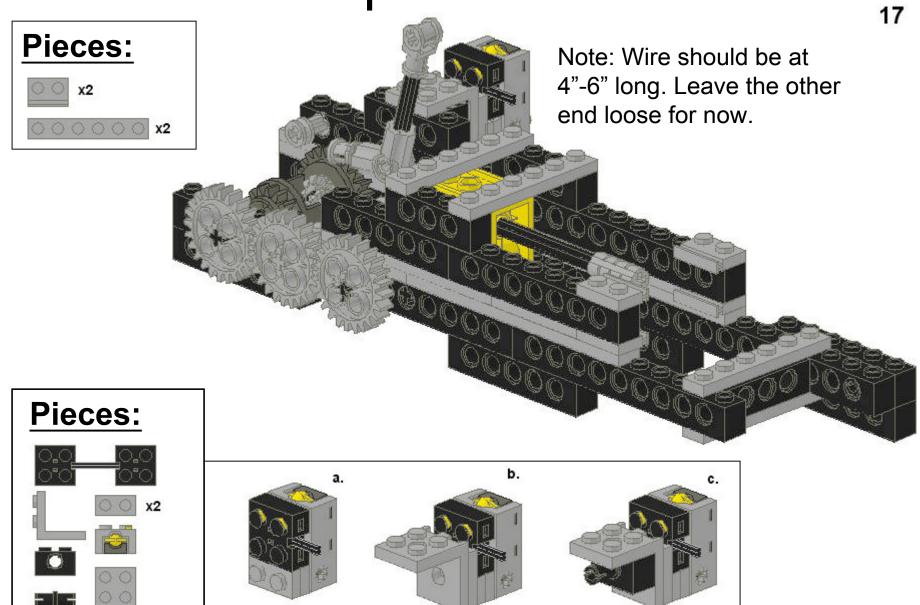




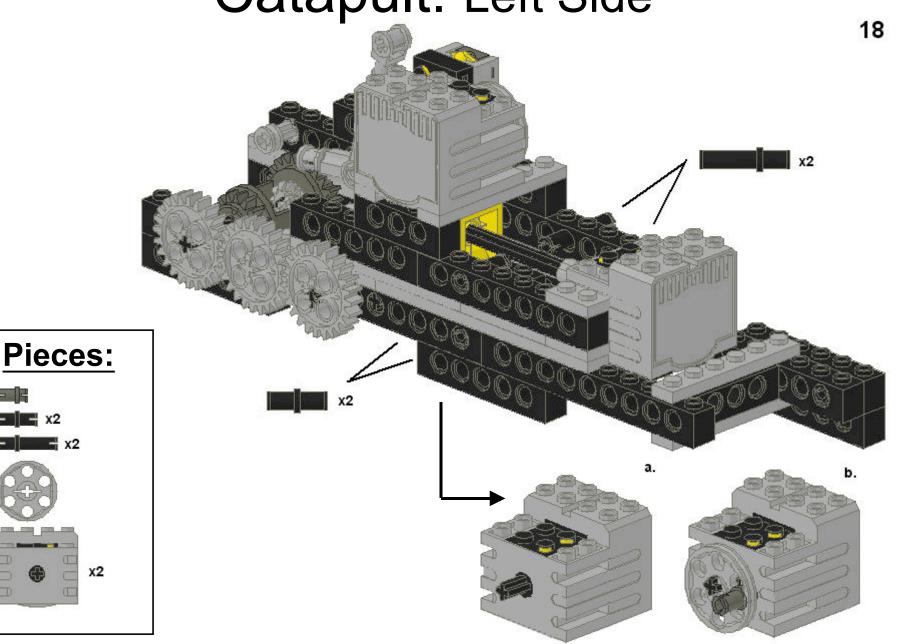




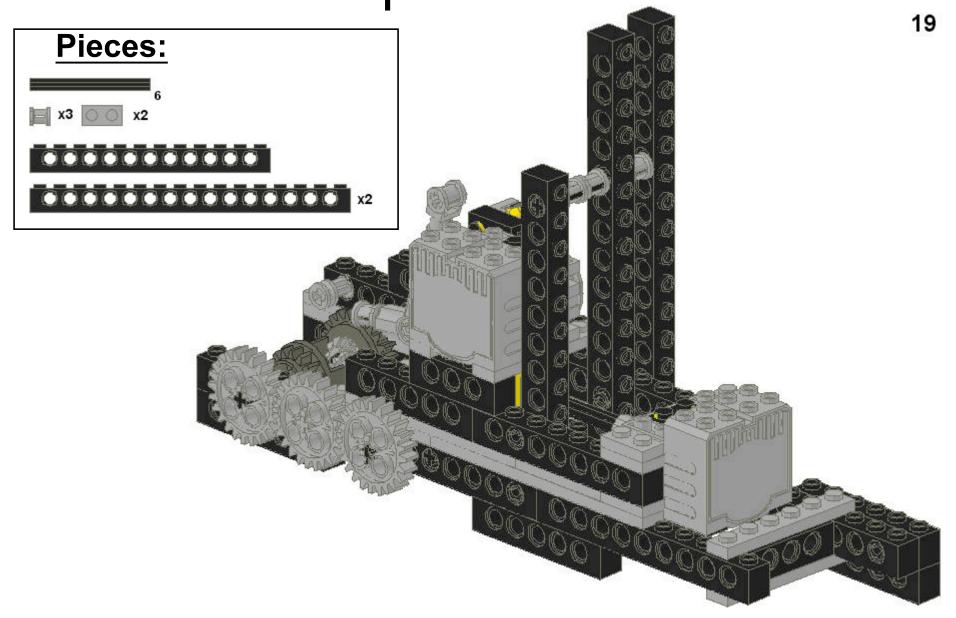
Building Kinetic Sculptures Catapult: Left Side **Moving Parts** 16 Pieces:



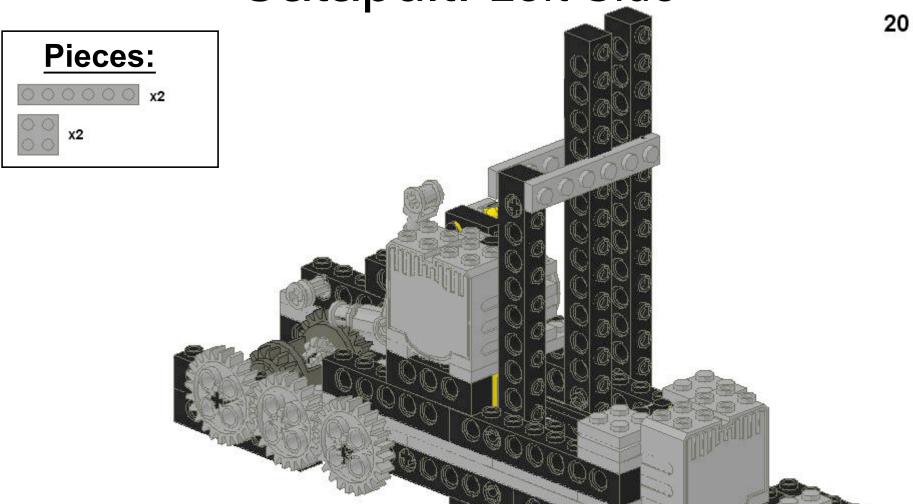
Building Kinetic Sculptures Catapult: Left Side



Building Kinetic Sculptures Catapult: Left Side

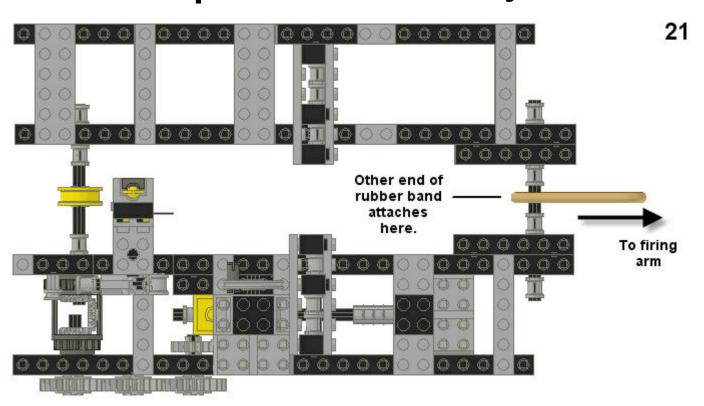


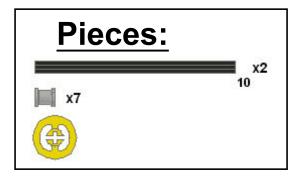
Building Kinetic Sculptures Catapult: Left Side

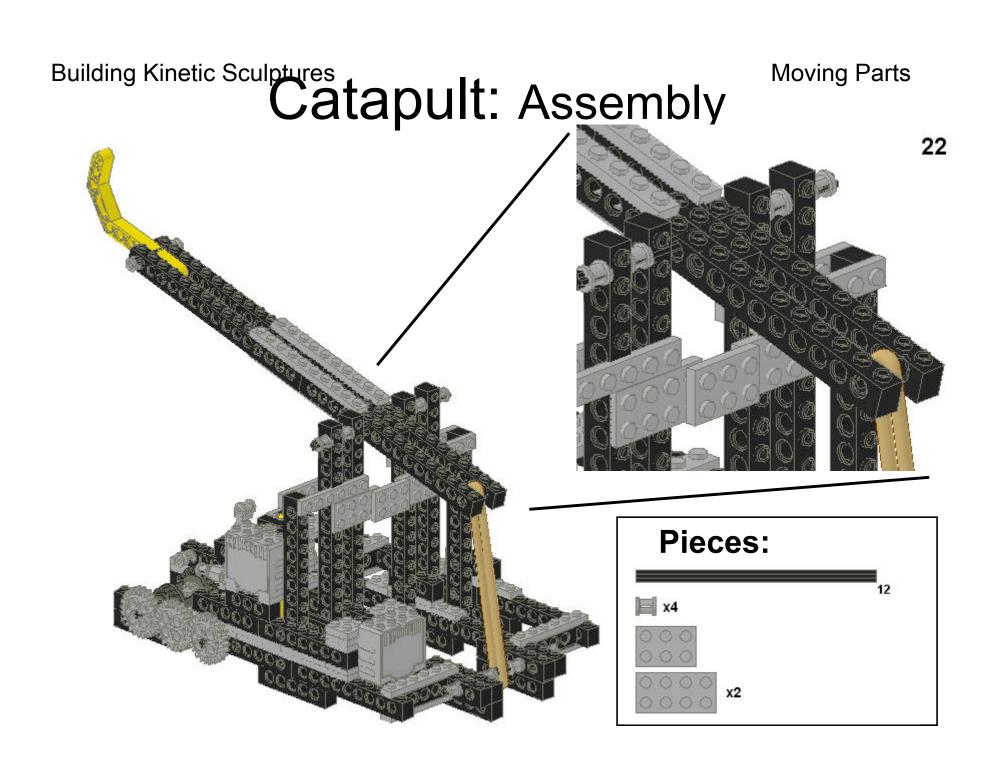


Moving Parts

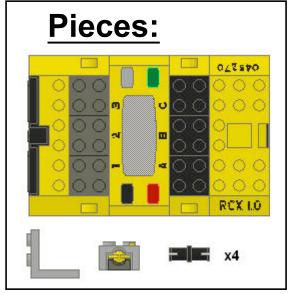
Building Kinetic Sculptures Catapult: Assembly

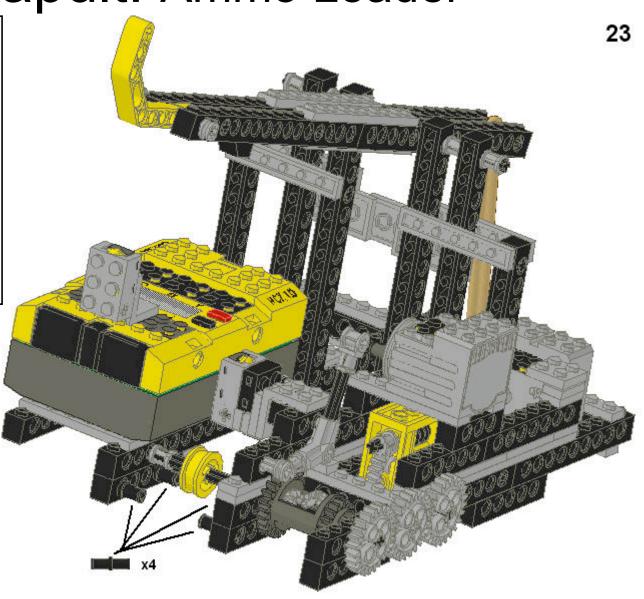




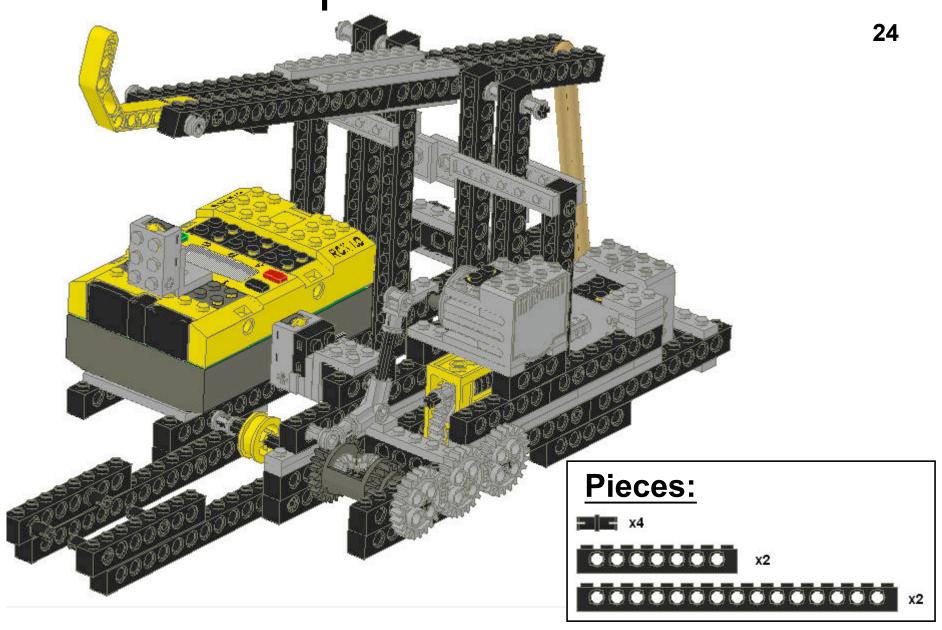


Building Kinetic Sculptures Catapult: Ammo Loader Moving Parts

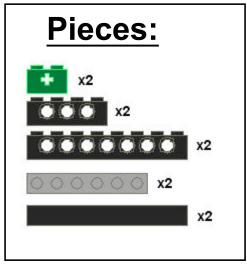


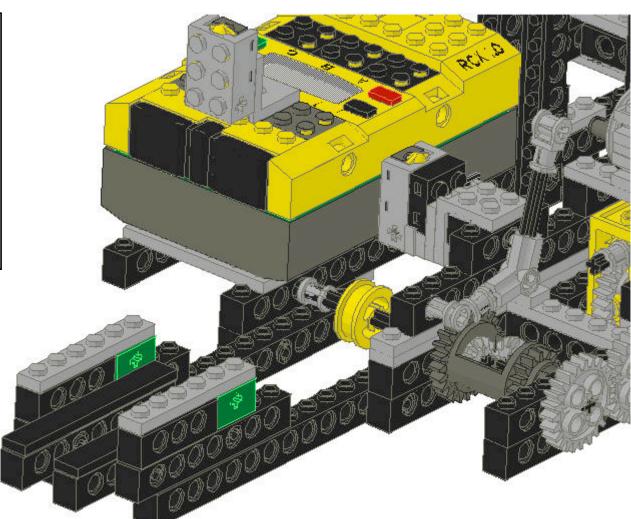


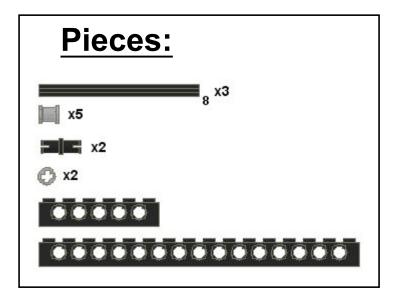
Building Kinetic Sculptures Catapult: Ammo Loader Moving Parts



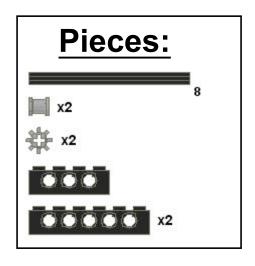
Building Kinetic Sculptures Catapult: Ammo Loader

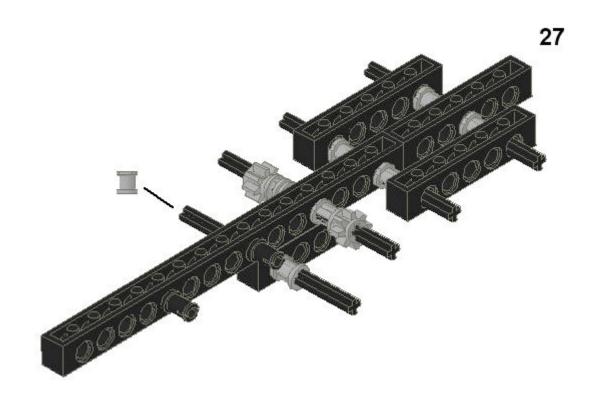


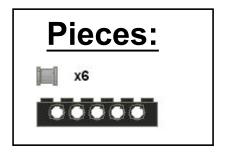


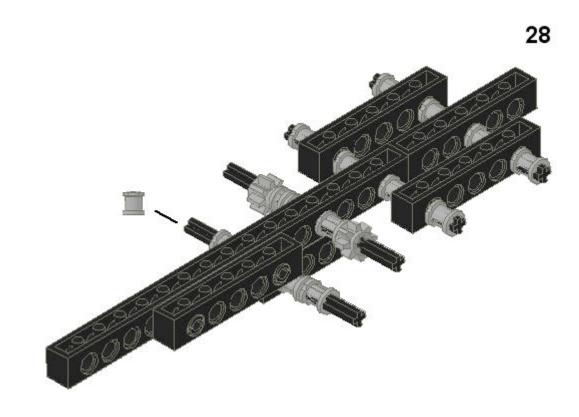


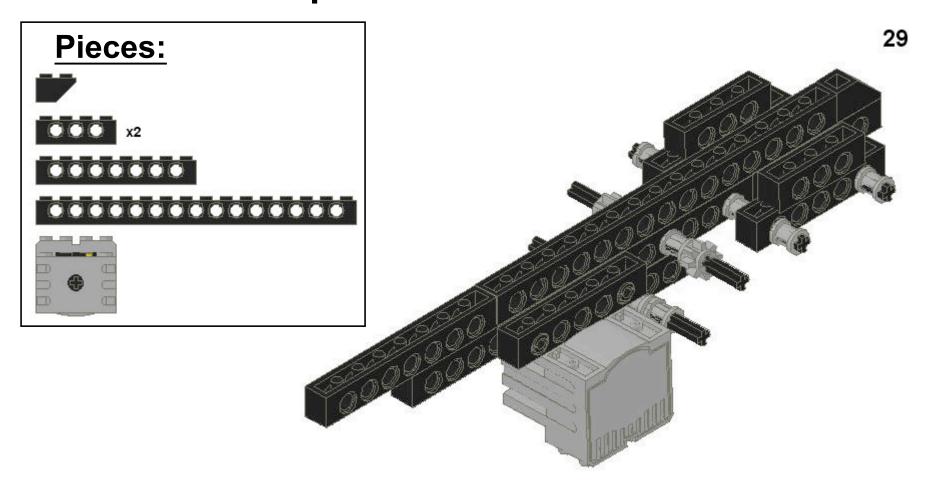


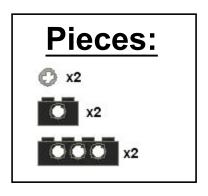


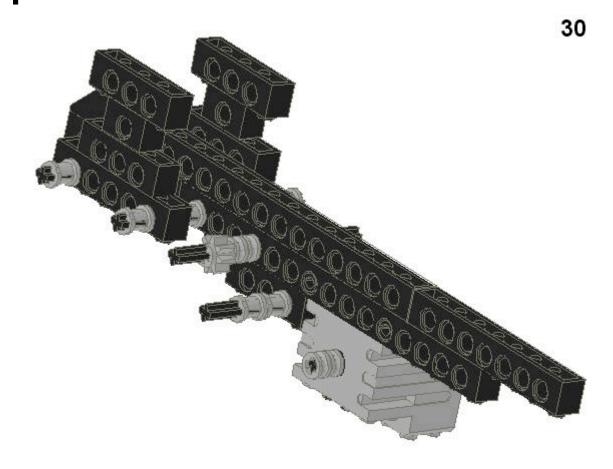


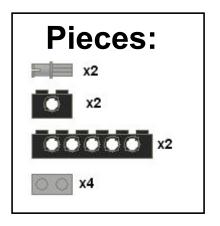


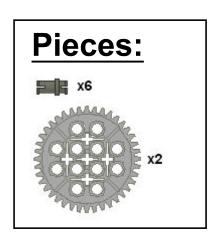




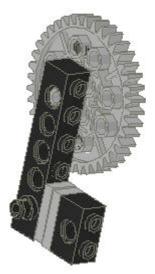




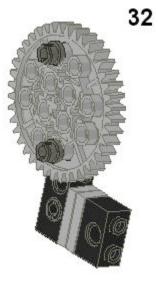




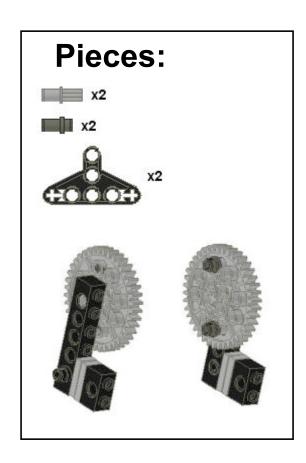


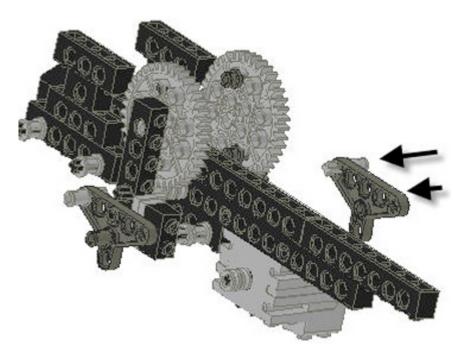


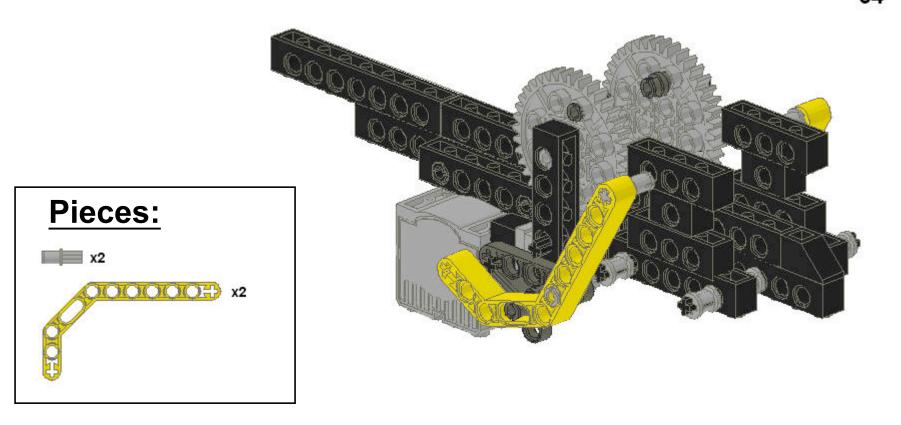




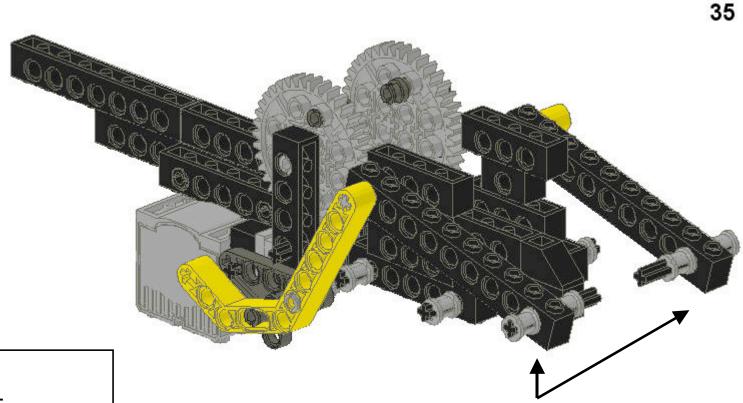
Building Kinetic Sculptures Catapult: Ammo Loader



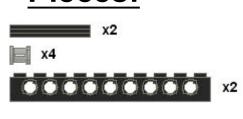




Building Kinetic Sculptures Catapult: Ammo Loader

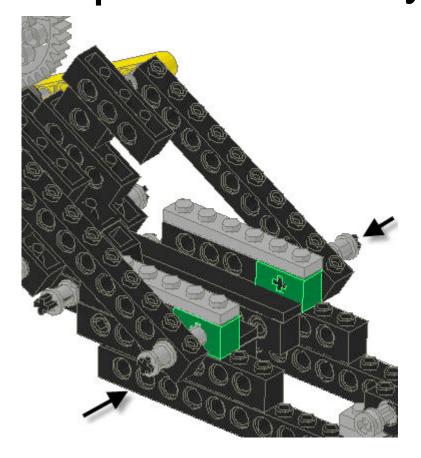


Pieces:



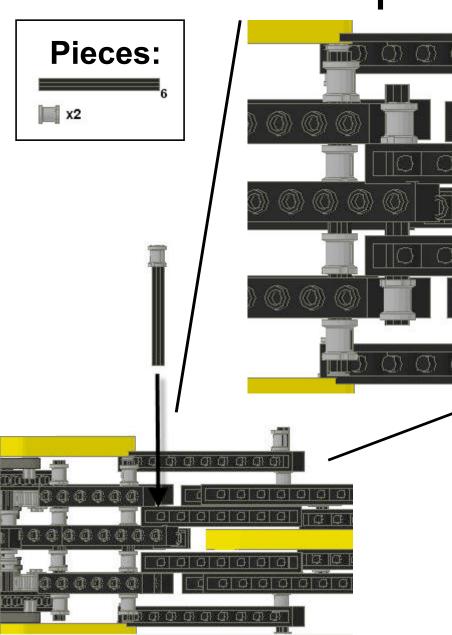
These arms will connect the ammo loader to the rest of the catapult.

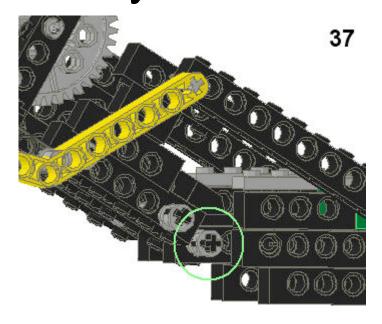
Building Kinetic Sculptures Catapult: Assembly



Insert the axles from the arms of the ammo loader into the green bricks on the back of the catapult

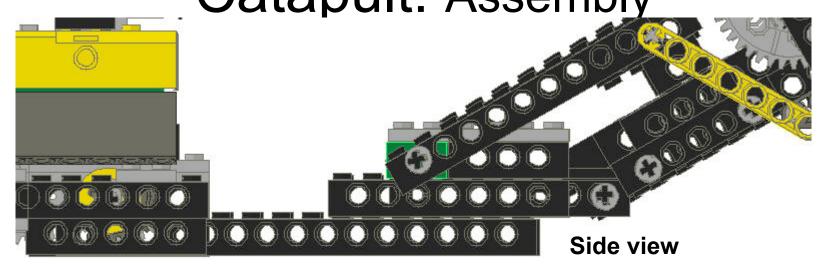
Building Kinetic Sculptures Catapult: Assembly

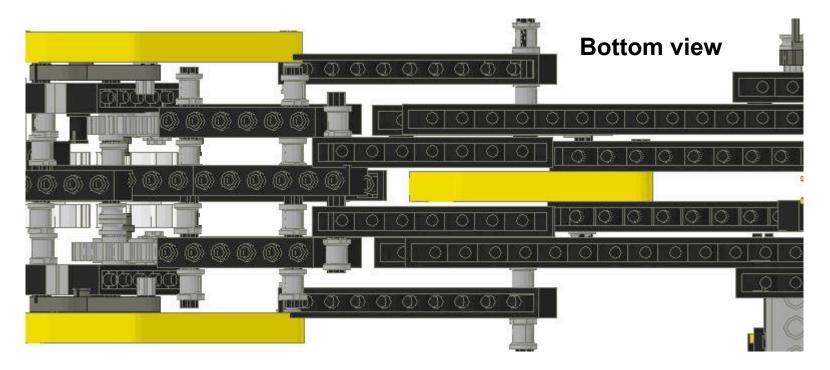




The final pin to attach the ammo loader goes through the last hole on the catapult just below the smooth plates to the hole on the ammo loader just below the sloped brick. When connected and secured on each end with a bushing, the ammo loader will be at an angle to the rest of the catapult.

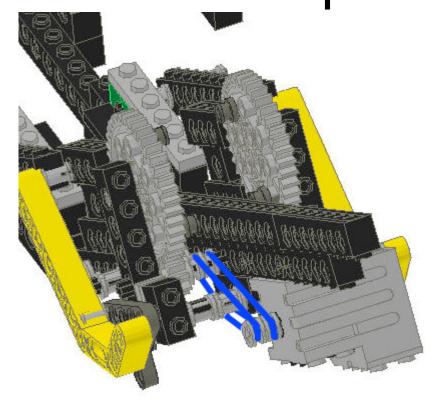
Building Kinetic Sculptures Catapult: Assembly Moving Parts

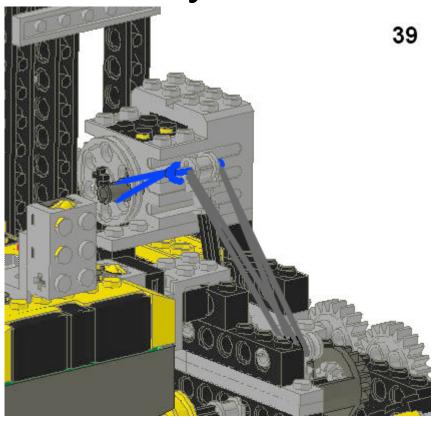


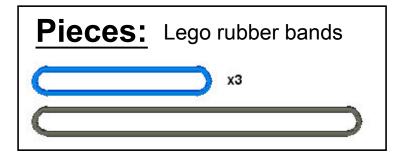


Building Kinetic Sculptures Catapult: Assembly

Moving Parts

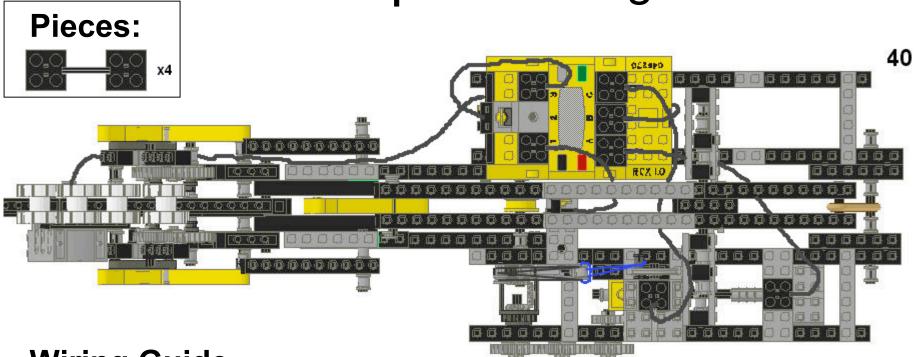






Note: When the motor is in the position above, the lever arm should be locked into the differential gear. When the motor is turned halfway, the lever should be free from the differential. If this is not the case, readjust the bands.

Building Kinetic Sculptures Catapult: Wiring



Wiring Guide

Port 1 connects to the touch sensor under the arm.

Port 3 connects to the touch sensor on the rcx.

Port A connects to the motor on the front of the catapult.

Port B connects to the motor on the ammo loader

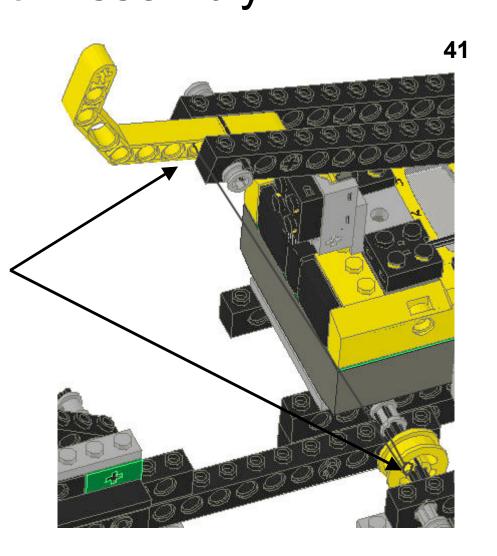
Port C connects to the motor on the middle of the catapult

Building Kinetic Sculptures Catapult: Assembly

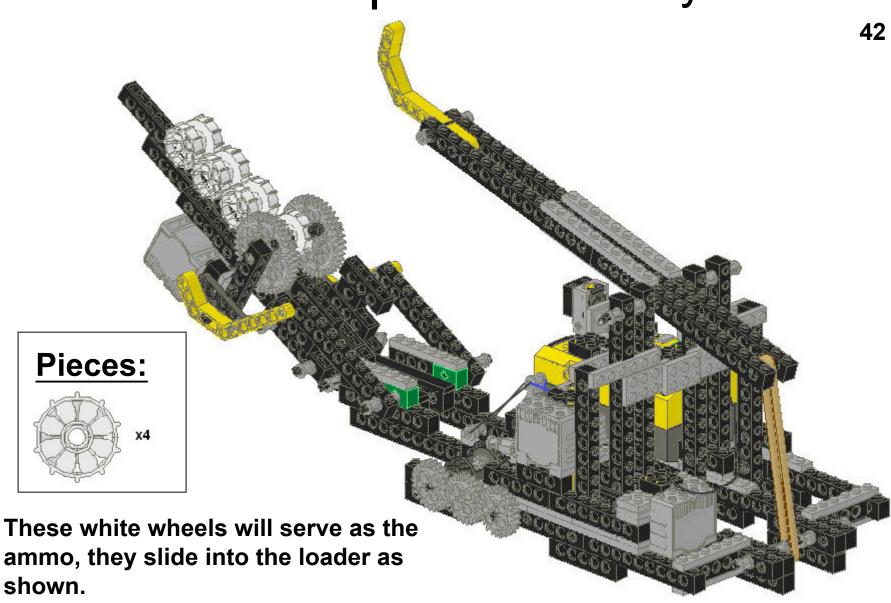
Pieces:

18" string

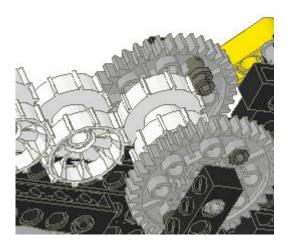
The sting is tied at one end to the angled arm and at the other end to the yellow cylinder.



Building Kinetic Sculptures Catapult: Assembly



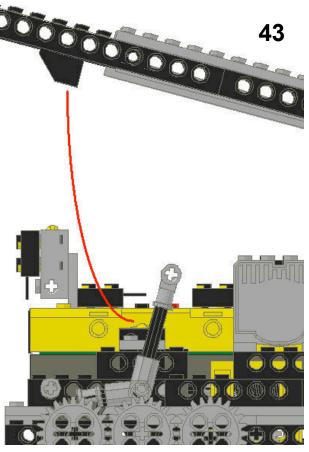
Building Kinetic Sculptures Catapult: Final Notes

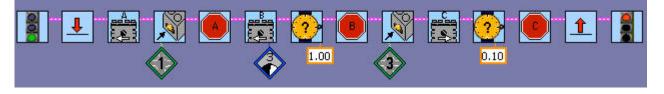


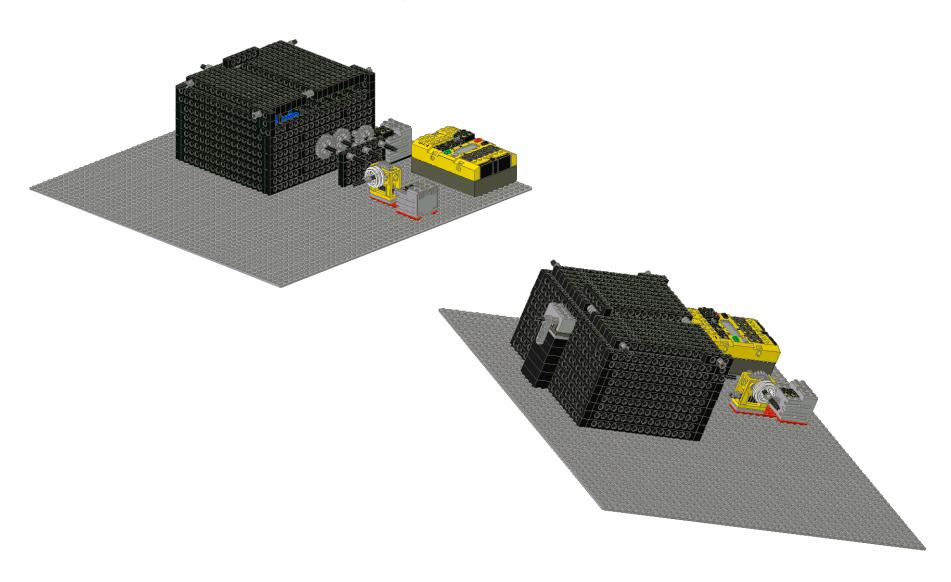
- 1. Make sure that when the arm is pulled down, the sloped brick hits the touch sensor.
- 2. The gears on the ammo loader work best if they are in the position shown.

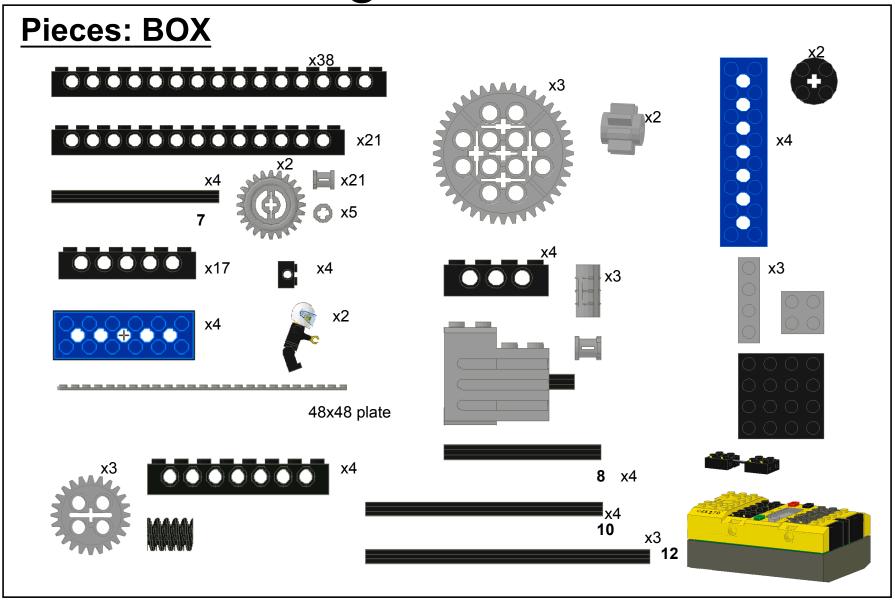
How it works:

When the program below is run, the firing arm will wind down until touch sensor 1 is pressed. Then, motor A will stop and a single white wheel will be moved from the loader onto the arm. When touch sensor 2 is pressed, motor C will move. This will pull the firing lever, and release the arm. The catapult will then reload itself automatically.



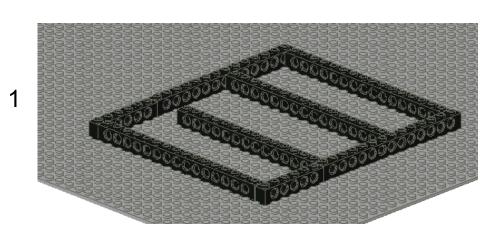


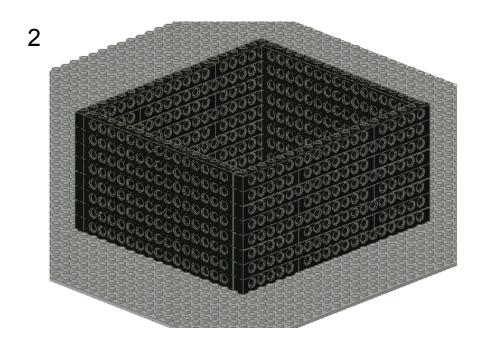


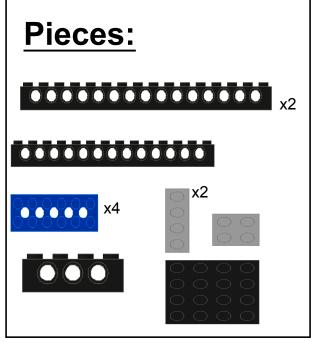


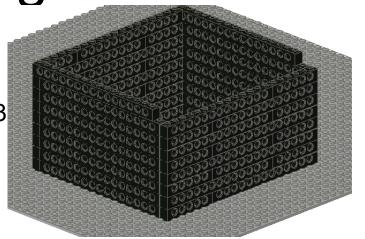
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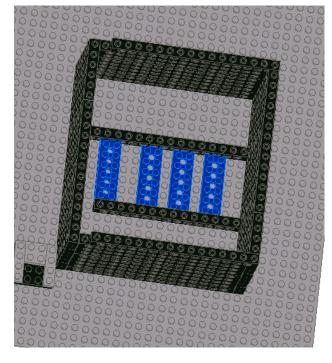
x16 x17 x17 48X48 plate

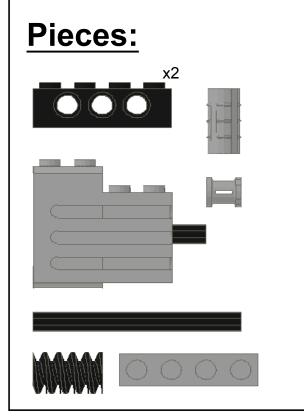


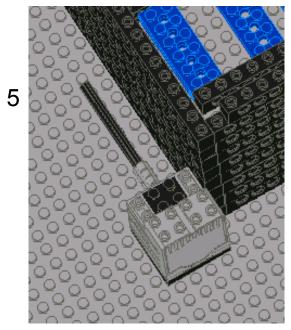


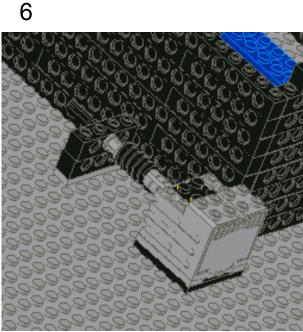










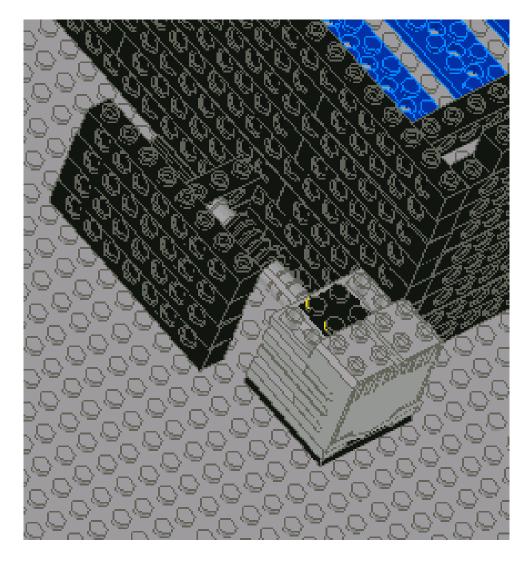


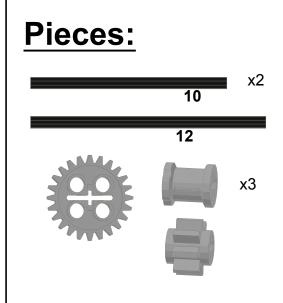
x4

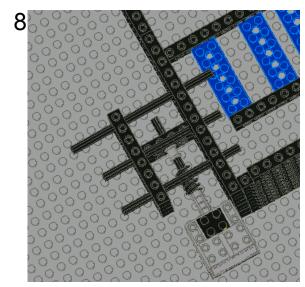
Building a Music Box

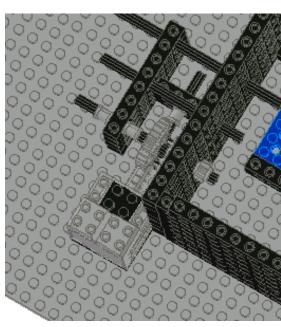
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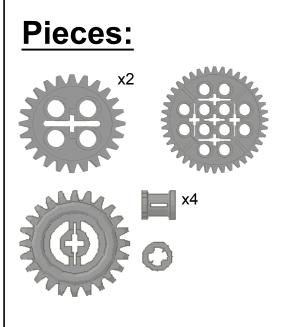


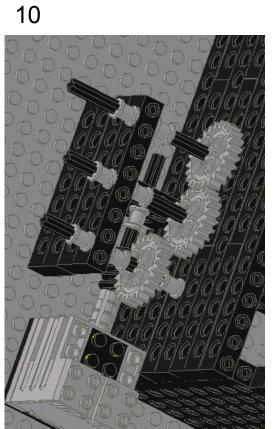


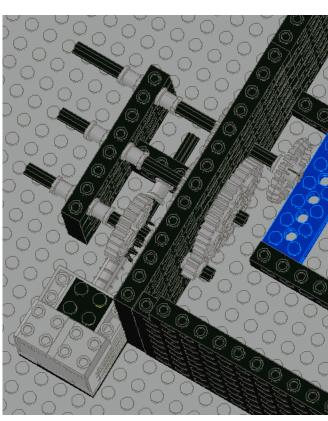




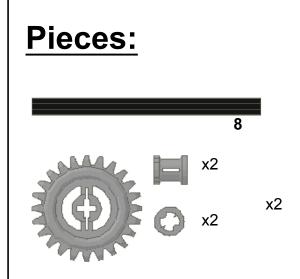


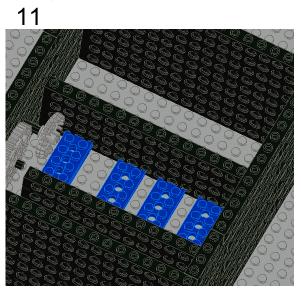




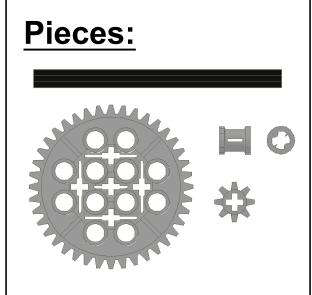


2 views

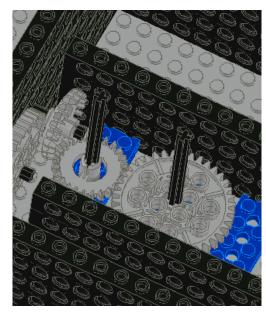


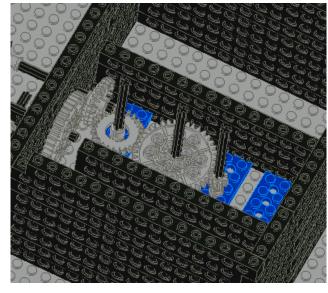


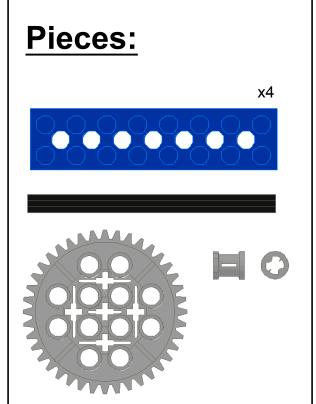


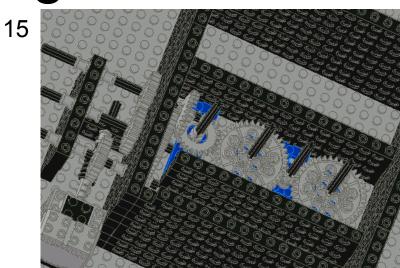


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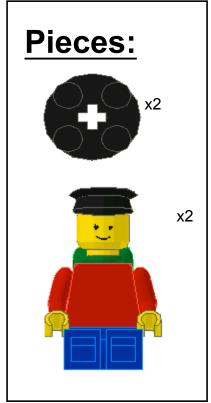


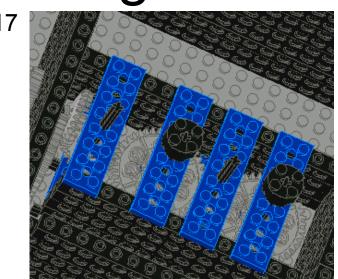


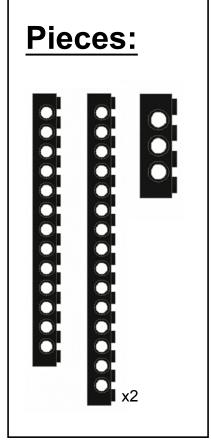


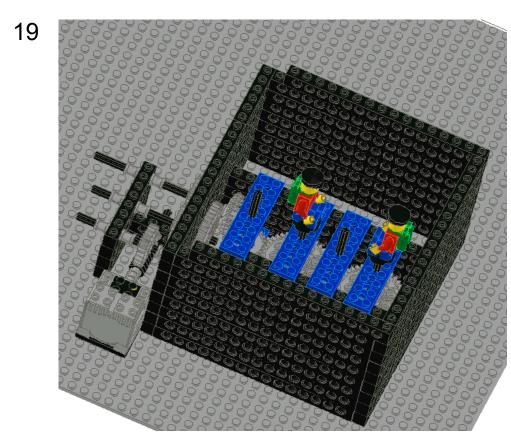


18

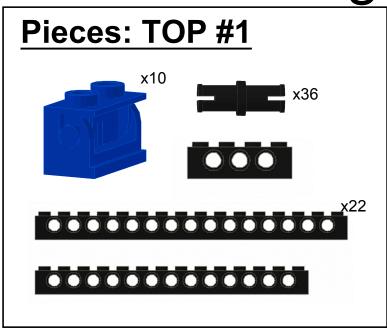


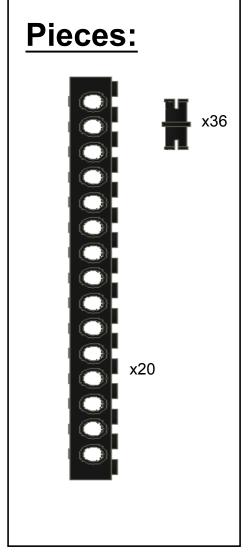


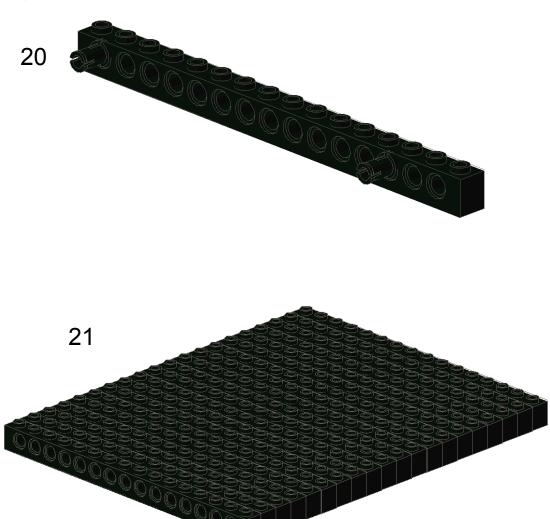


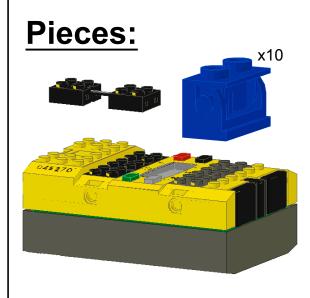


Note: From this point, you can build one of two tops. The first top will just open and the second top is motorized to open when the music box has been cranked.

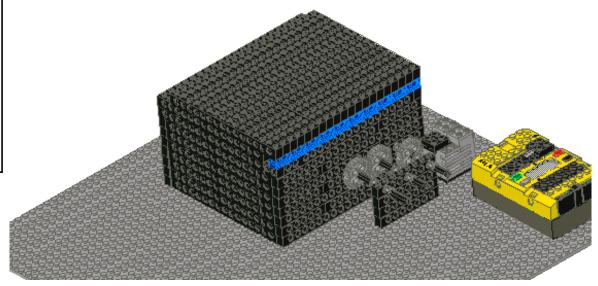


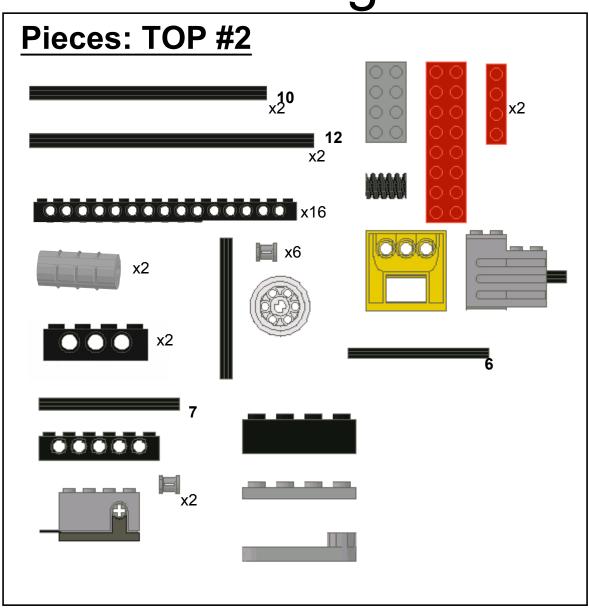


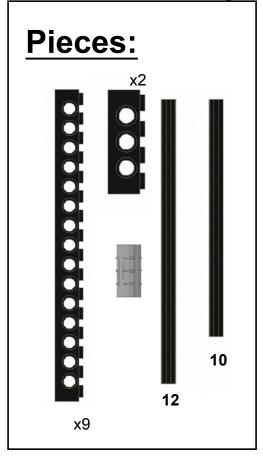


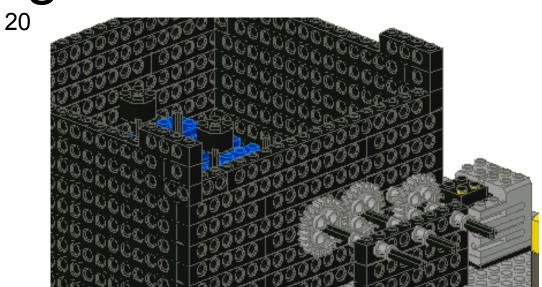


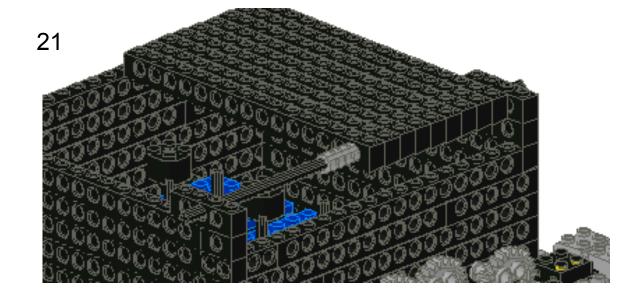
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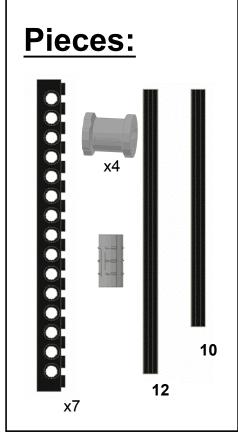


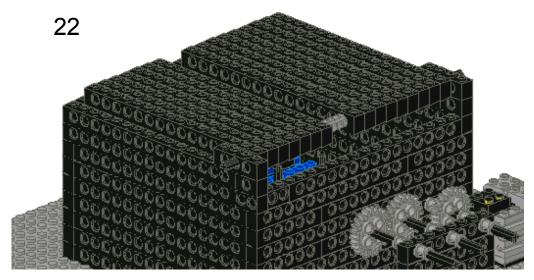




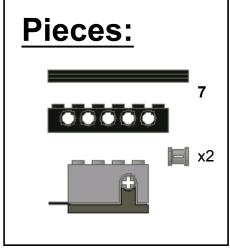


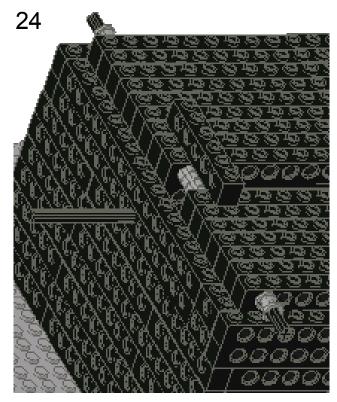


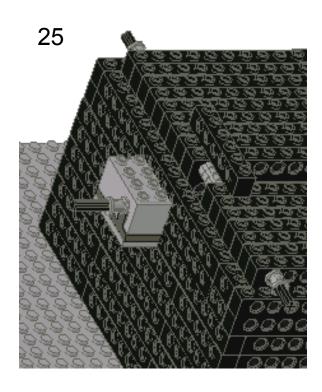










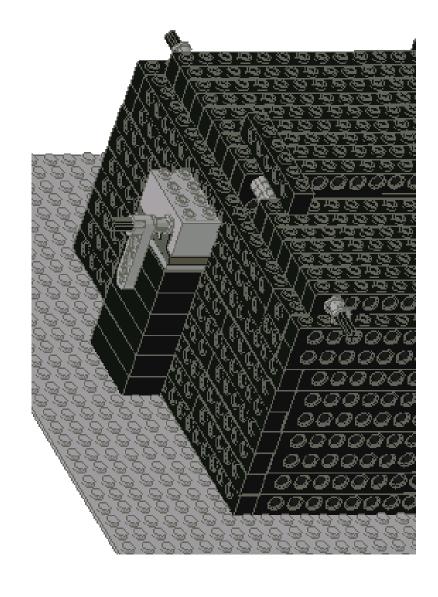


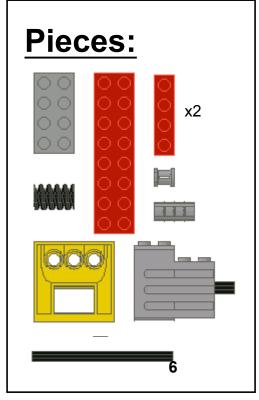
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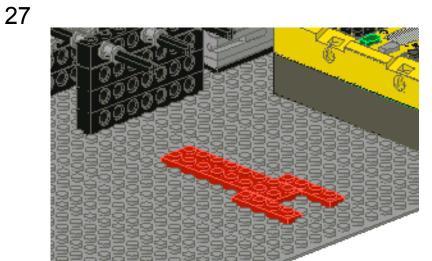
Rotation Sensor

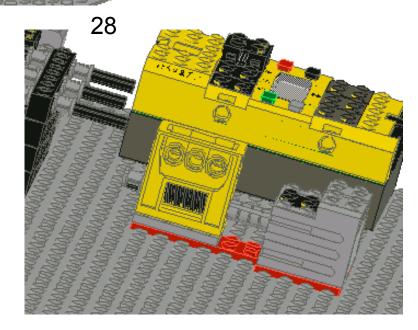
Pieces:

26



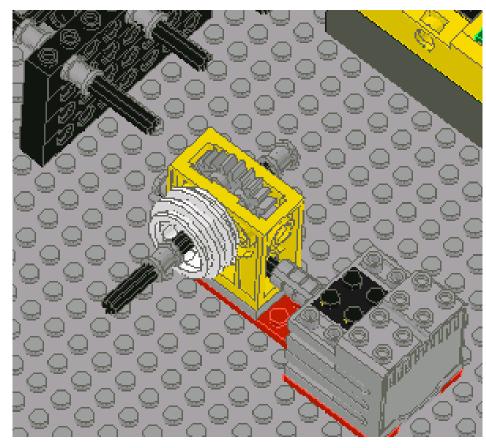






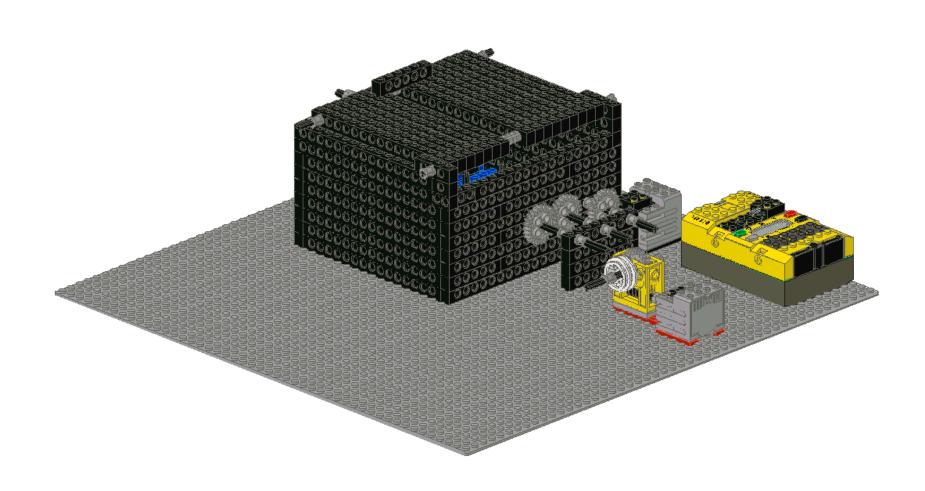
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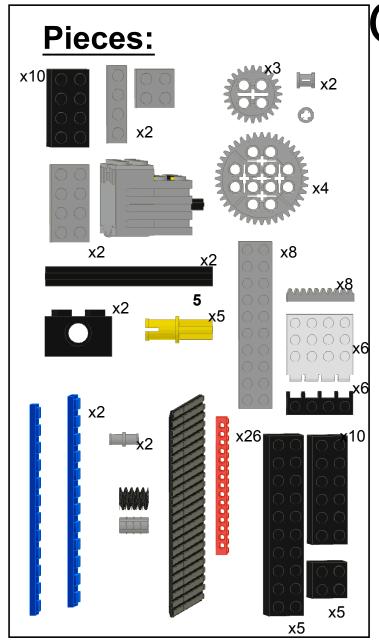
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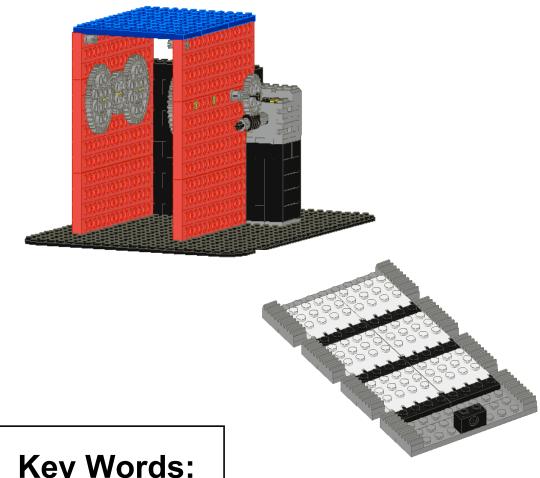
Note:

At this point, tie a piece of string from the wheel to the 6 stud beam on the top.



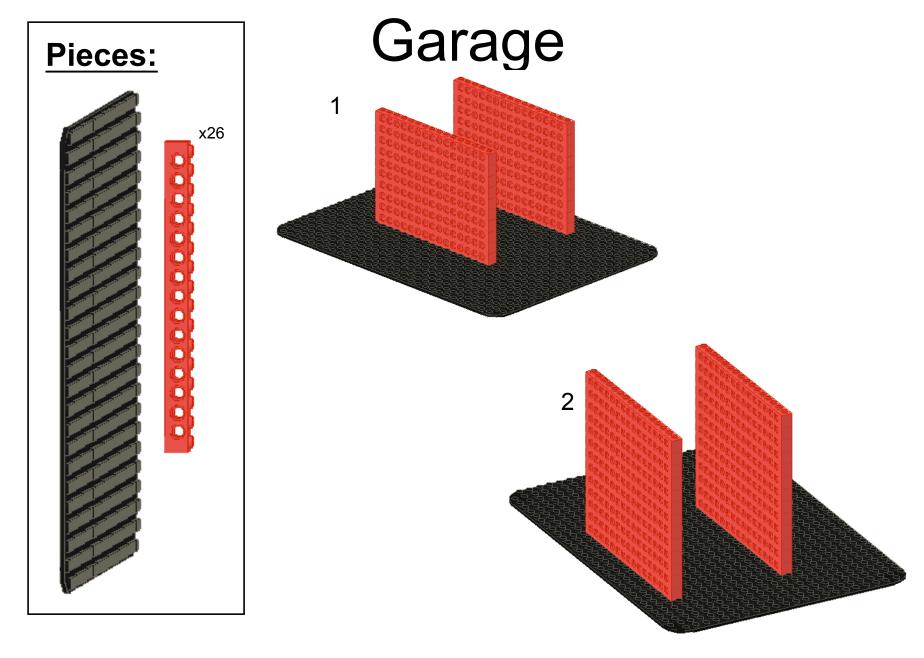


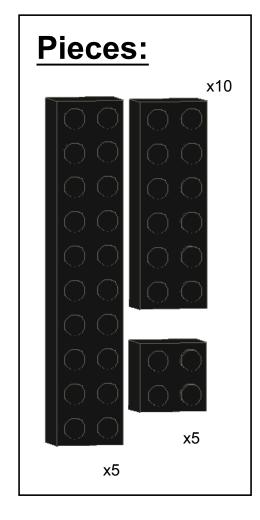
Garage

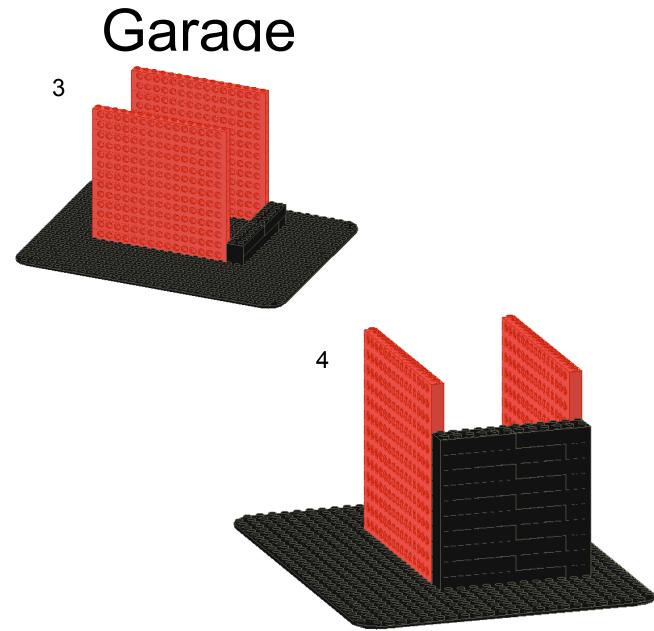


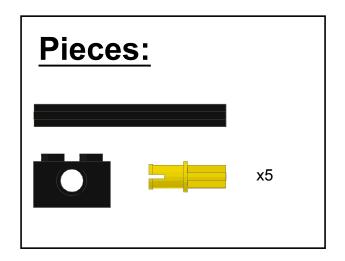
Key Words:

Gear rack

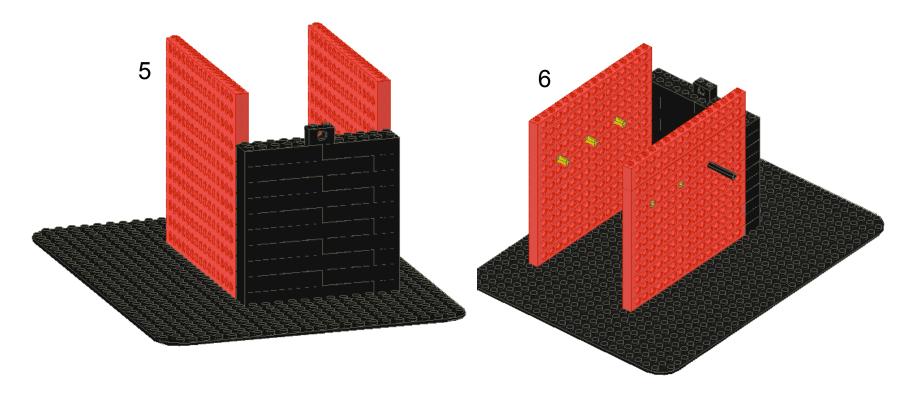


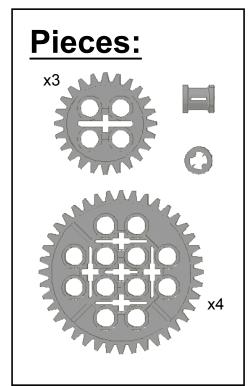


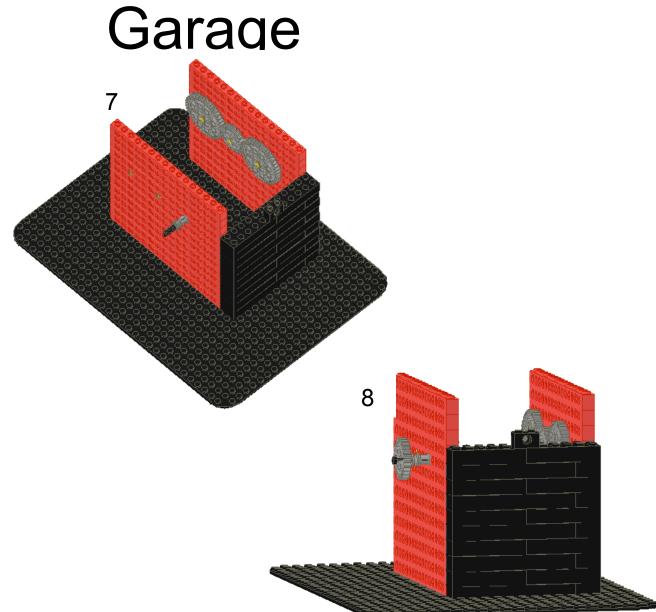


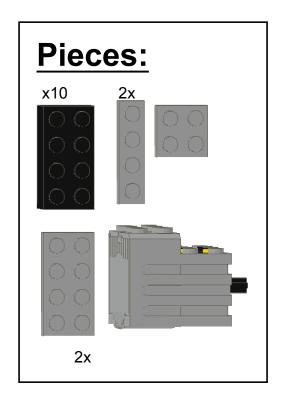


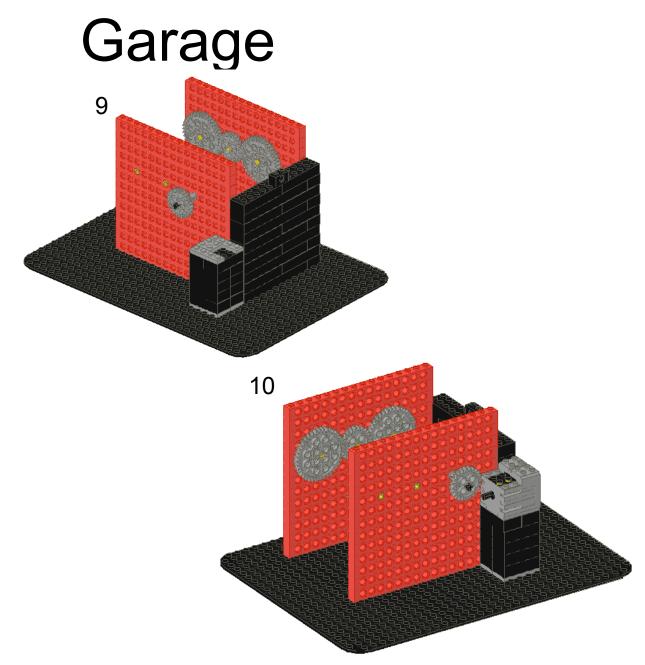
Garage

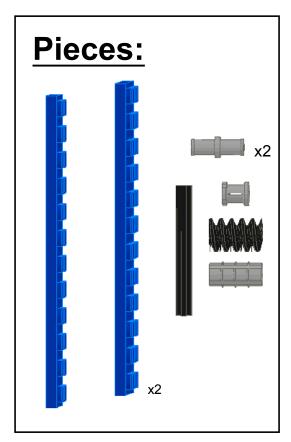


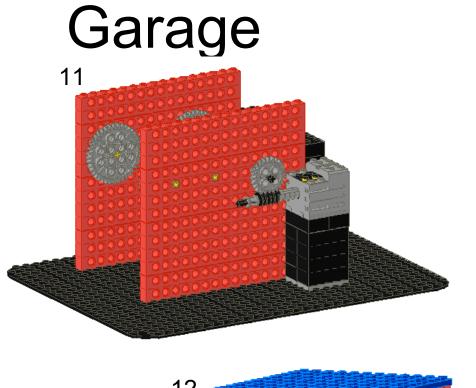


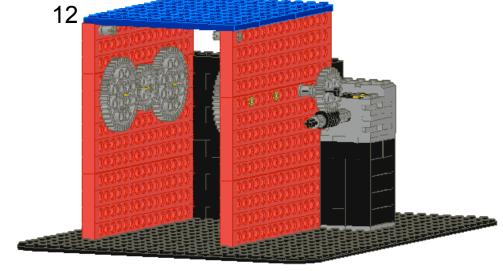




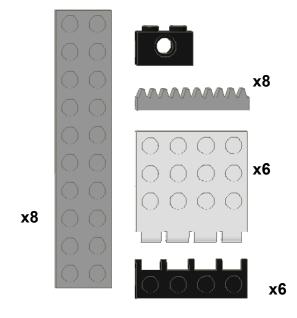


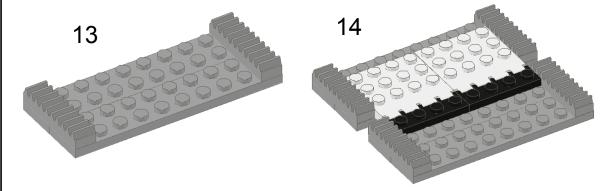


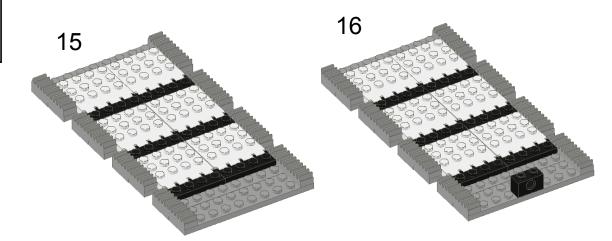




Pieces: Garage Door





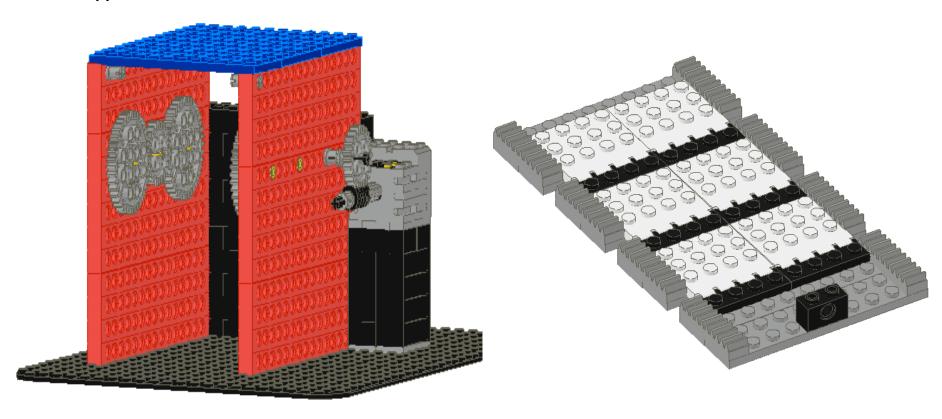


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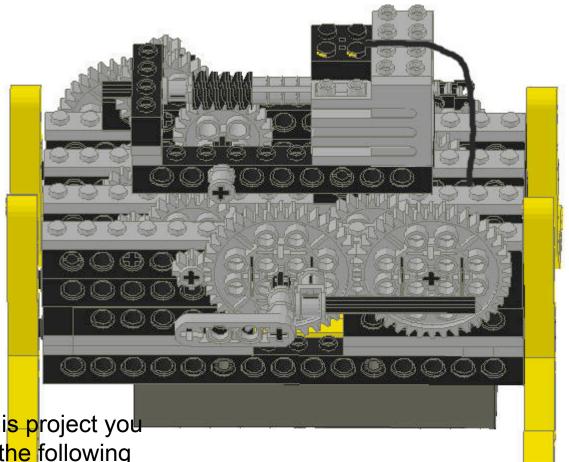
Gear Rack

Garage

17

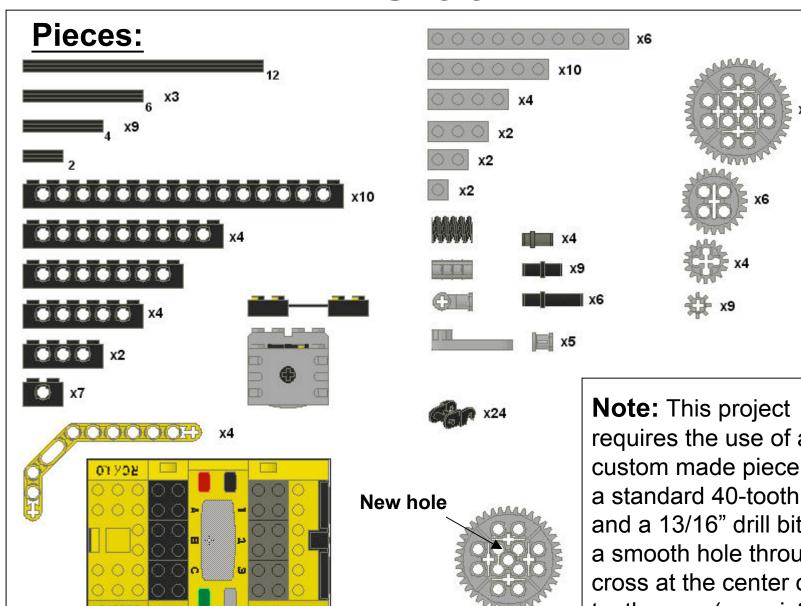






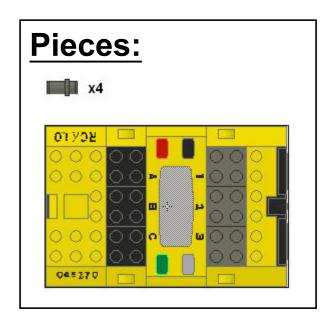
In order to do this project you should review the following concepts: multiple gears, using a worm gear, gearing down

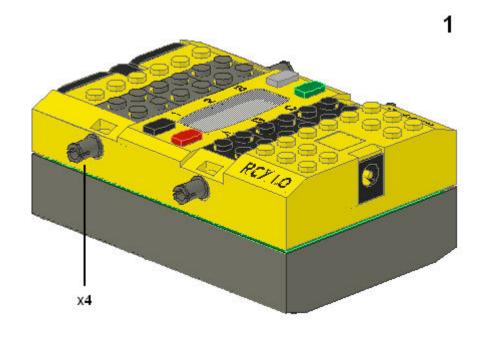
Clock



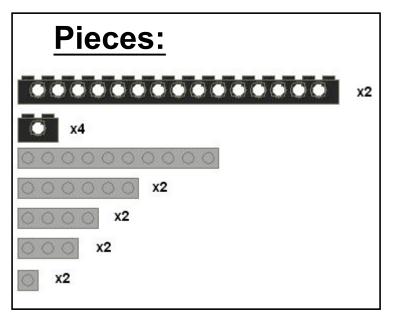
requires the use of a custom made piece. Using a standard 40-tooth gear and a 13/16" drill bit, make a smooth hole through the cross at the center of a 40 tooth gear. (see picture)

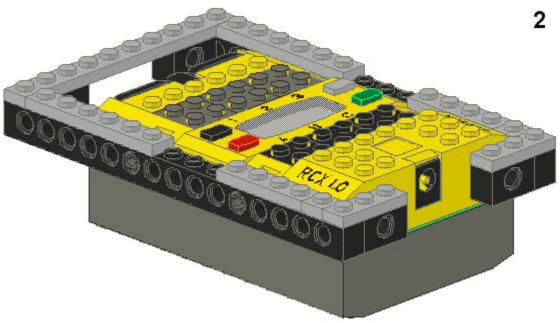
Building Smart Structures Clock: Housing



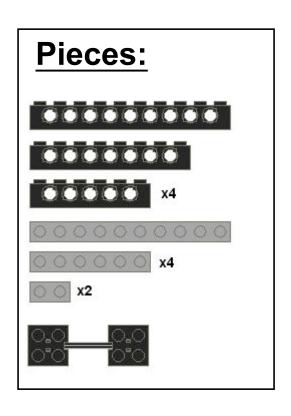


Building Smart Structures Clock: Housing



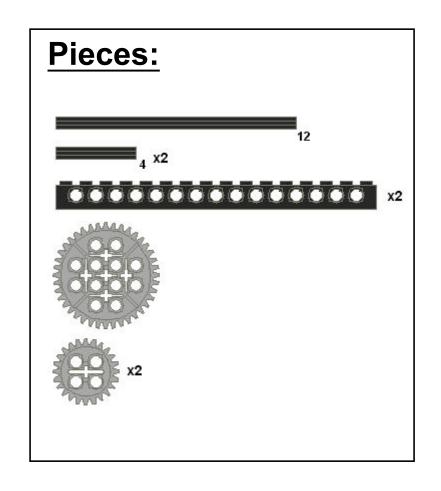


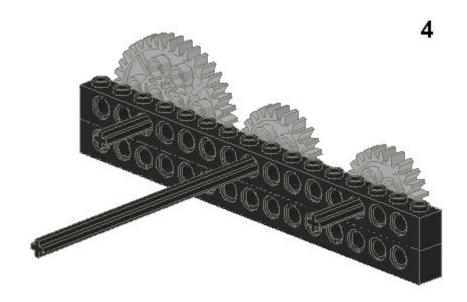
Building Smart Structures Clock: Housing

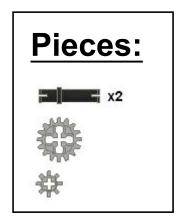


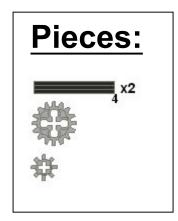


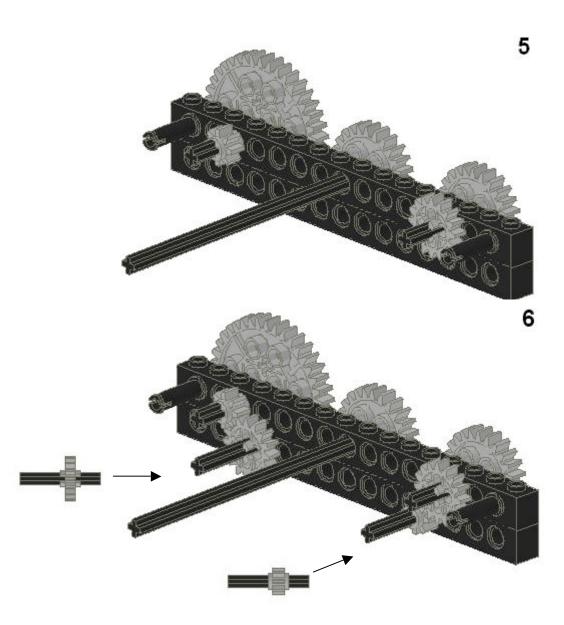
Note: Attach one end of the wire to port A at this time, leave the other end loose for now.

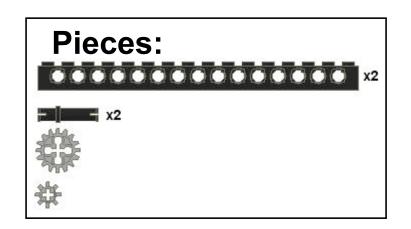


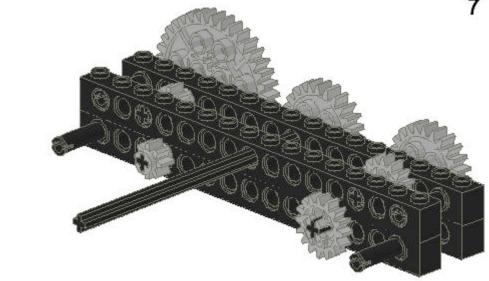


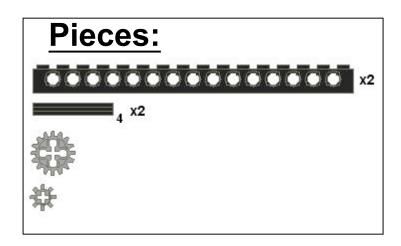


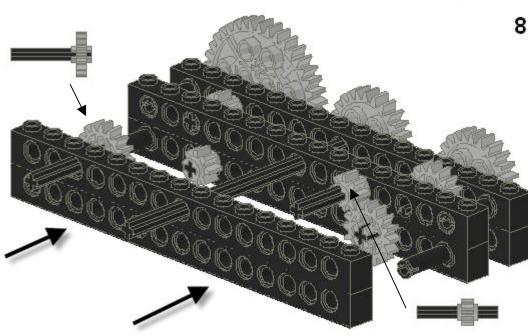




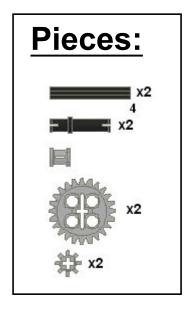


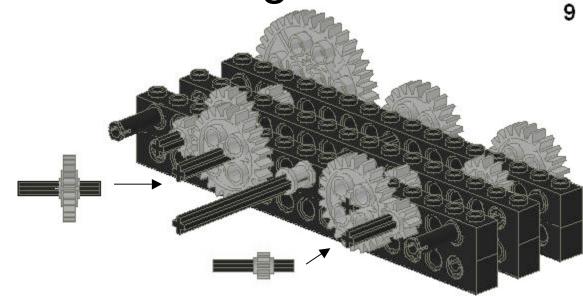


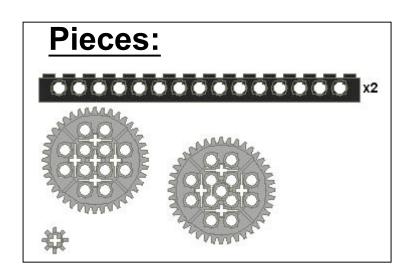


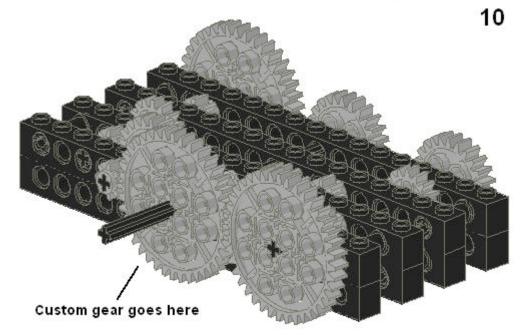


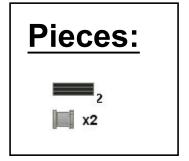
Moving Parts







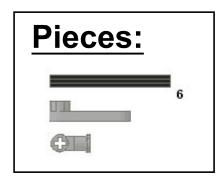


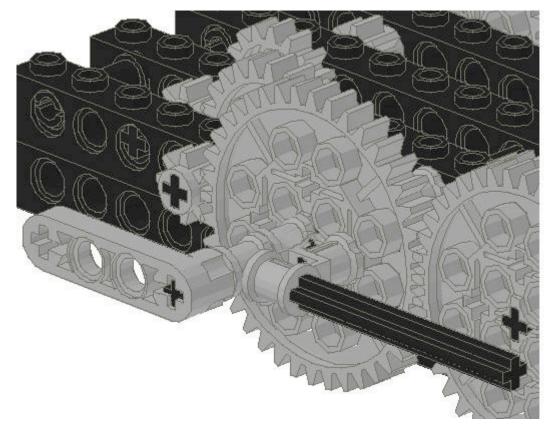


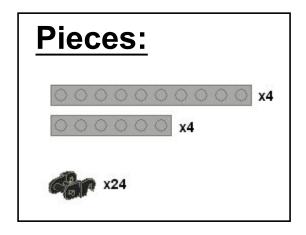


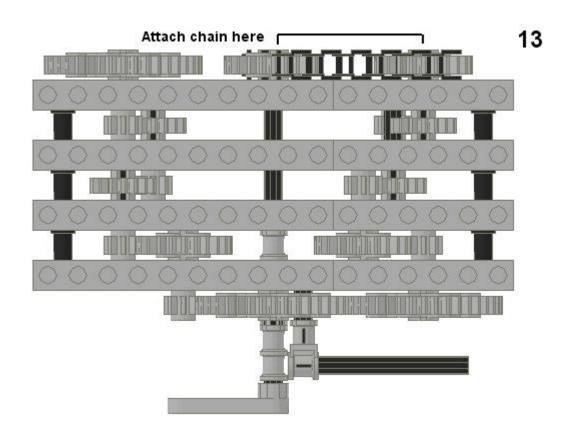
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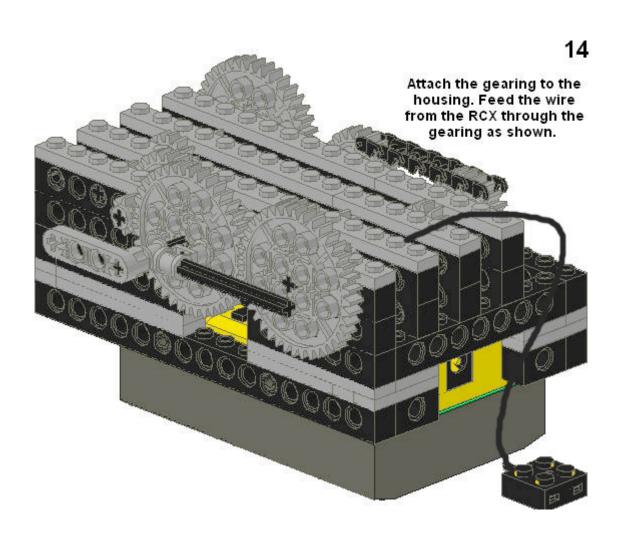








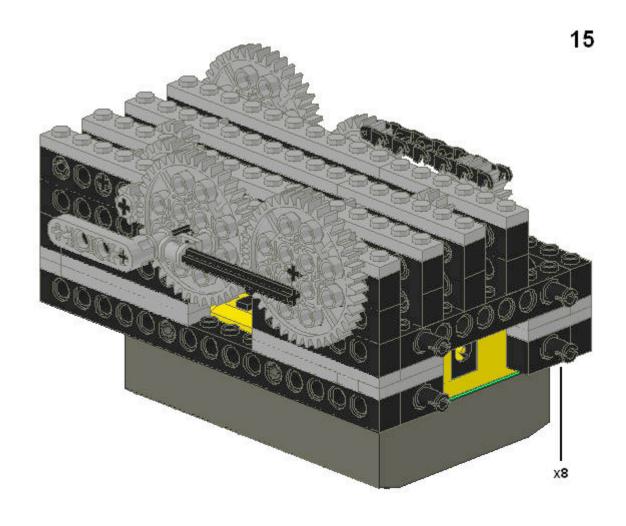
Clock

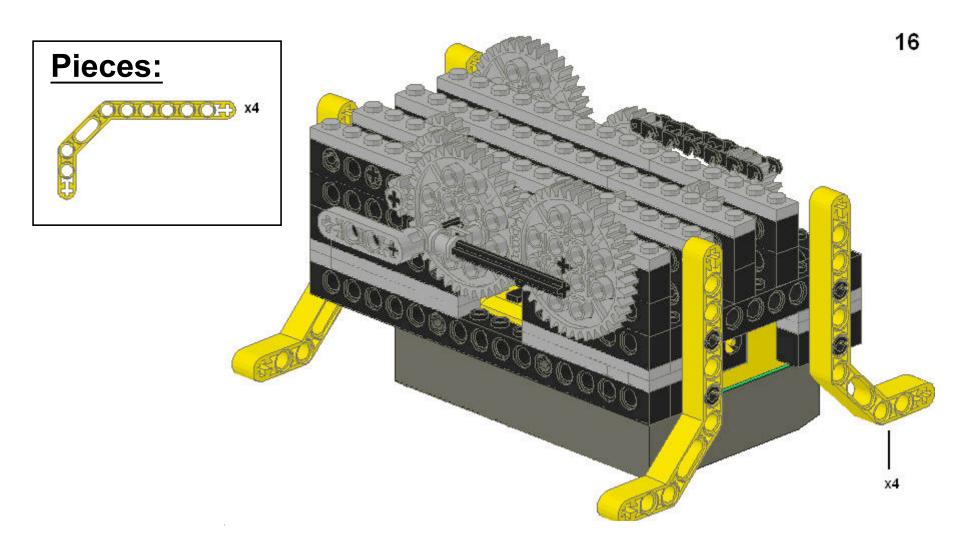


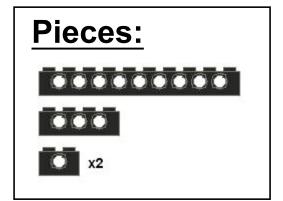
Clock

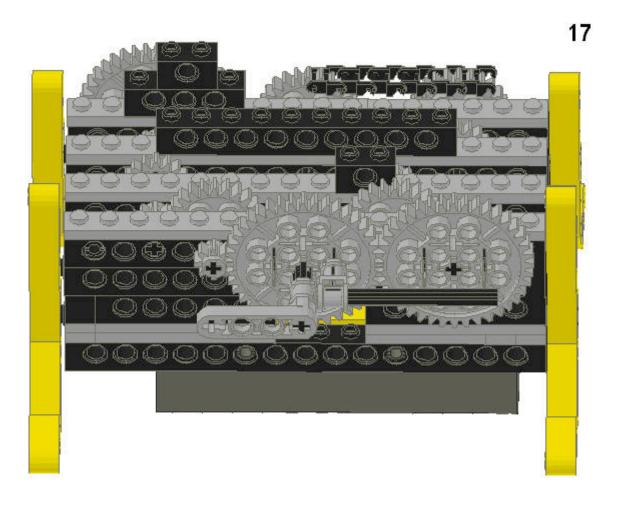
Pieces:

X8

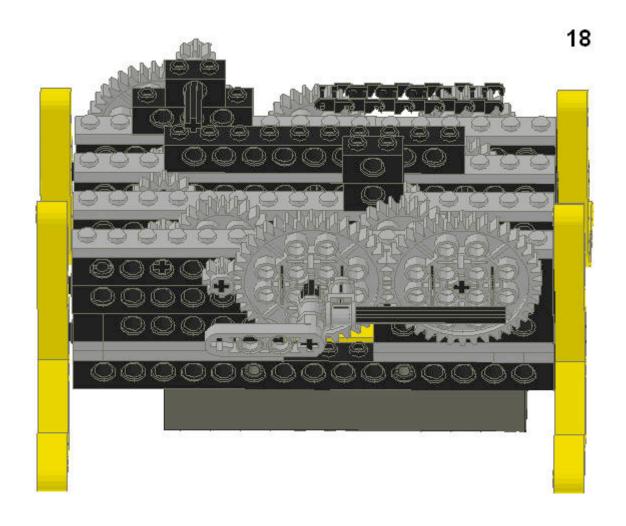


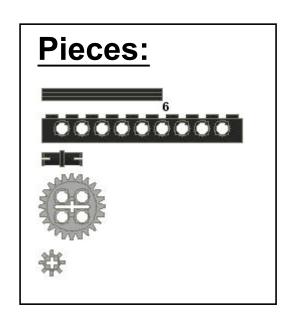


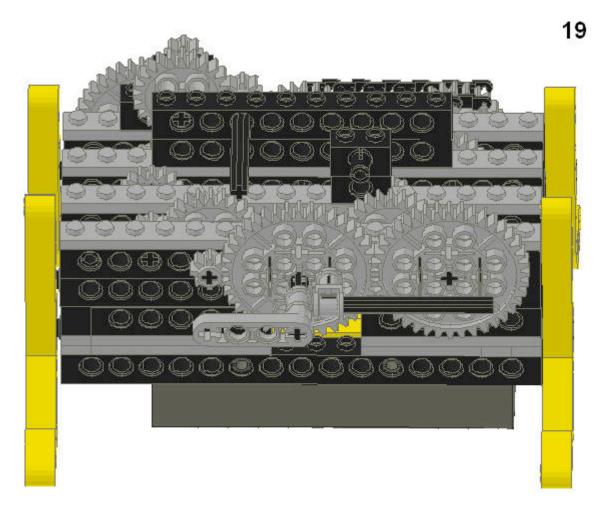


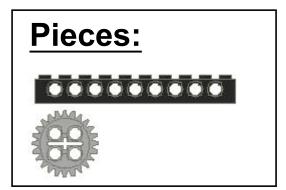


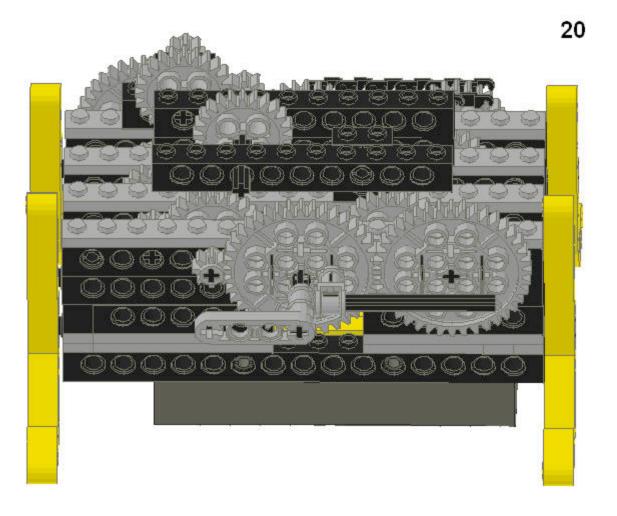


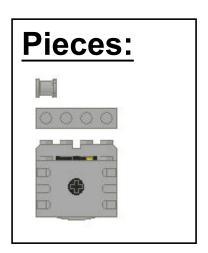


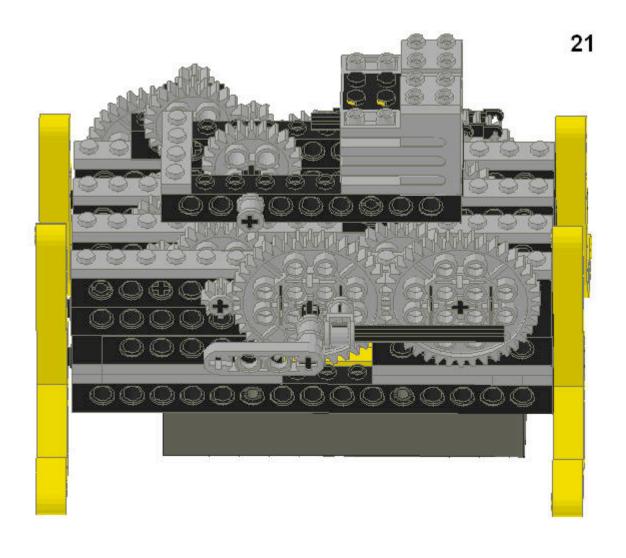


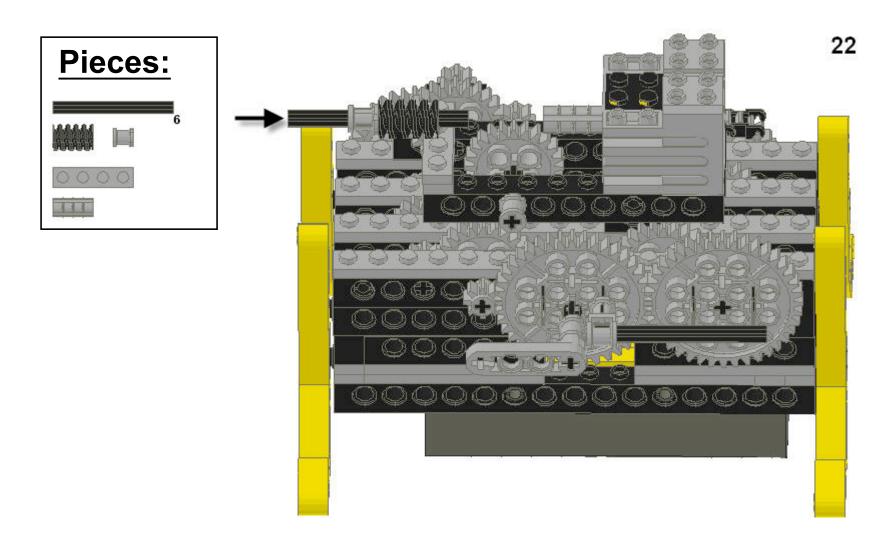








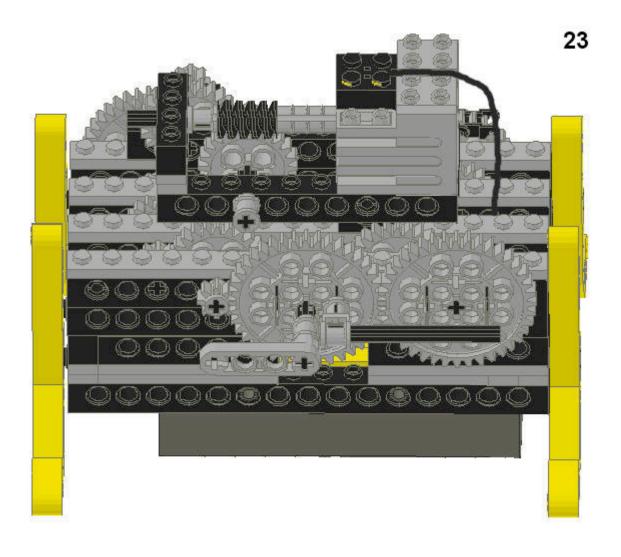




Pieces:



Attach the other end of the wire to the motor.

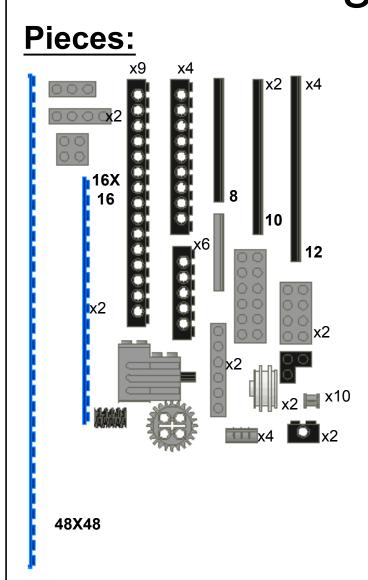


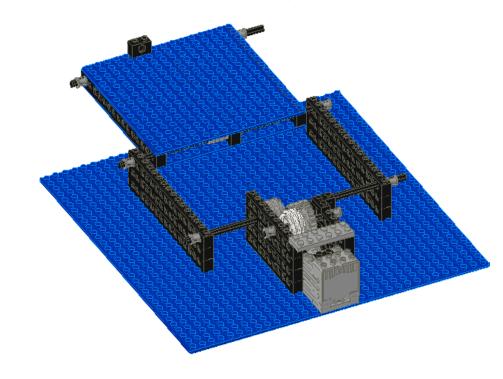
To change the time:

Pull out and turn the two gears to the right and left of the custom gear to change the hour and minute hands.

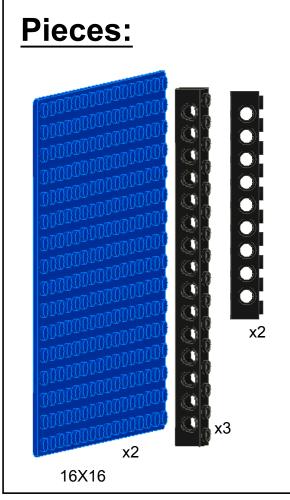
Note: This clock is designed to keep reasonably accurate time for motors that spin at 360rpm. Most lego motors spin at this speed, however, some may vary.

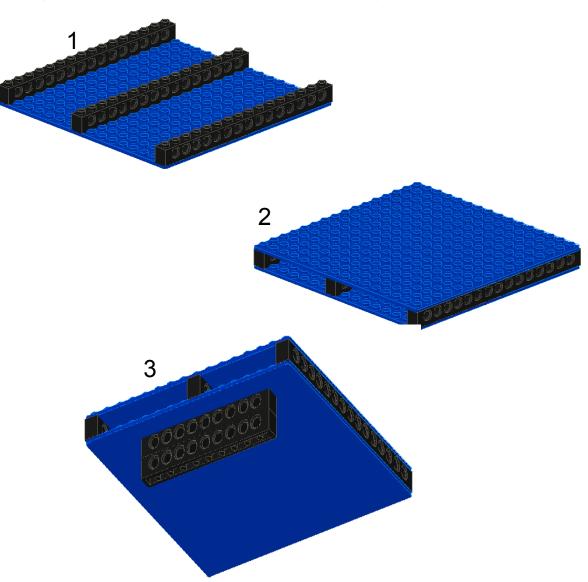
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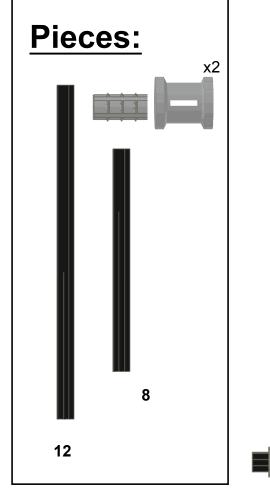


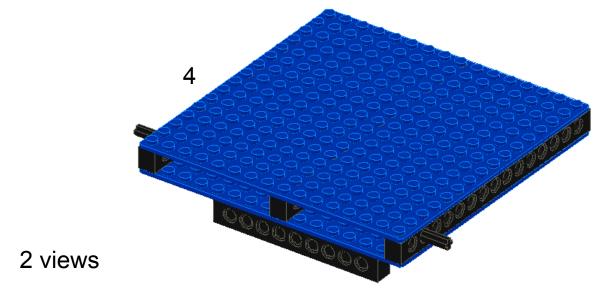


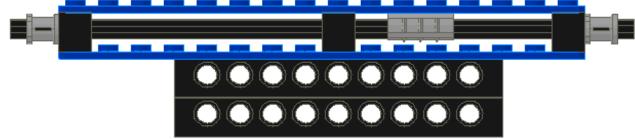
Key Words:





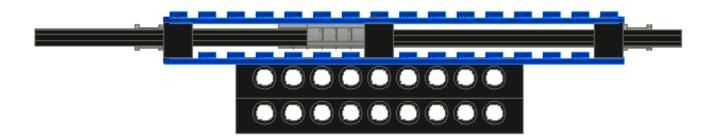






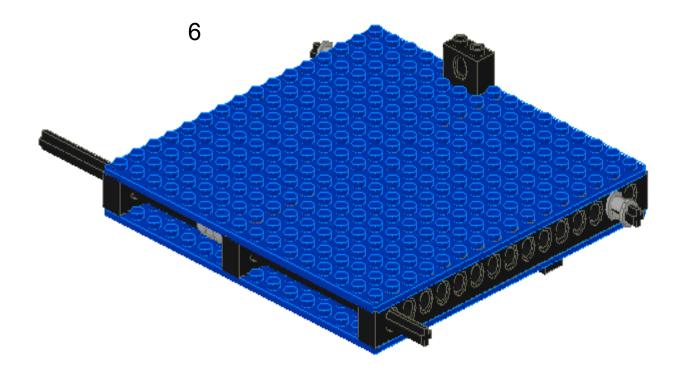


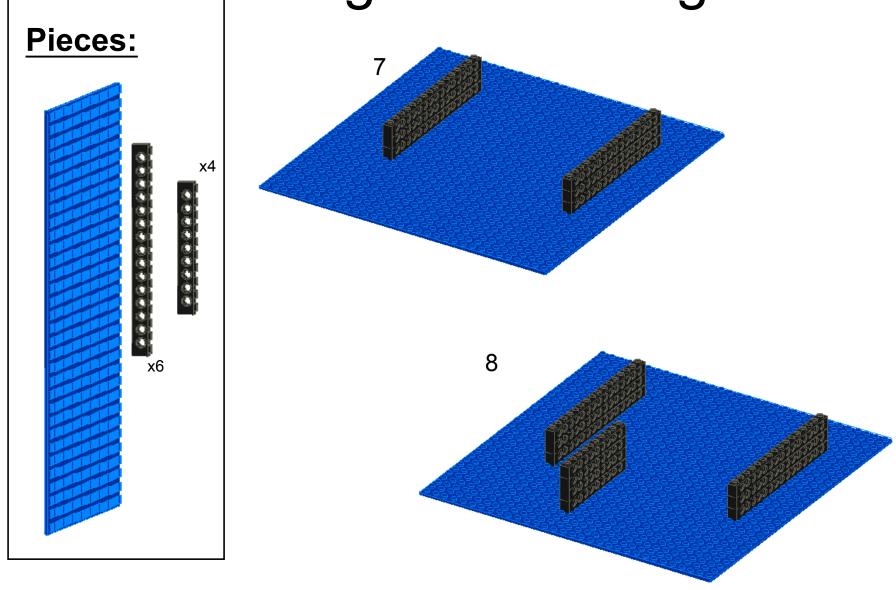


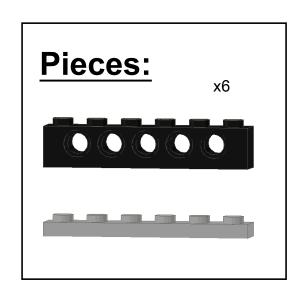


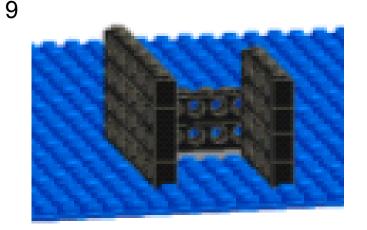
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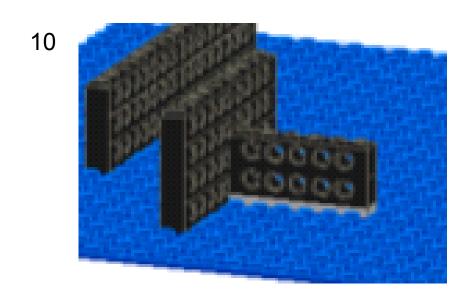


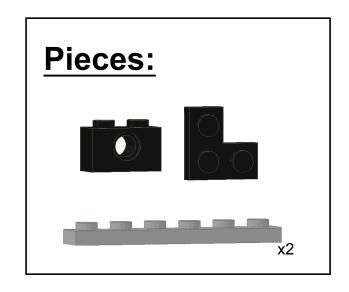


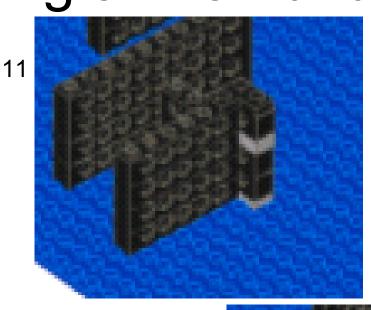




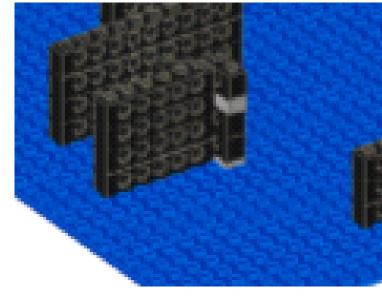


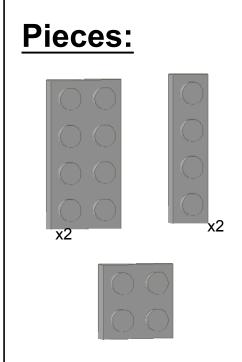


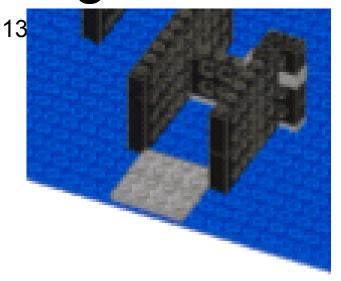


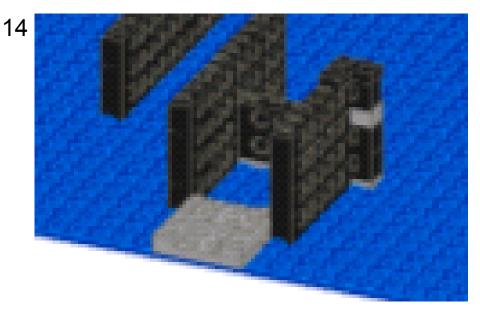


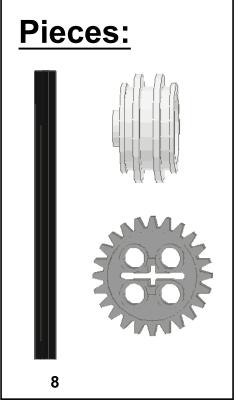
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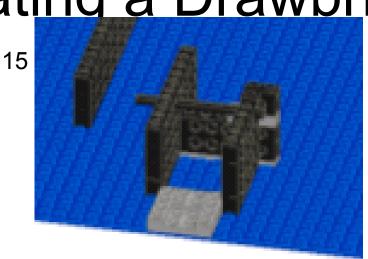




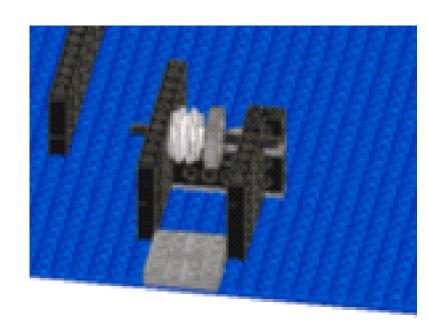


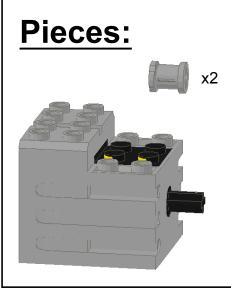




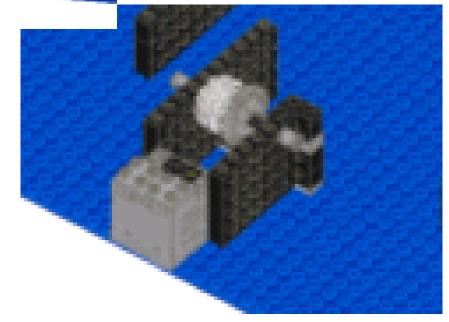


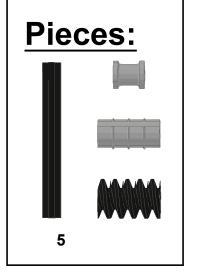
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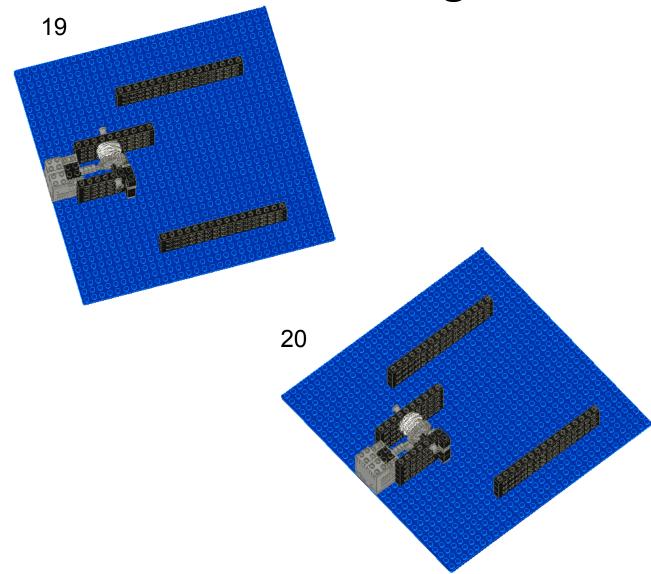


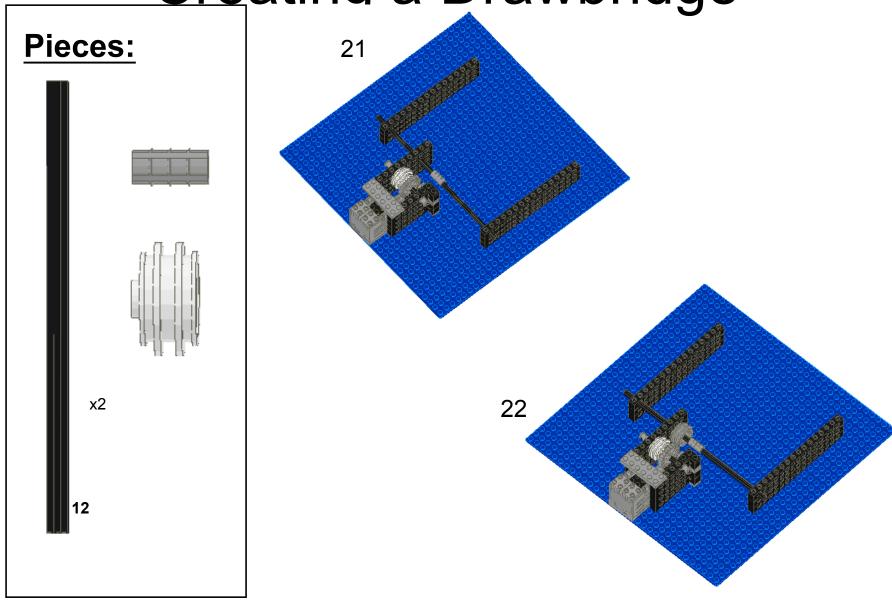








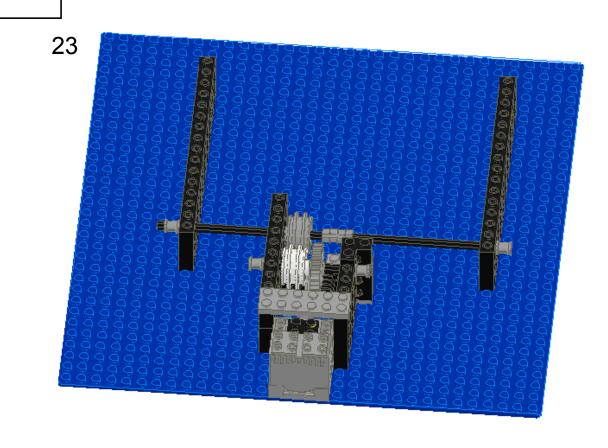


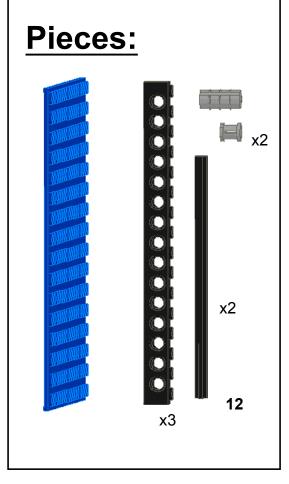


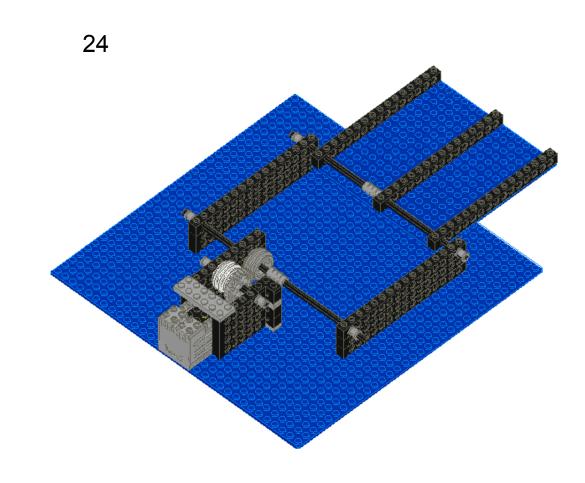
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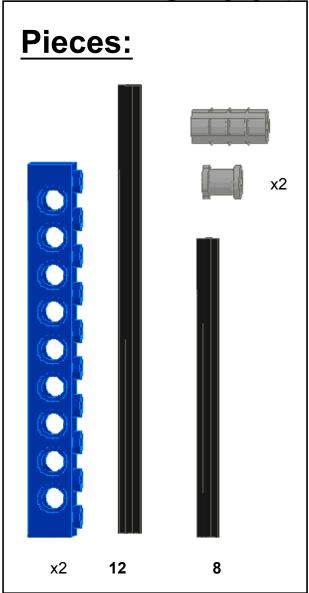


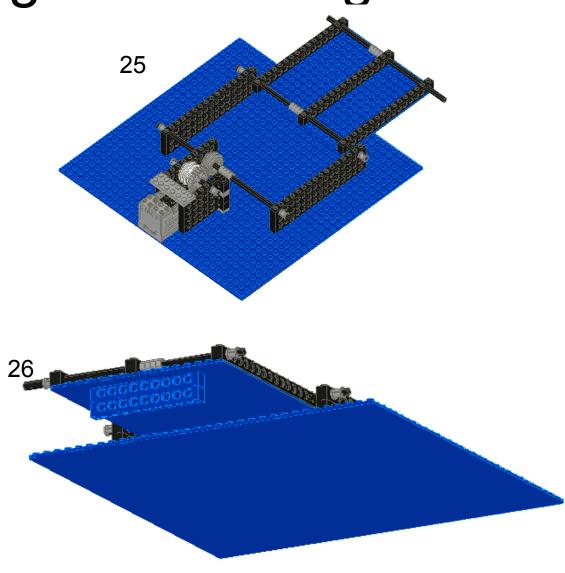
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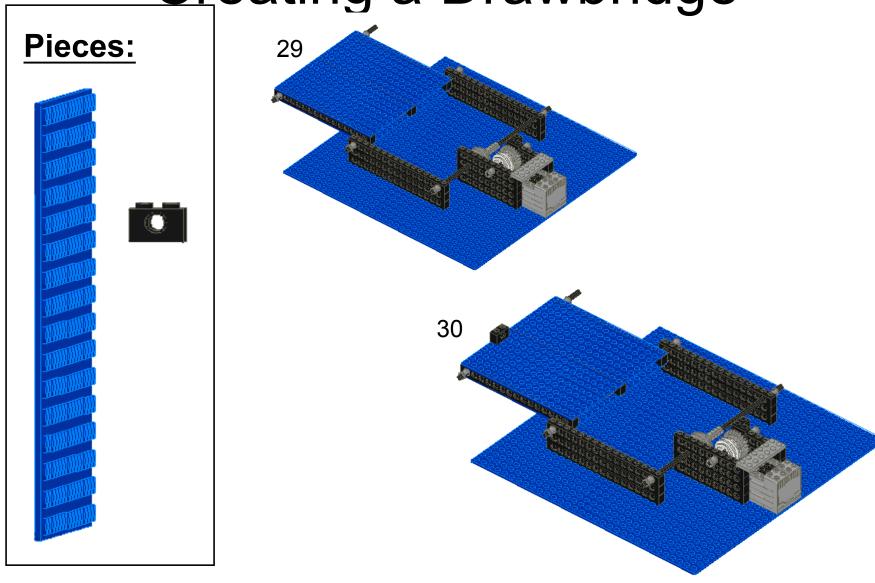


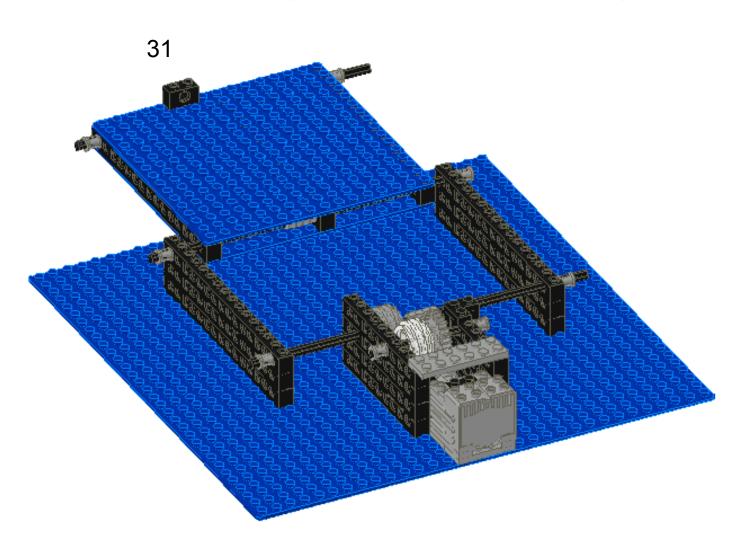




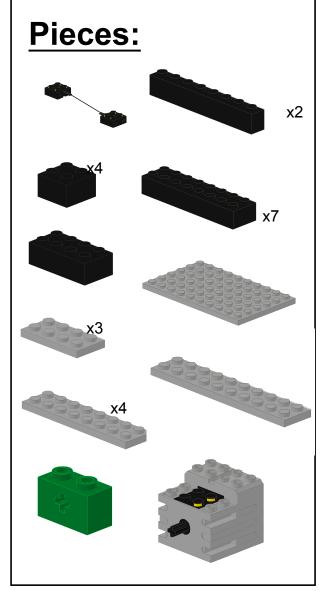


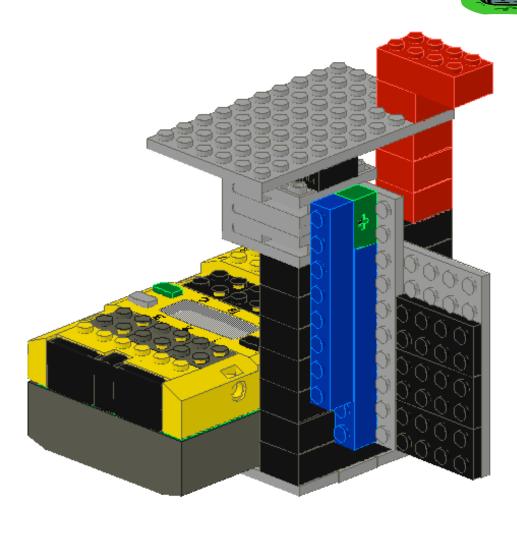


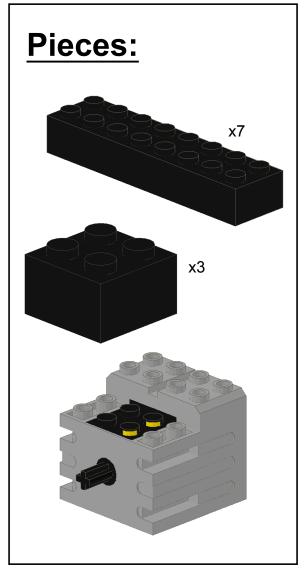


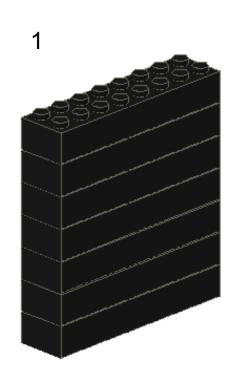


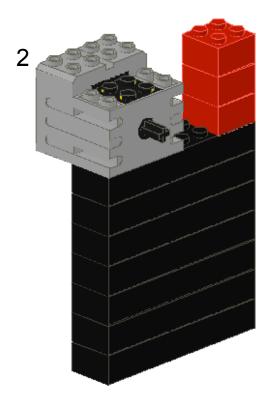
Moving Parts

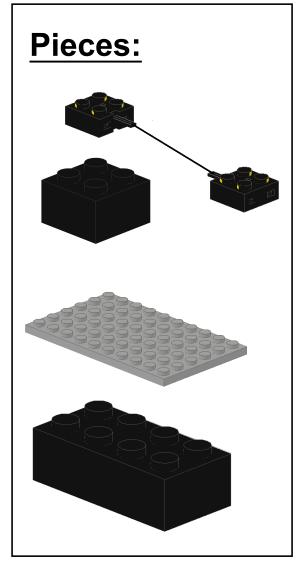


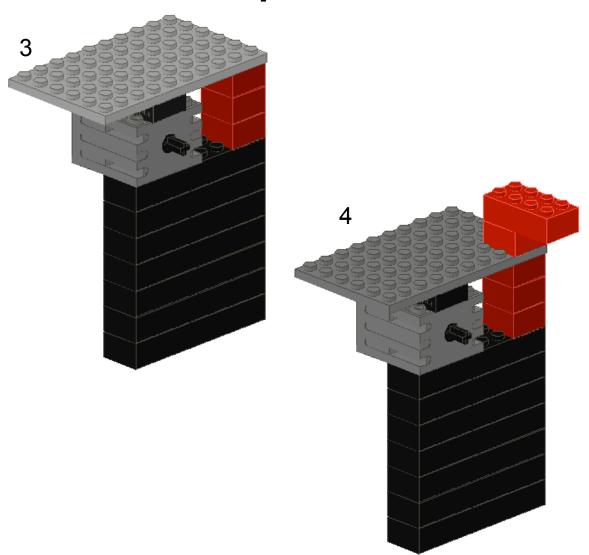


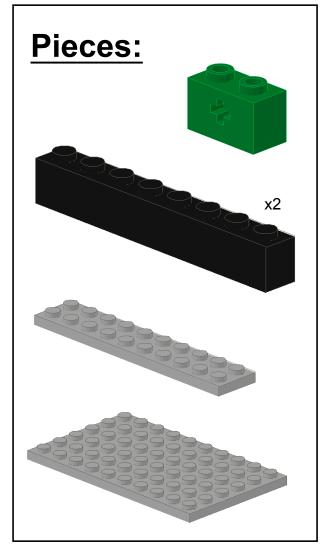


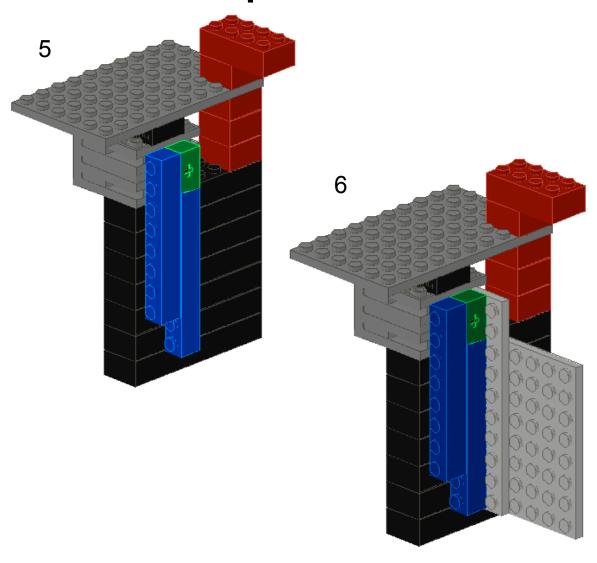


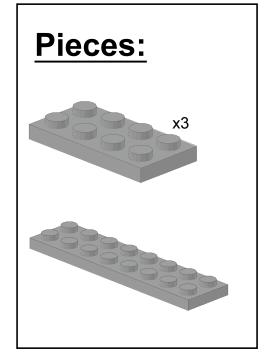


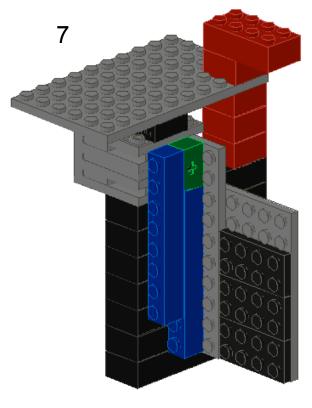


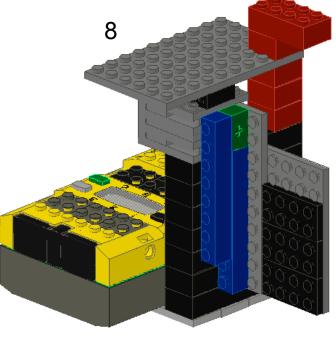


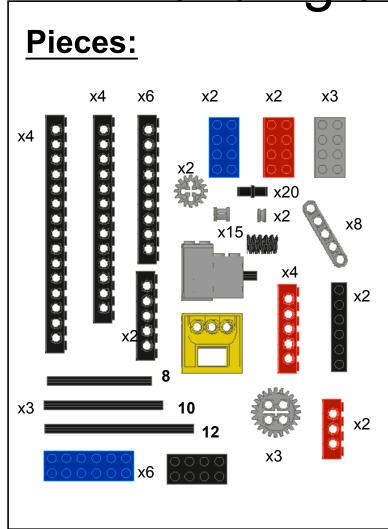


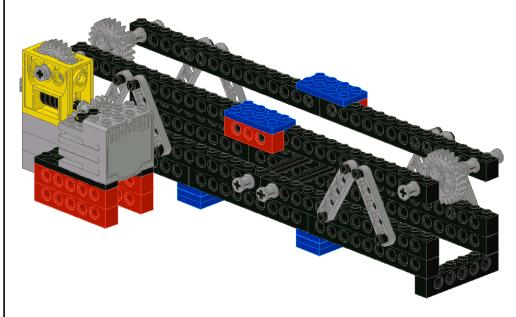


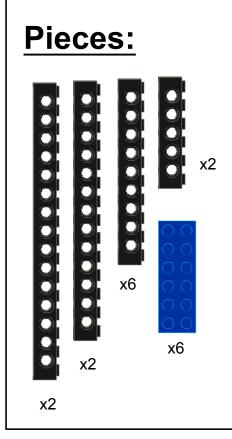


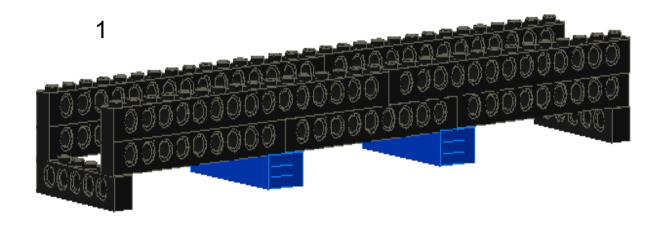


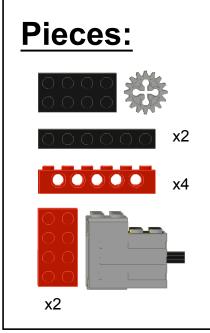


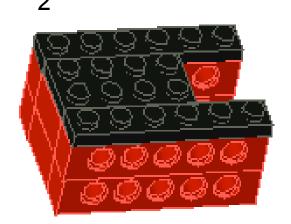


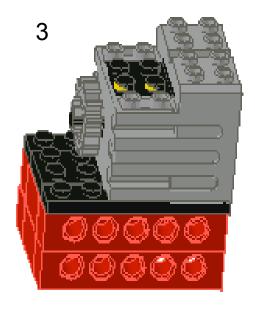




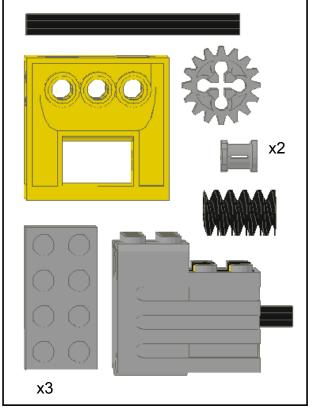


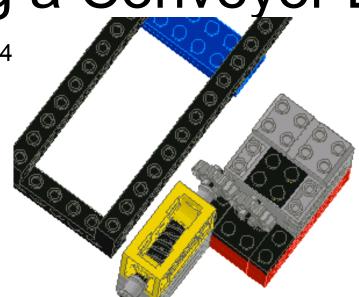




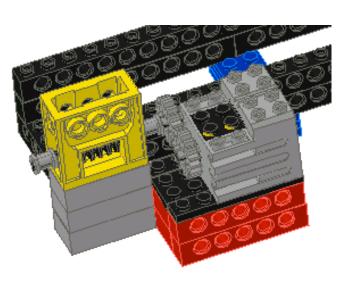


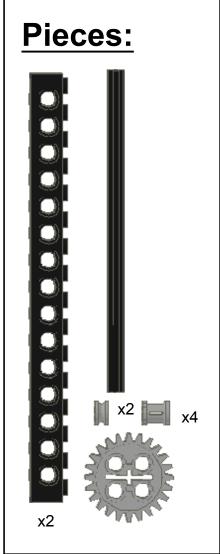
Pieces:

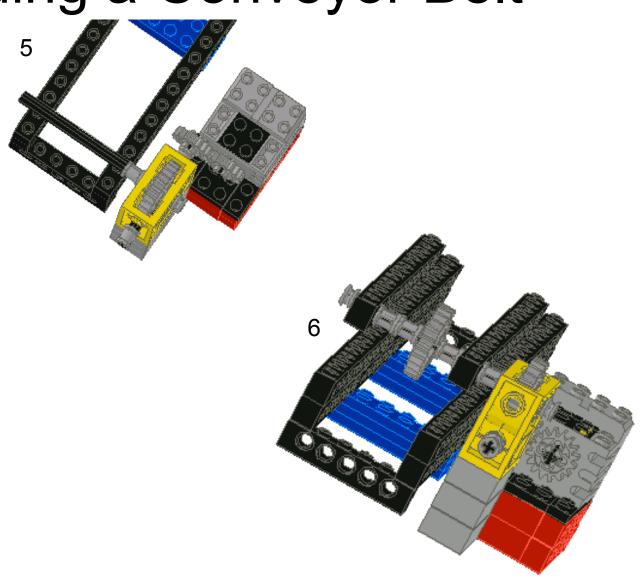




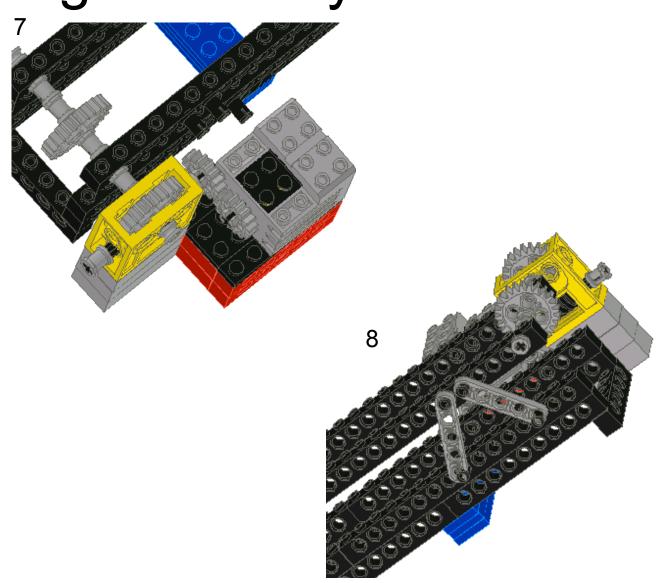
2 views

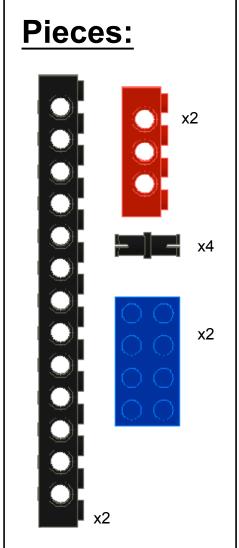




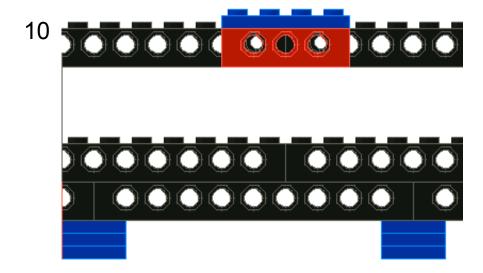


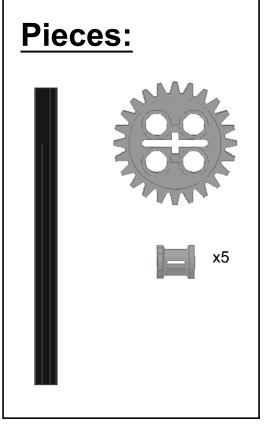
Pieces: х4

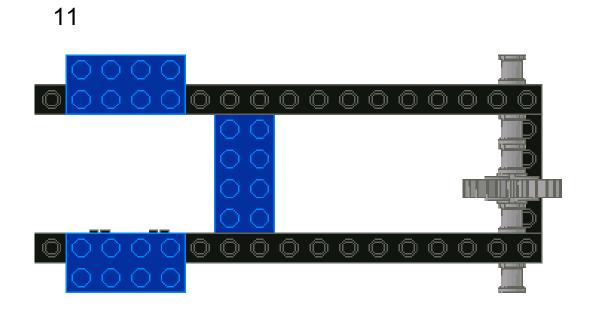




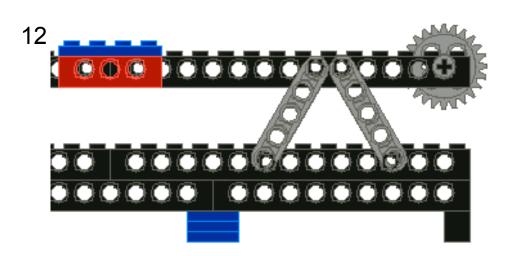




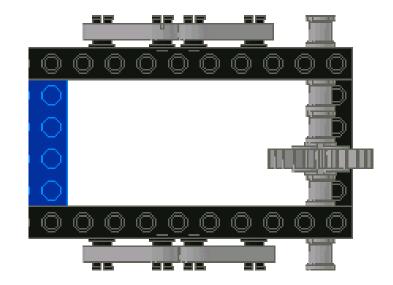


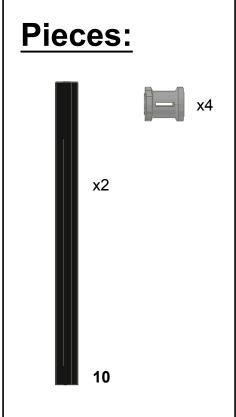


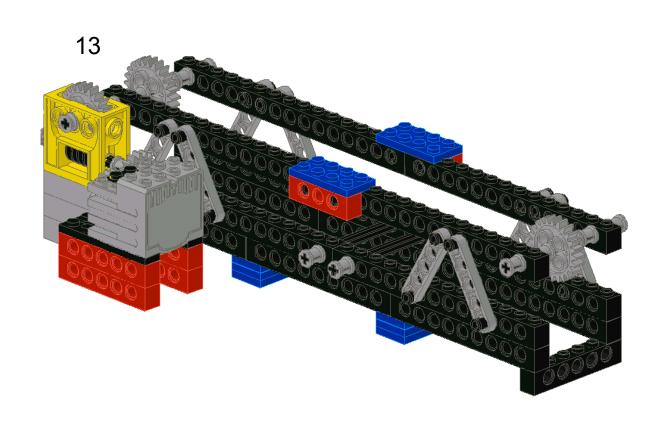
Pieces: **8**x х4



2 views







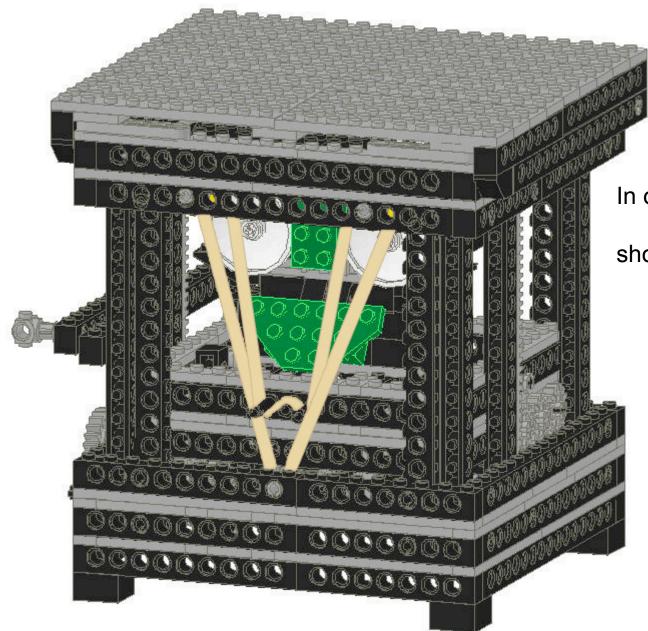
Note:

Add a wide chain between the two 24-tooth gears going under the 10 stud axles.

Making an Alarm

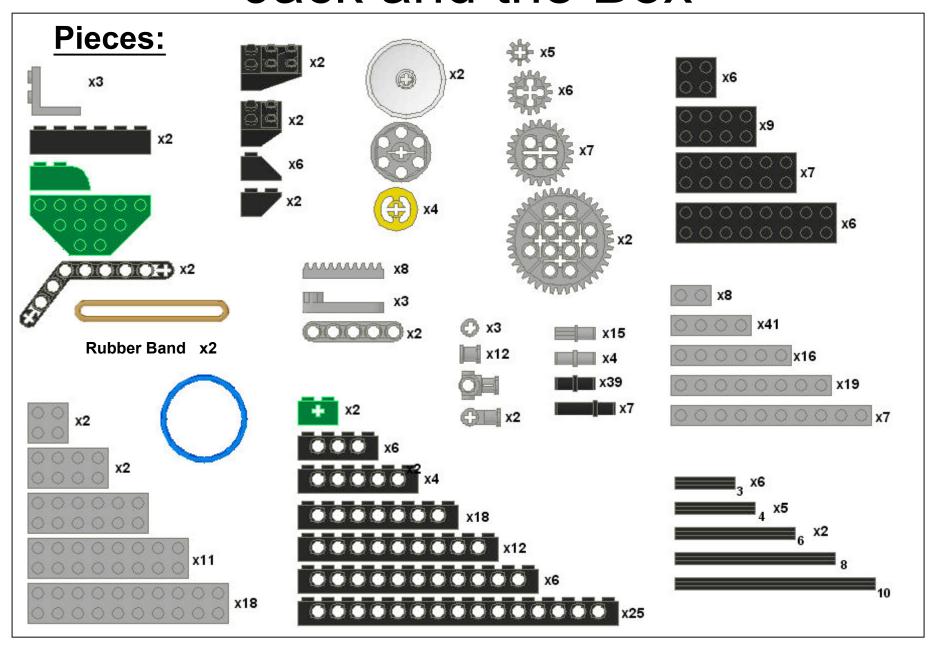
IVIAINII 9 AII 7 NAIIII	
Pieces:	
	Key Words:

Moving Parts

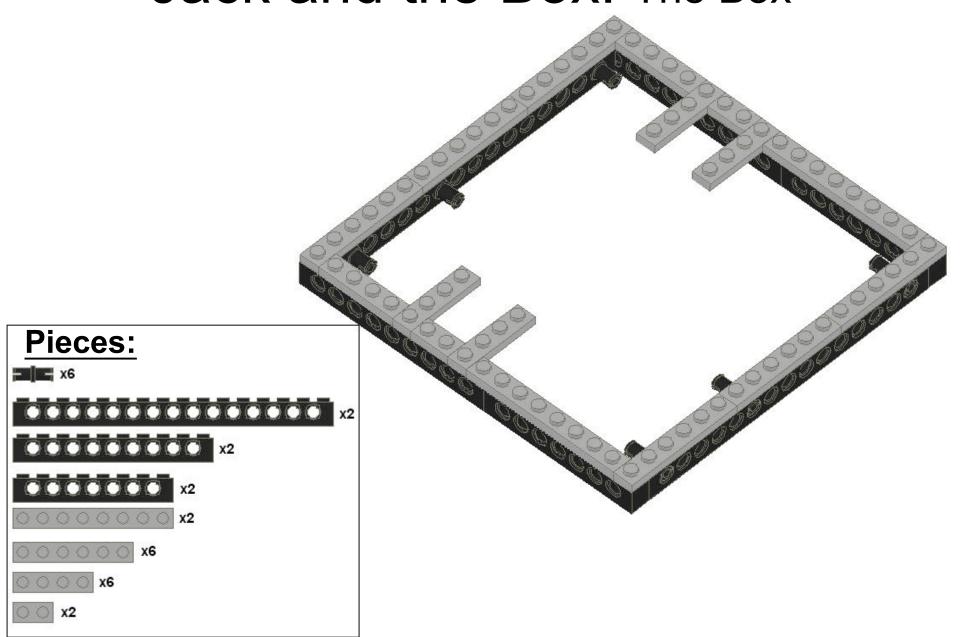


In order to do this project you should review the following concepts:

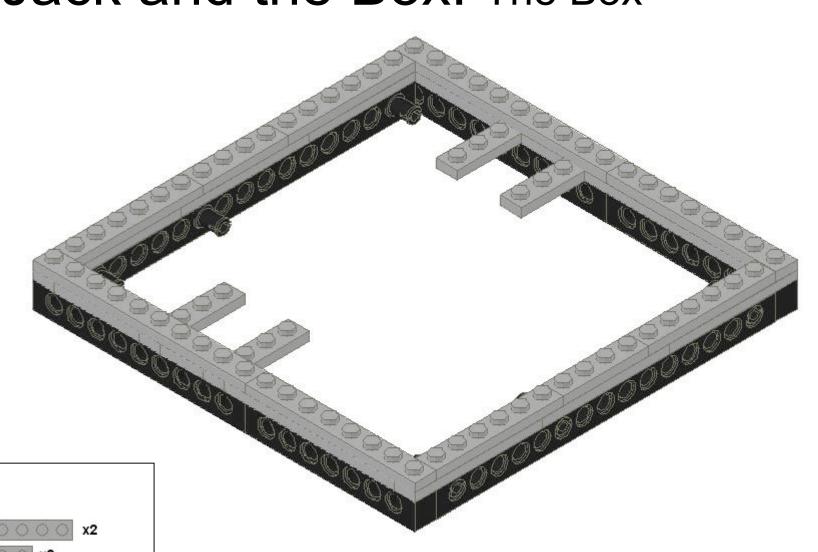
Moving Parts



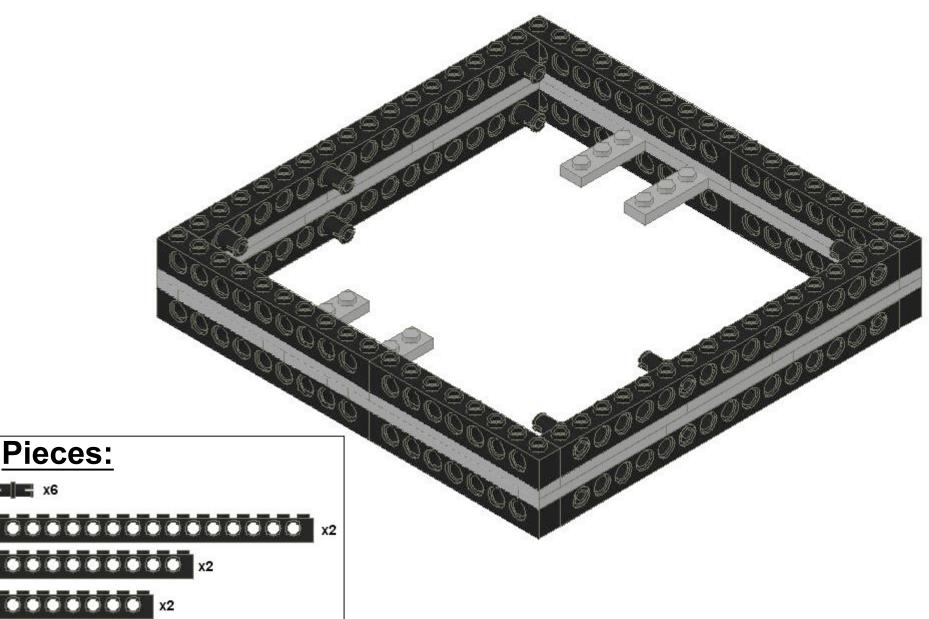


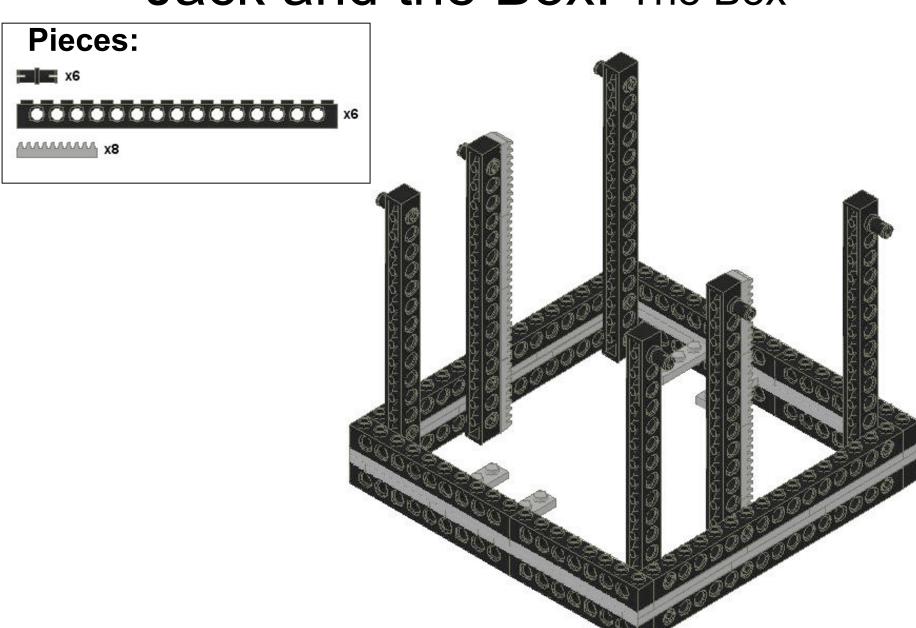


Pieces:





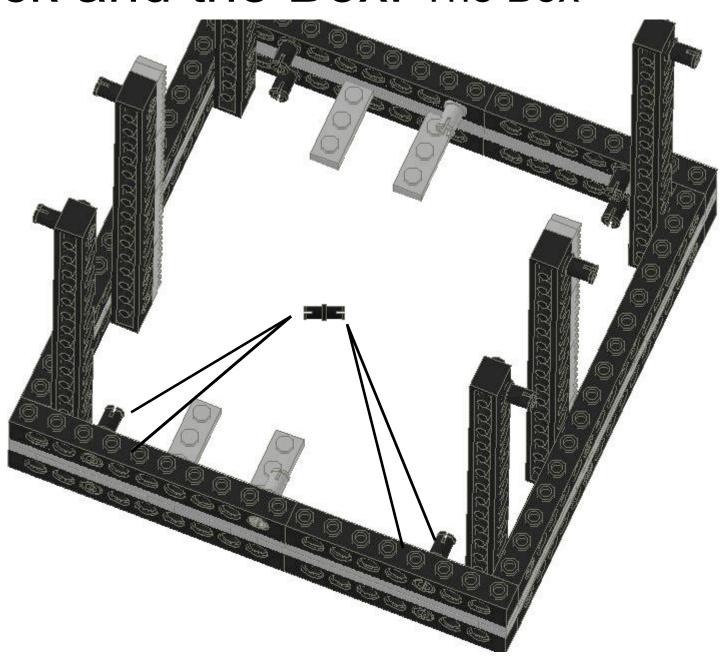


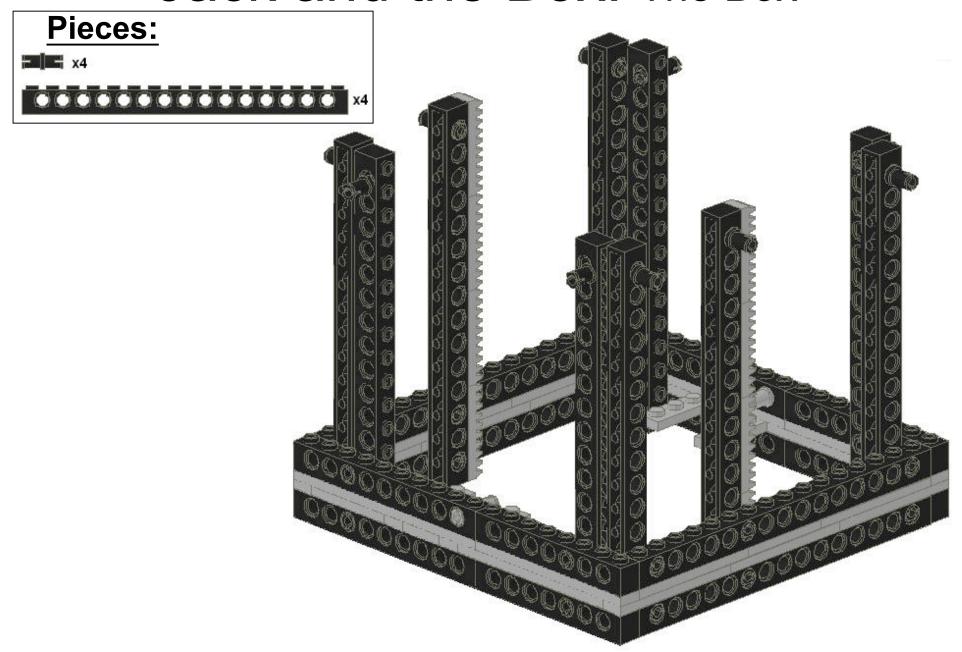


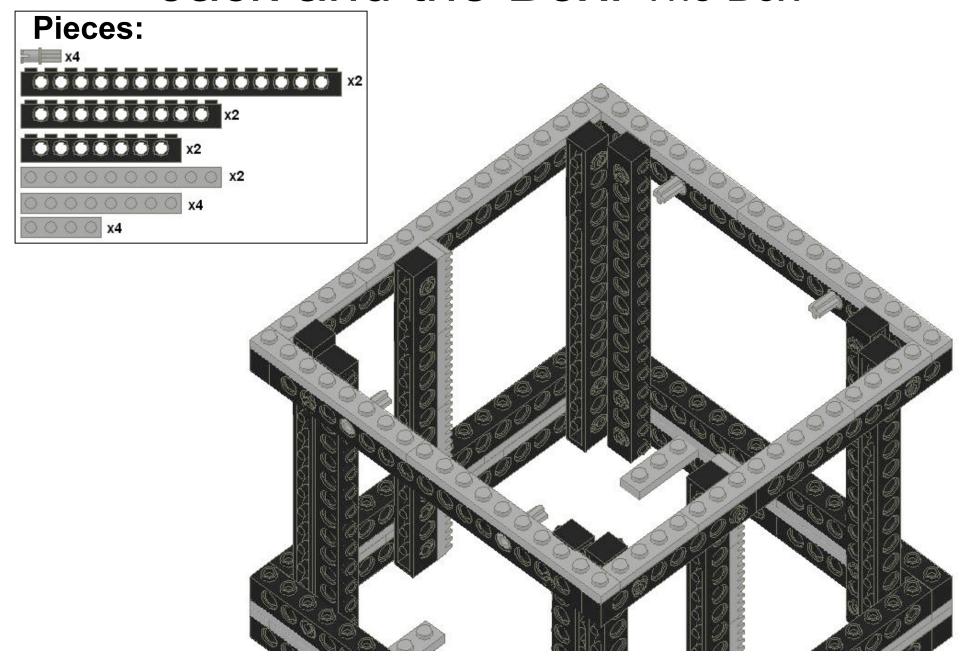
Pieces:

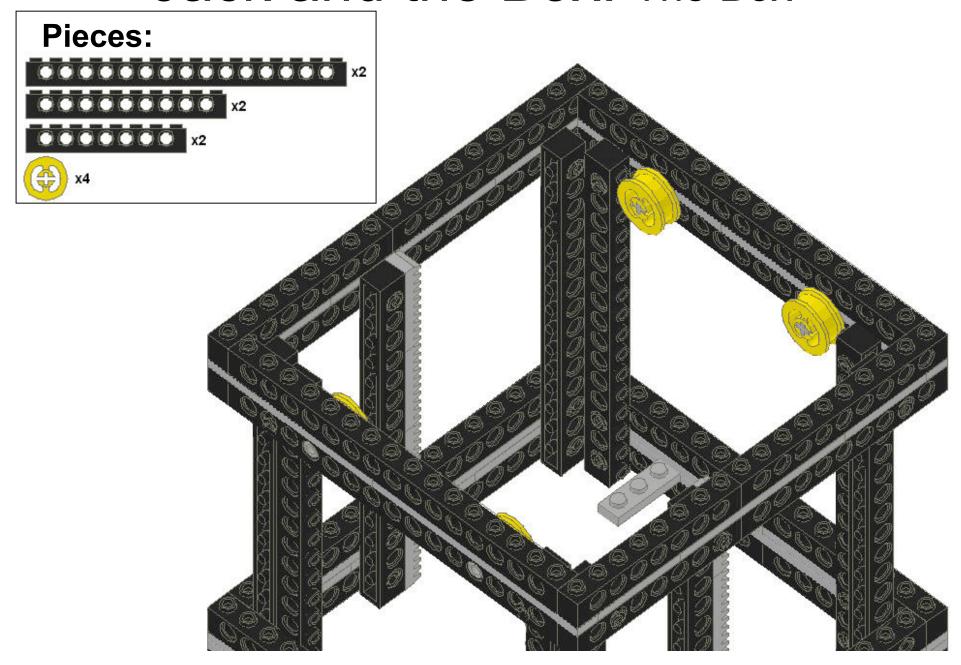


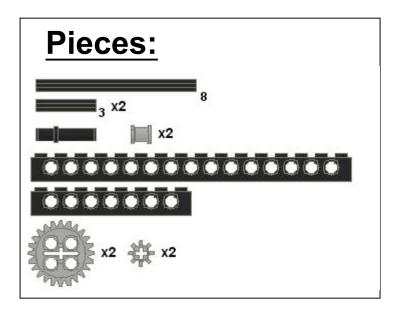


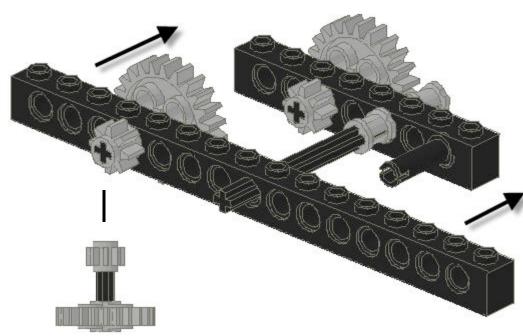


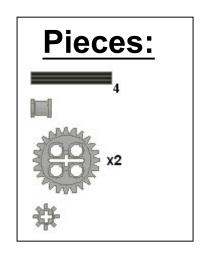


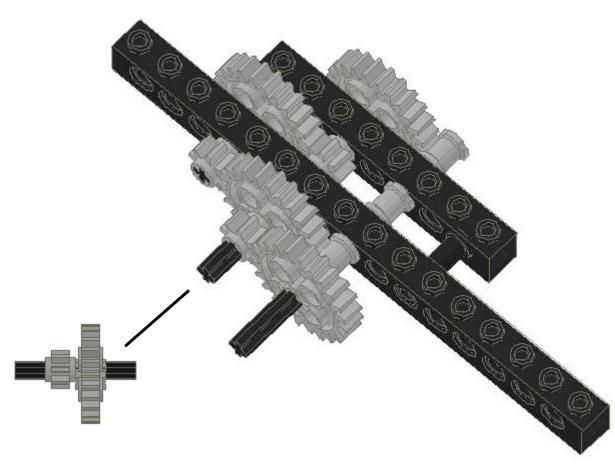


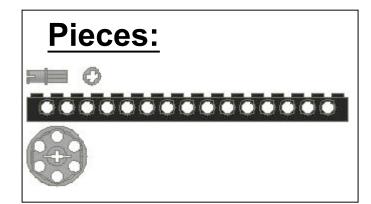


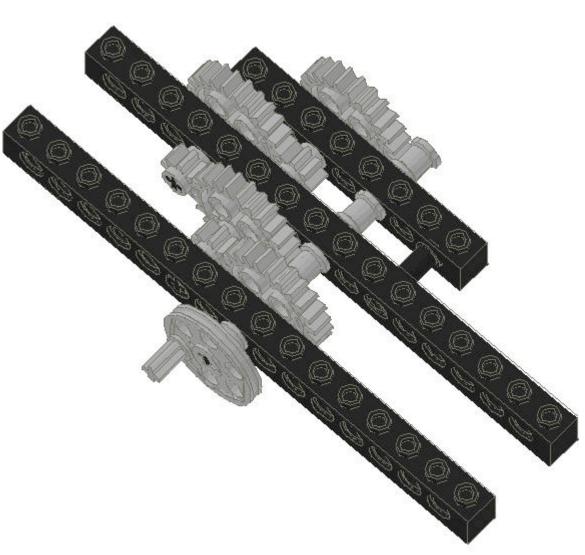


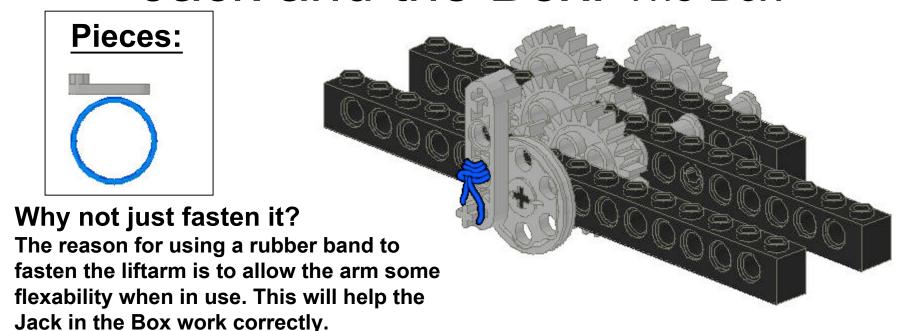




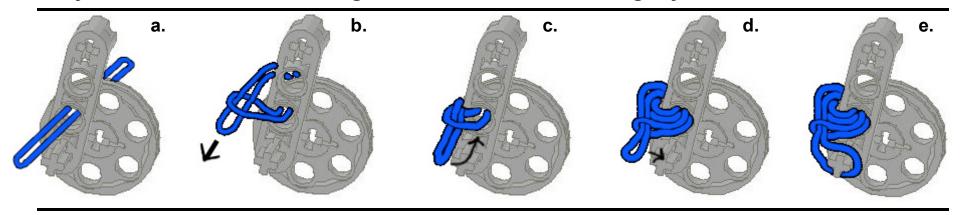


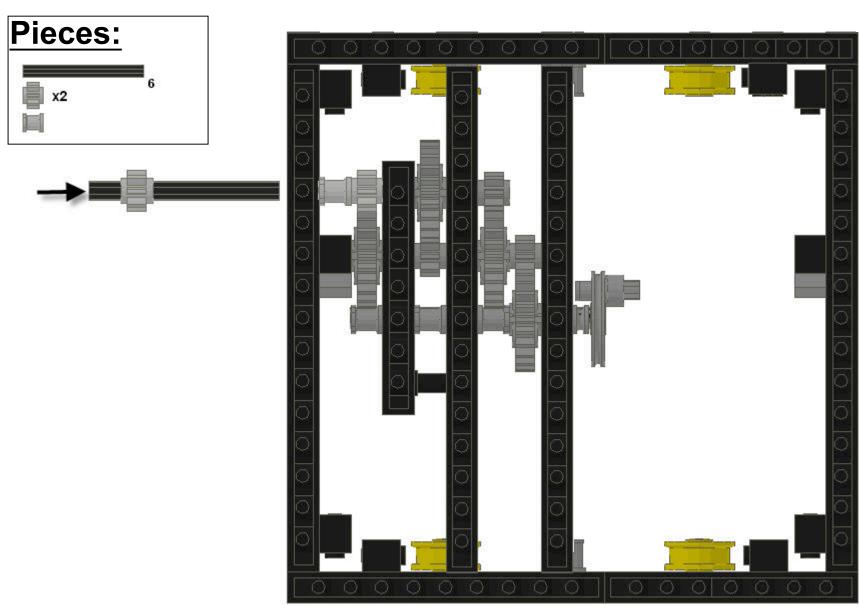


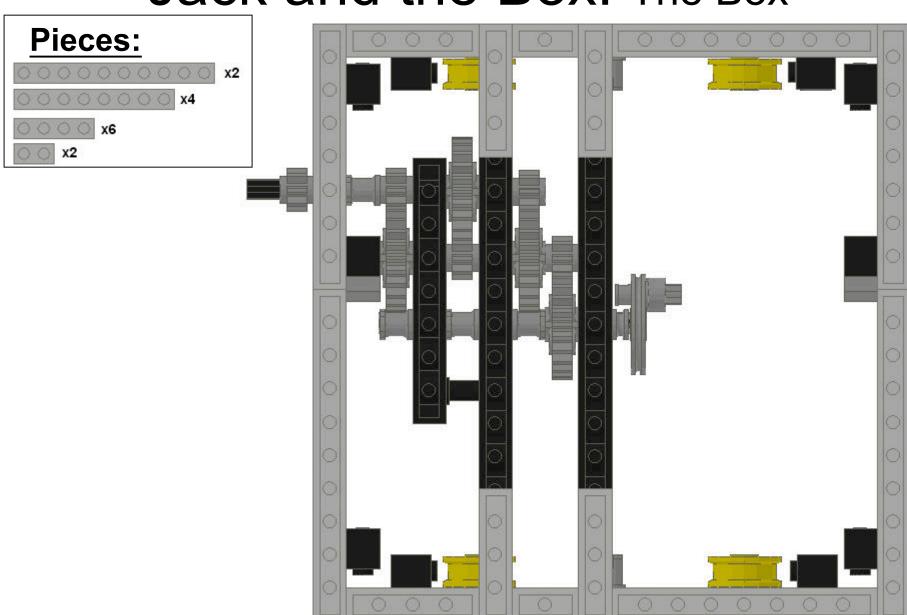


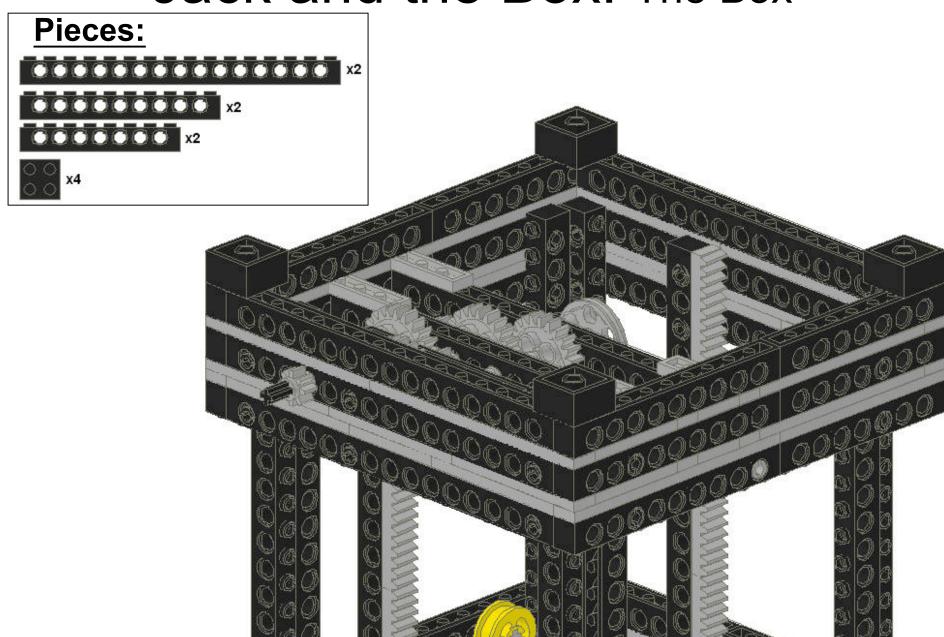


Note: Below is a suggested way to attach the rubber band. Any way however will work, so long as the band is atttached tightly.





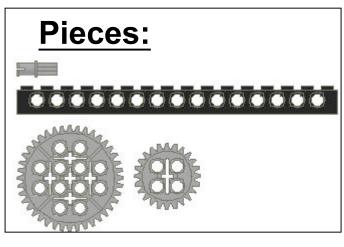


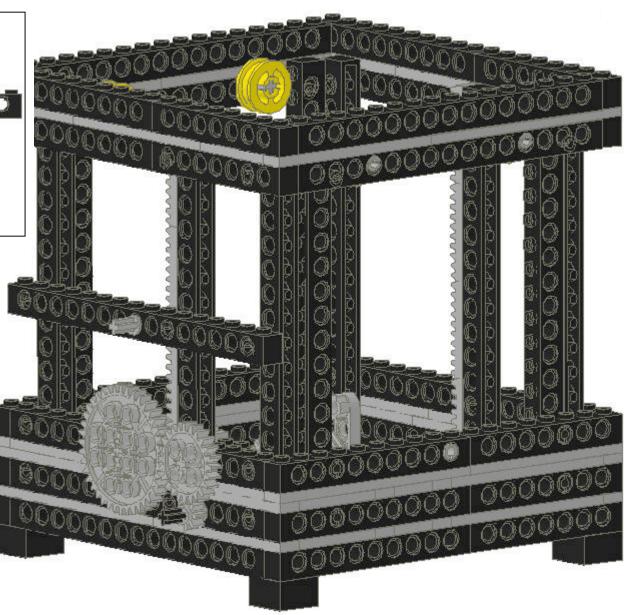


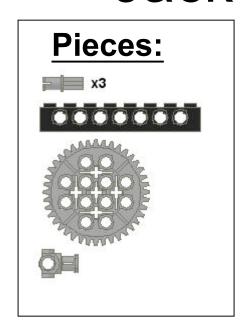
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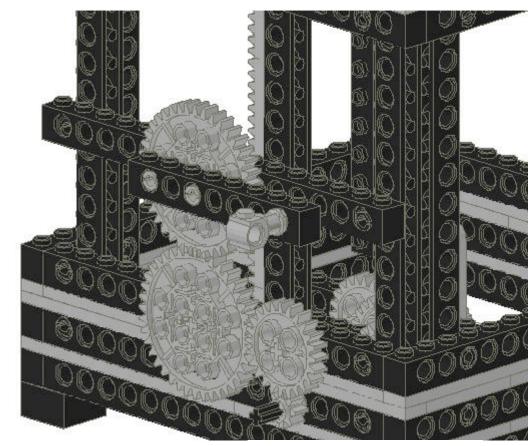


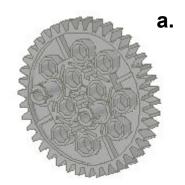


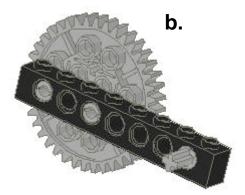


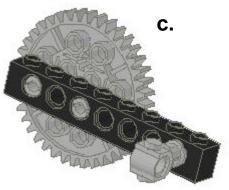




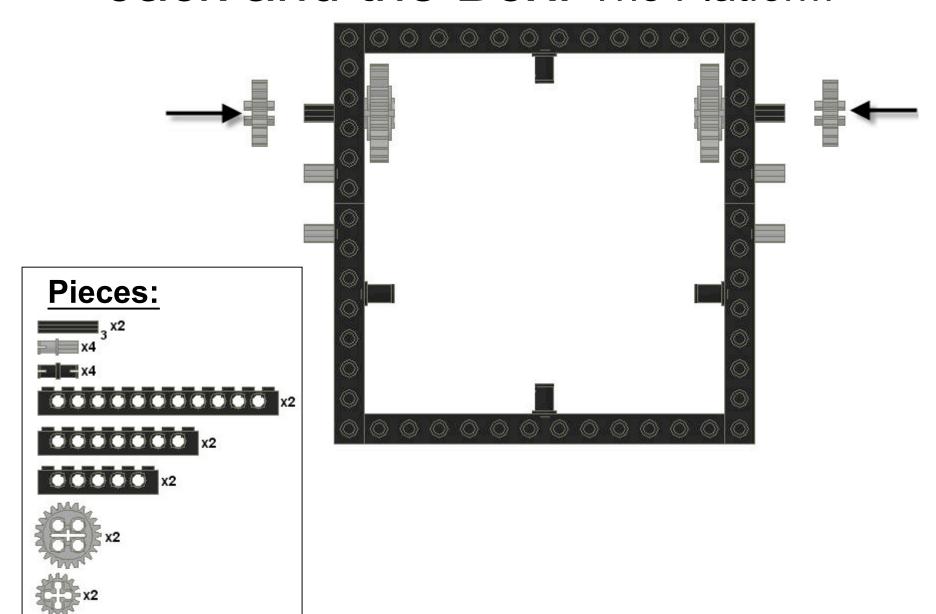




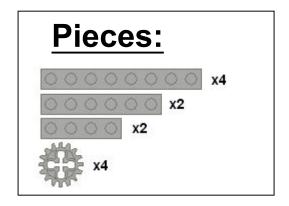


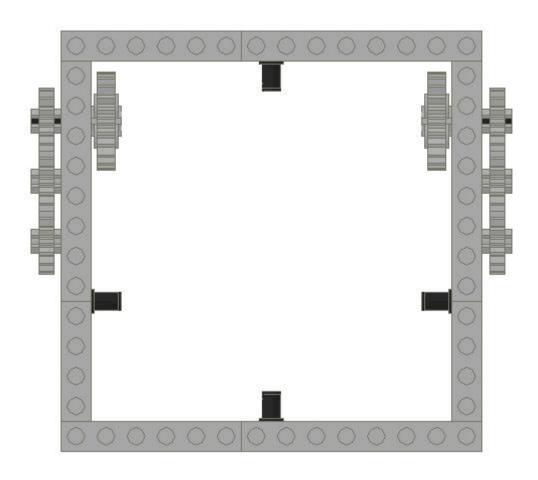


Building Fract Structures of the Box: The Platform Parts 19

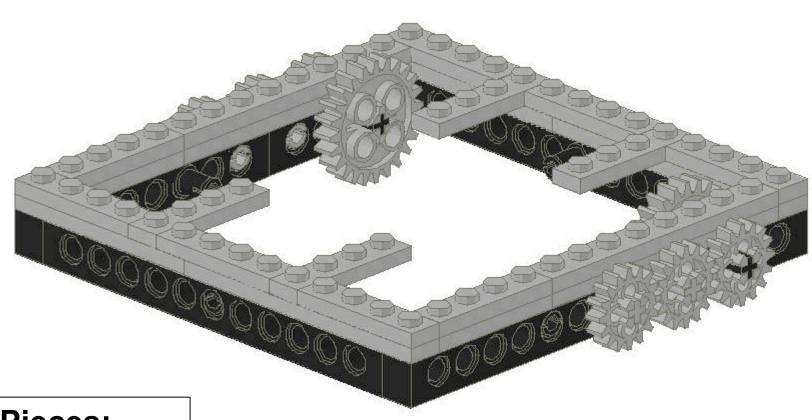


Building Fract Structures of the Box: The Platform Parts 20





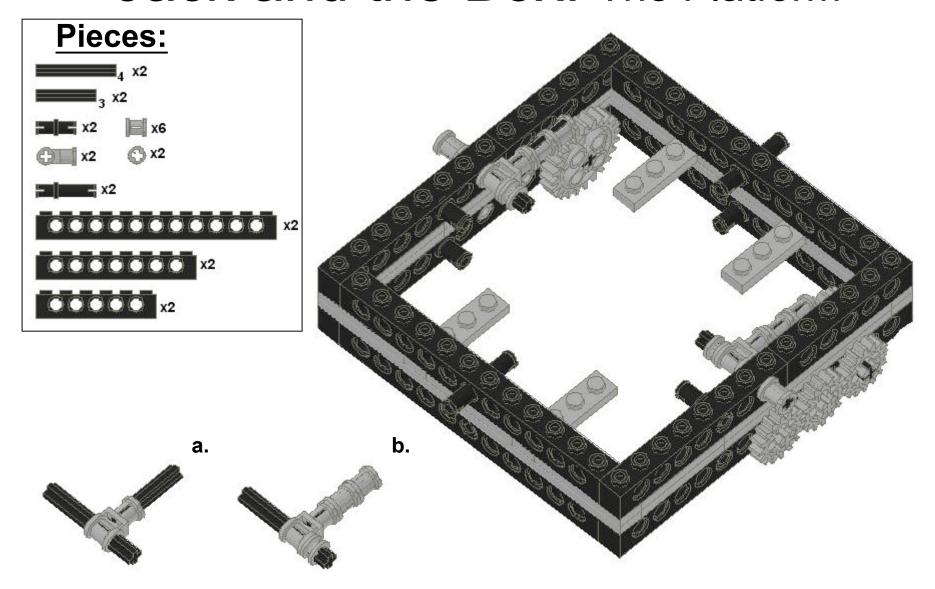
Building Jack and the Box: The Platform Parts 21



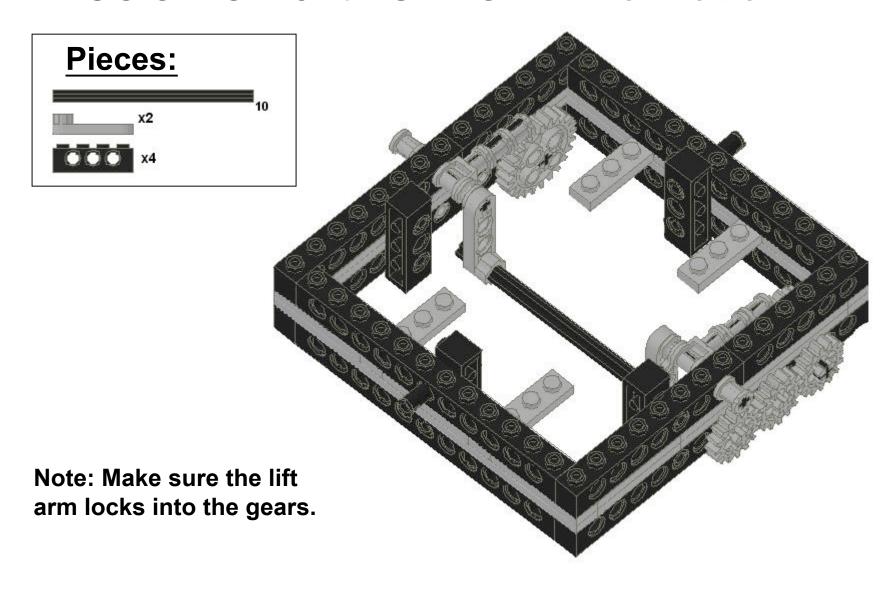
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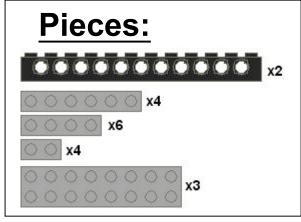
Building Fract Structures of the Box: The Platform Parts 22

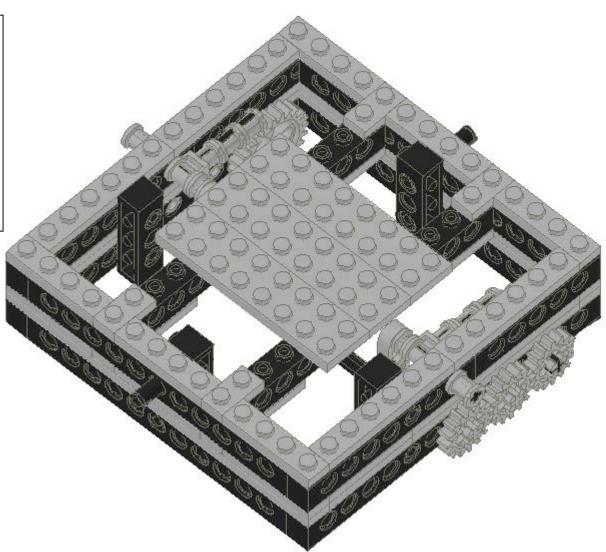


Building Fract Structures of the Box: The Platform Parts 23



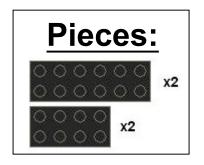
Building Jack and the Box: The Platform Parts 24



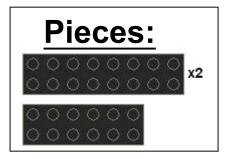


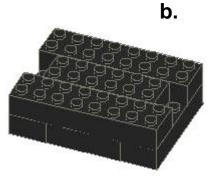
Building Smart Structures and the Box: Jack Moving Parts 25

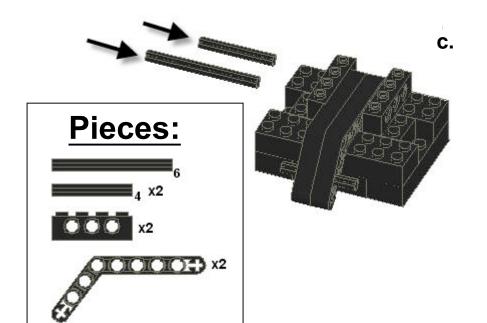
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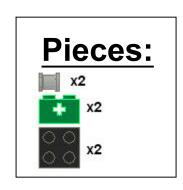


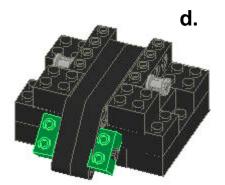




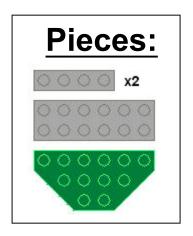


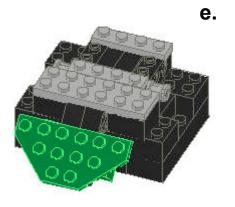


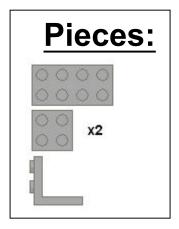


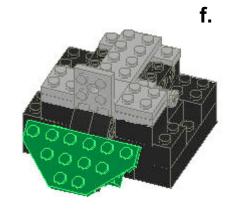


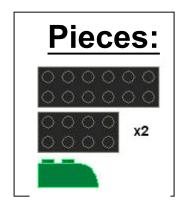
Building Smart Structures and the Box: Jack Moving Parts 26

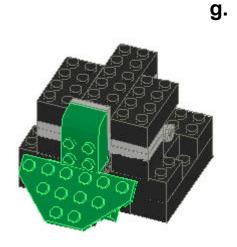




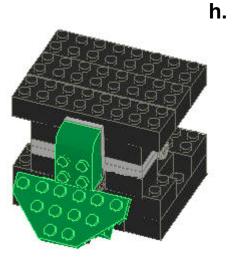




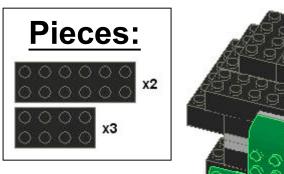


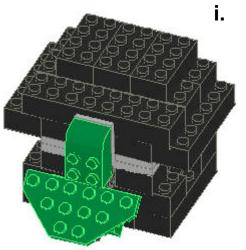


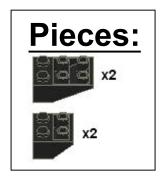
Pieces:

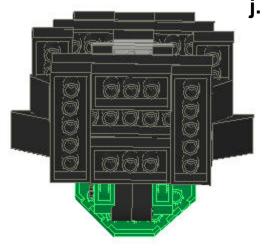


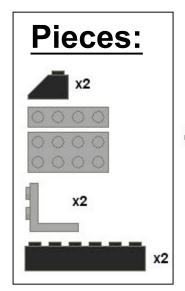
Building Smart Structures and the Box: Jack Moving Parts 27

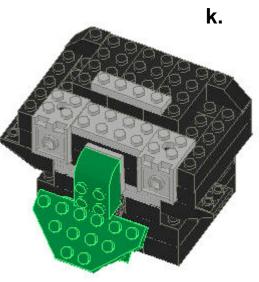


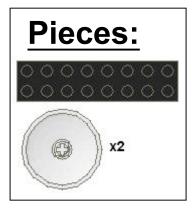


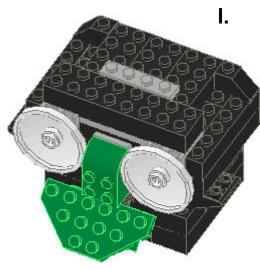




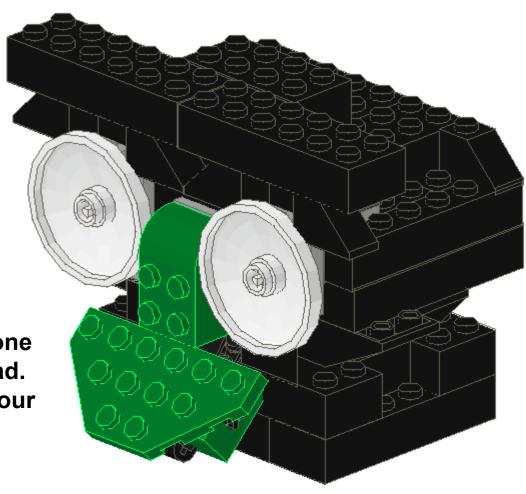




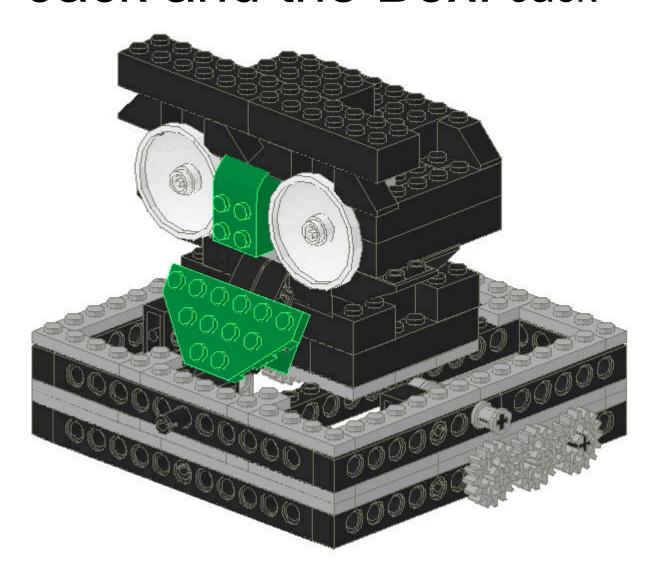


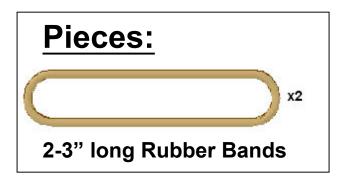


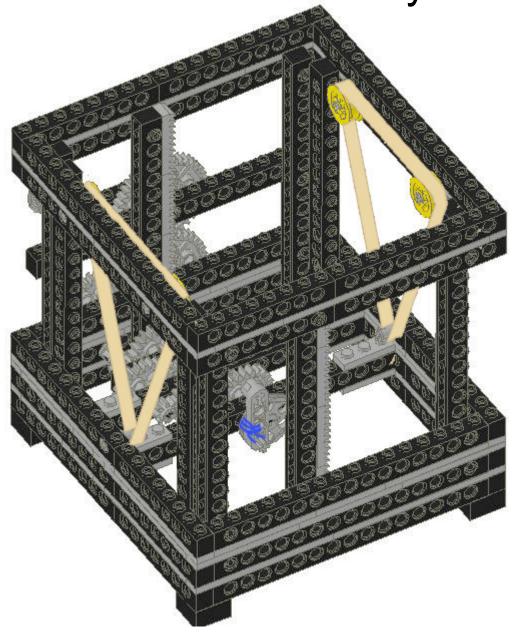
Note: This is just one idea for Jack's head. Be creative! Use your own design.



Building Smart Structures and the Box: Jack Moving Parts 29



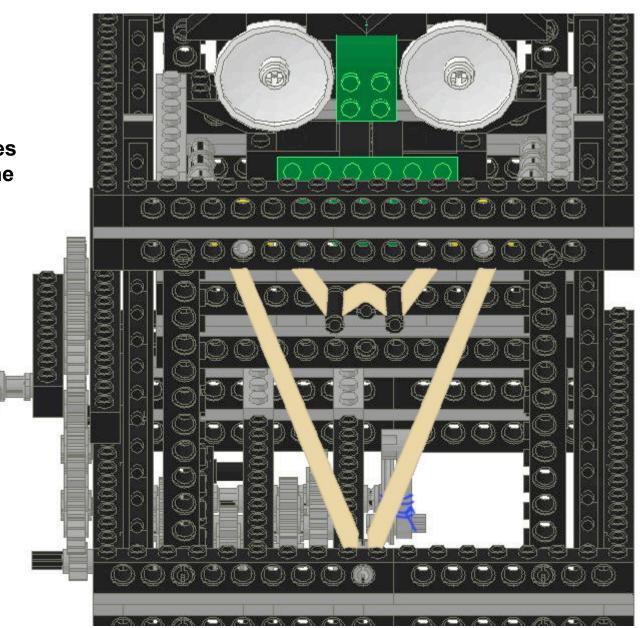




Pieces:

x2

Note: After Jack slides into his box, insert the pegs as shown.

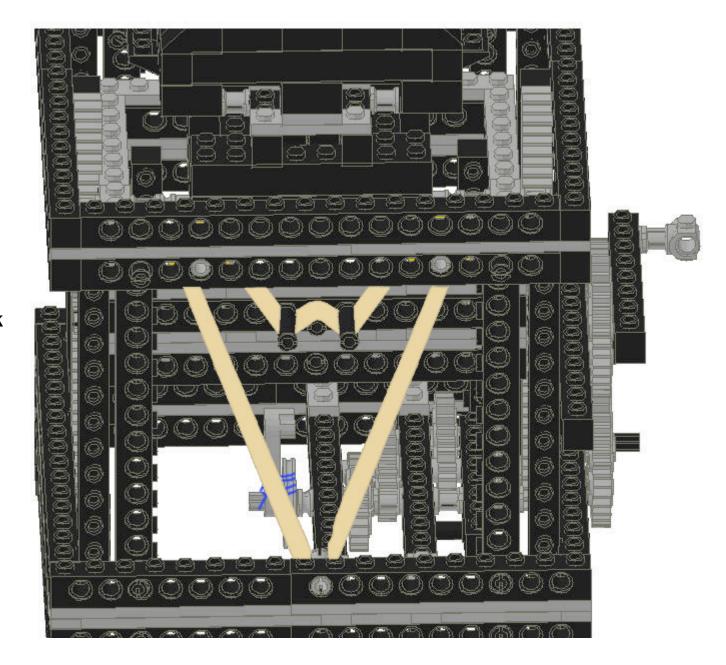


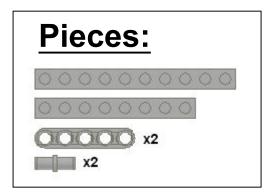
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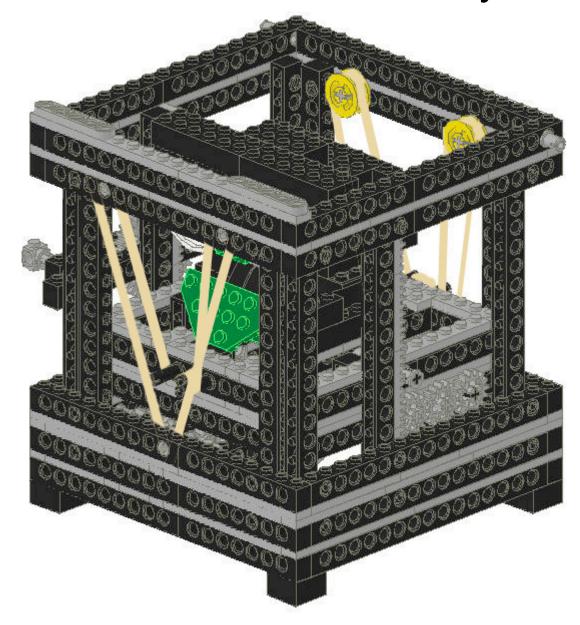
x2

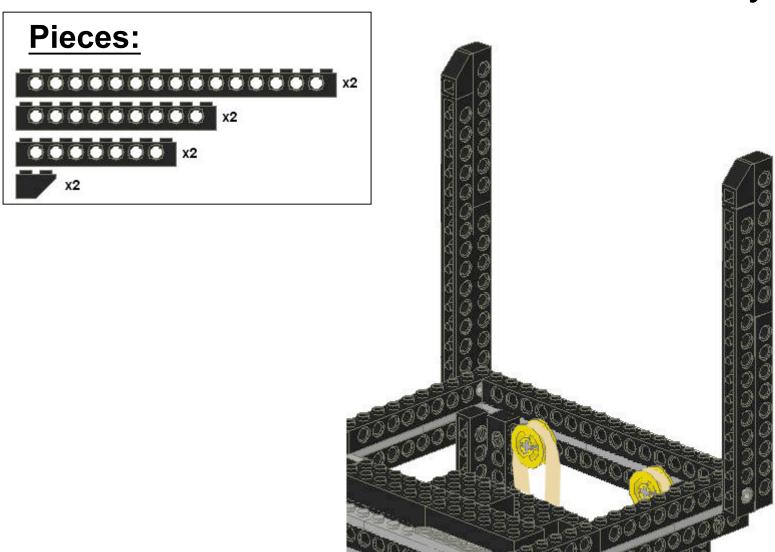
This is the same procedure as step 31, but on the other side.

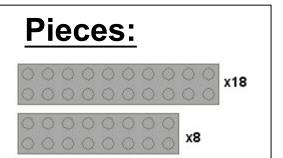
After both rubber bands are attached to Jack, test everything out. As you push Jack down, the gears should lock him in place. He will need to be pushed all the way down in order to be triggered by the crank. Make sure you understand how everything works before you proceed.

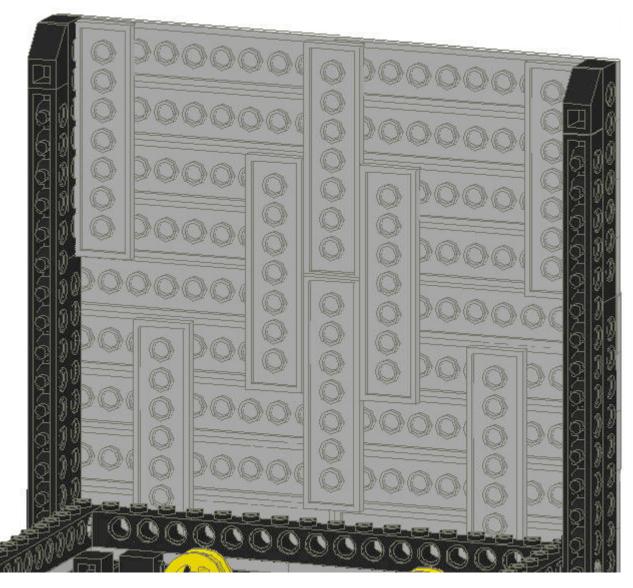








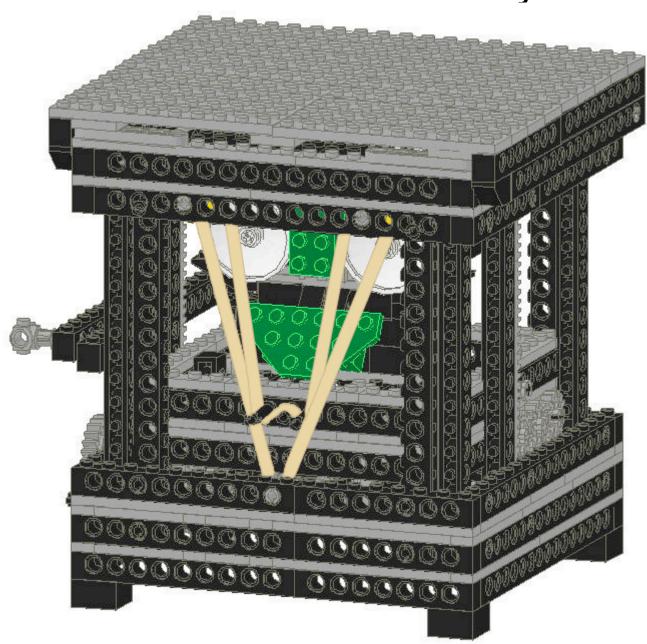




Troubleshooting:

If Jack doesn't shoot up:

- •Make sure that the crank is triggering Jack
- •Add Stronger rubber bands
- •Try looking underneath as the crank turns to make sure all the gears are turning.

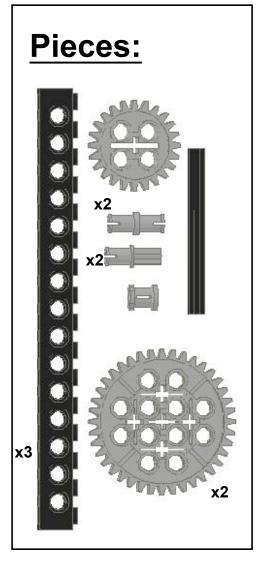


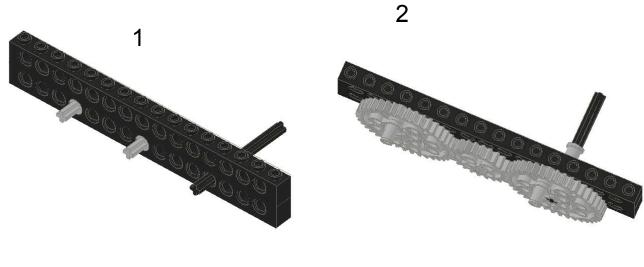
How to build a stair Climber

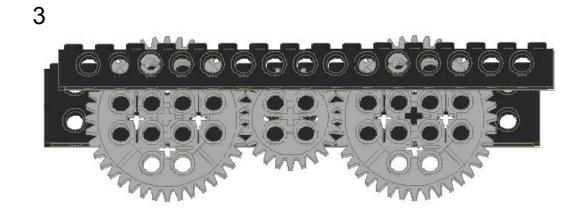
Pieces:	
	Key Words:

Miscellaneous Moving Parts

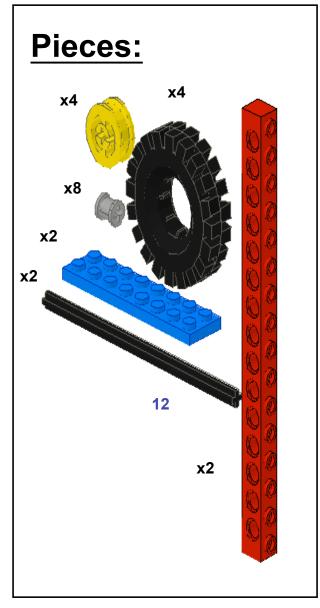
Train Wheels

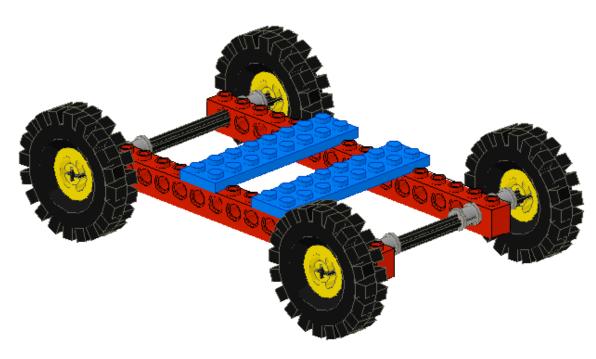




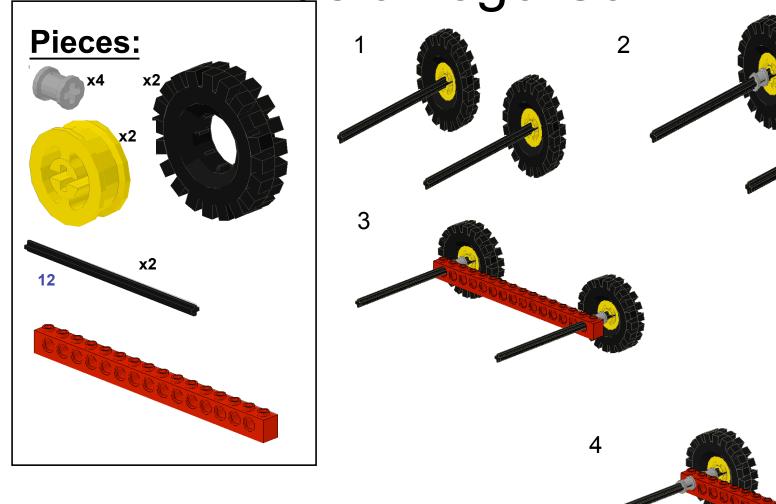


Basic Lego Car (no motors)

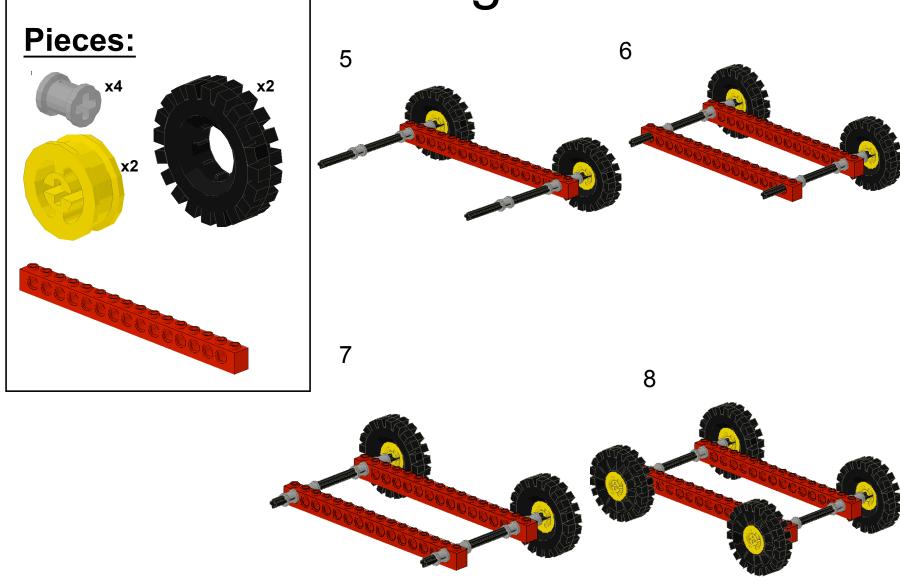




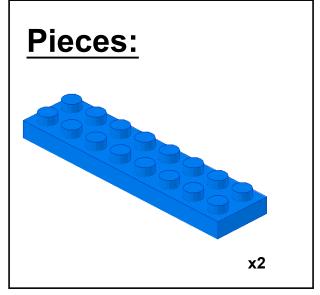
Basic Lego Car

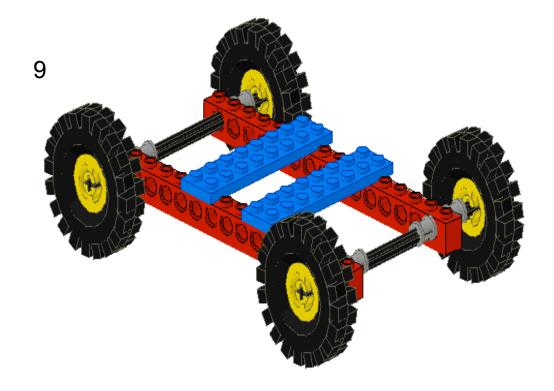


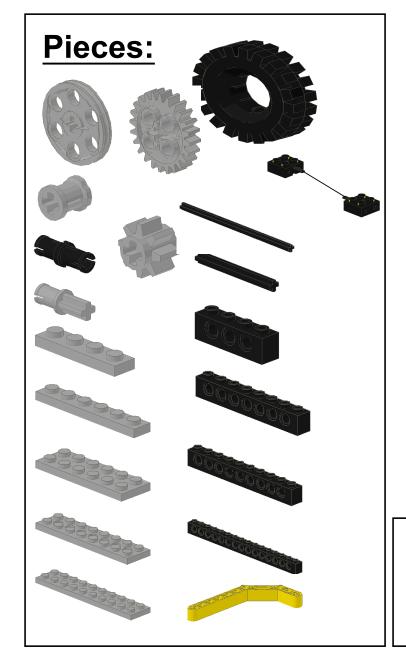
Basic Lego Car



Basic Lego Car







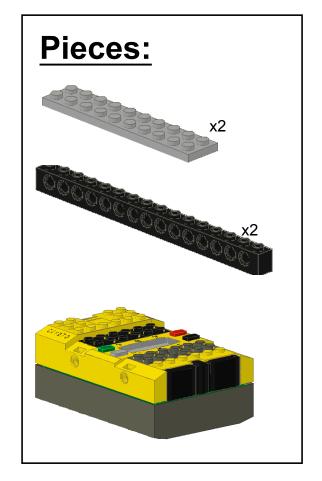
Pulley Car

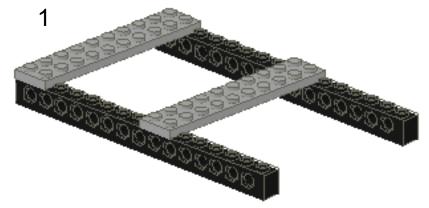


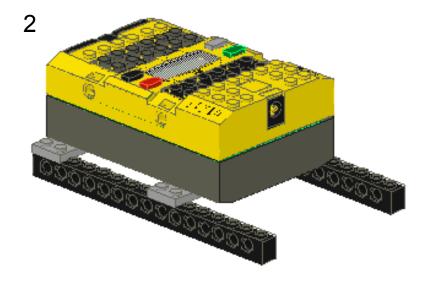
Note: In order to do this project you should review the following concepts: Pulleys

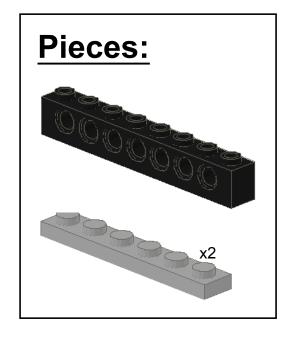
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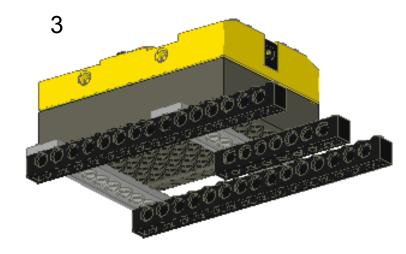
Pulley

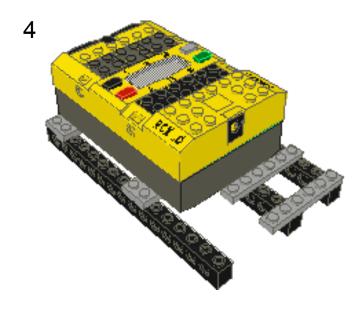


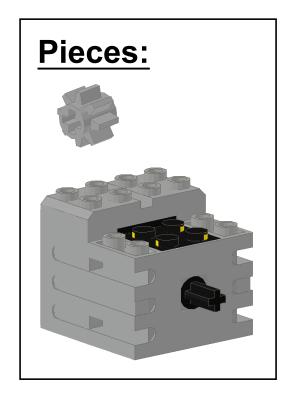




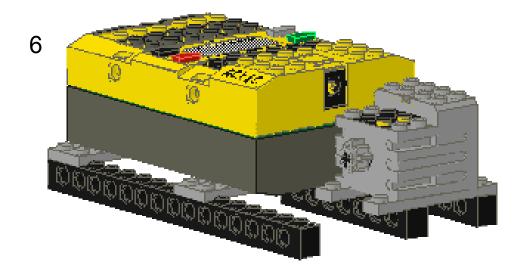


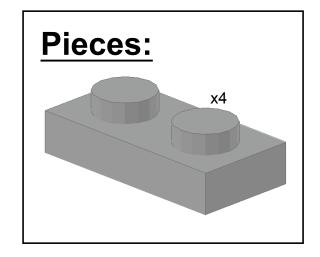


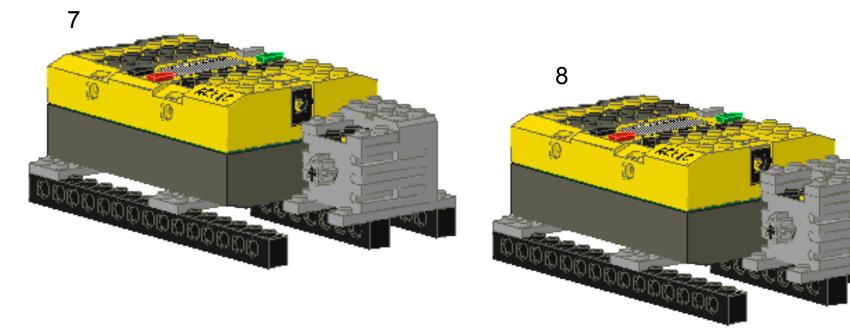


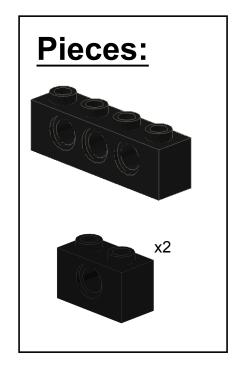


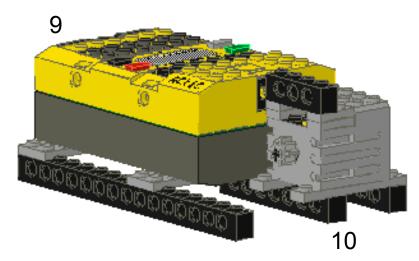








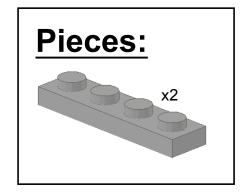


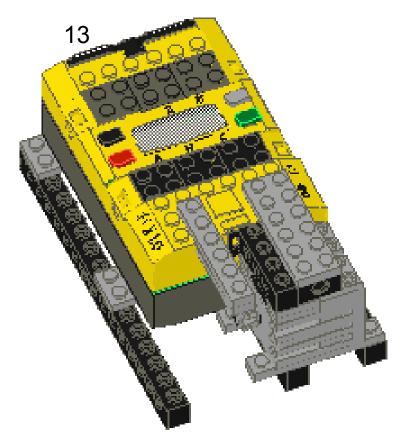


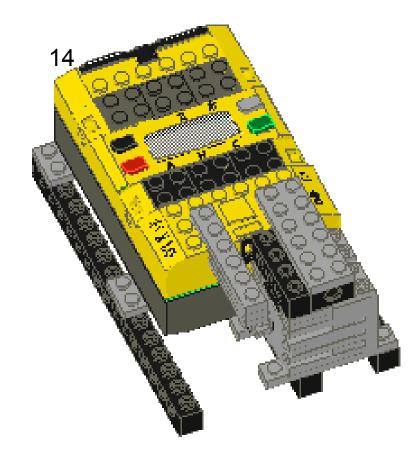
Pieces:

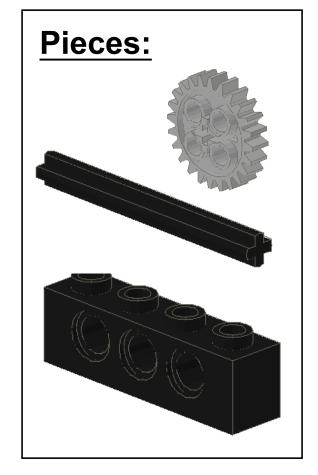


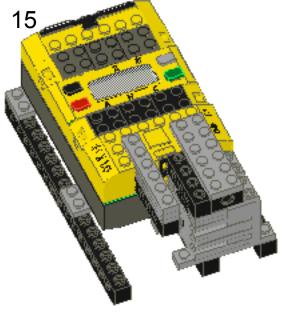


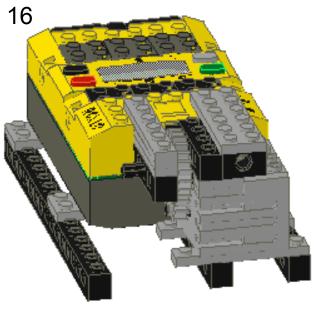


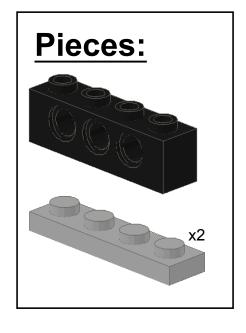


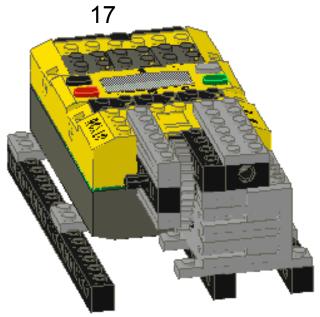


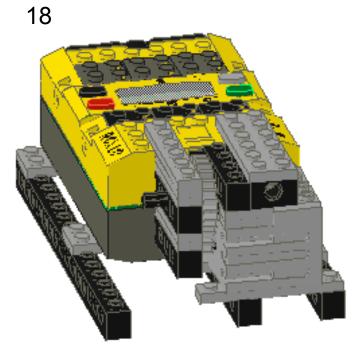


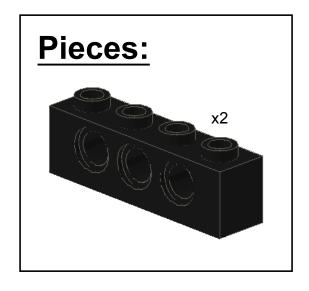




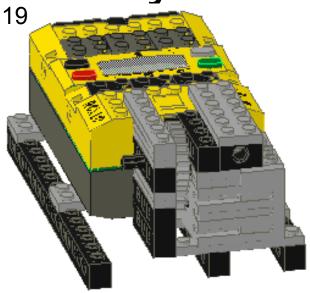


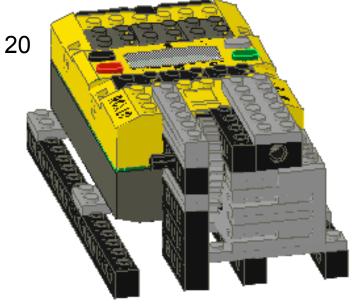






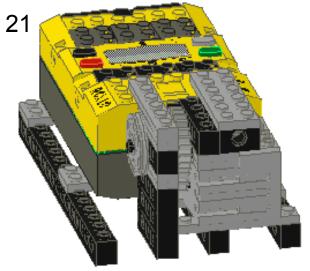


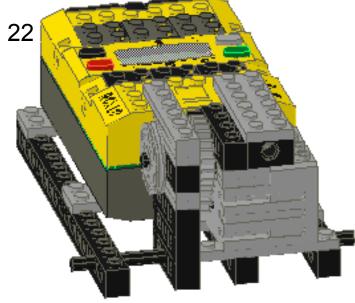


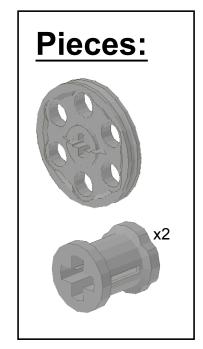


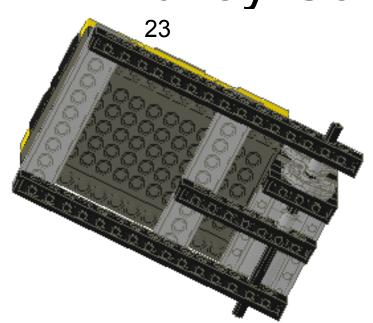


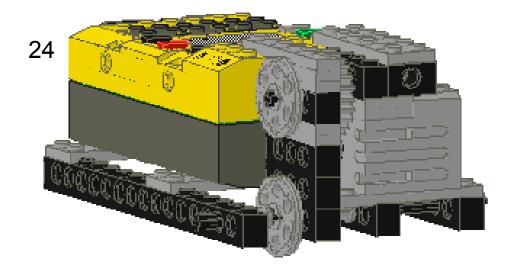
Pullev Car

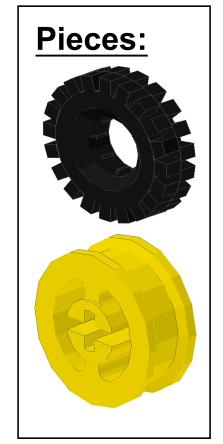


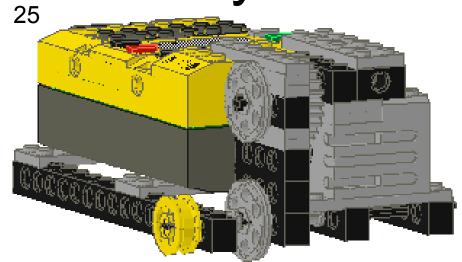


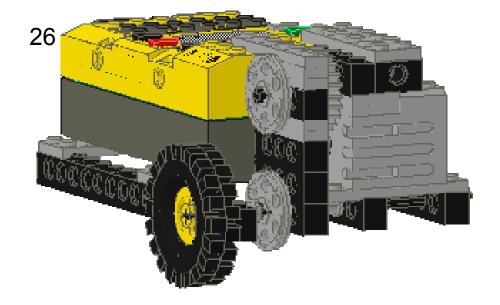


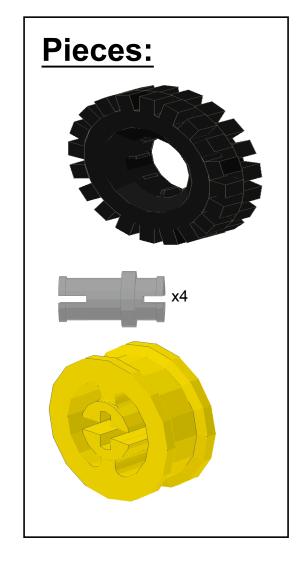


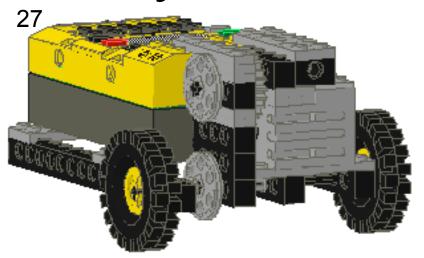


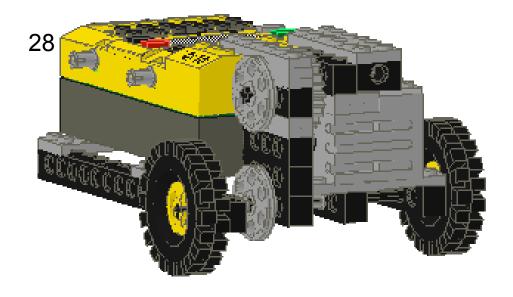


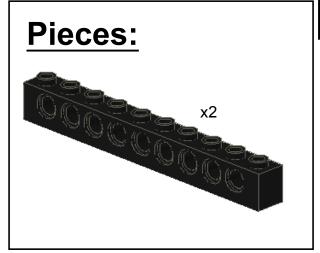




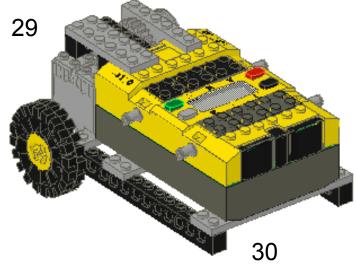


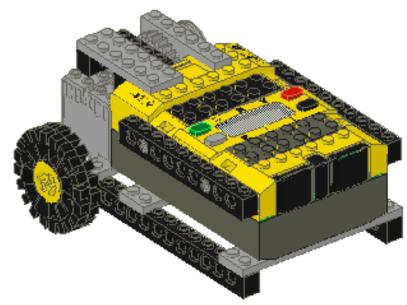




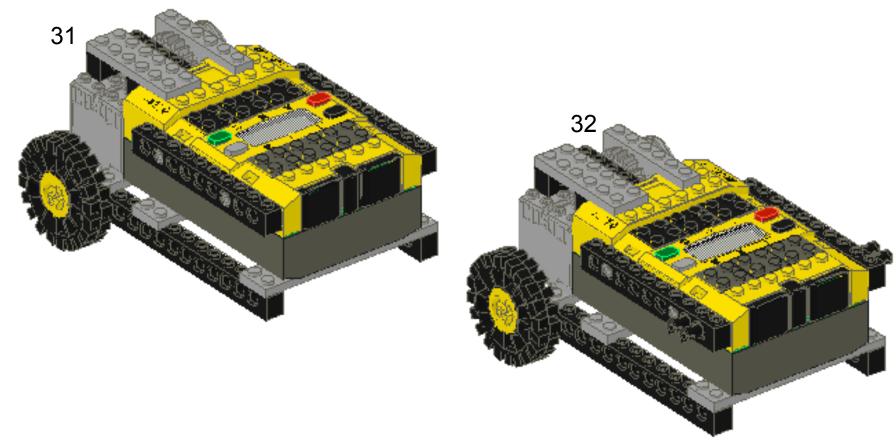


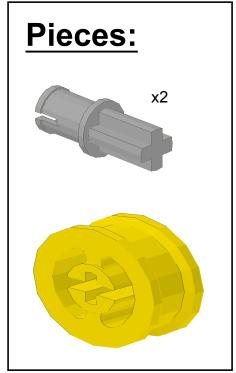
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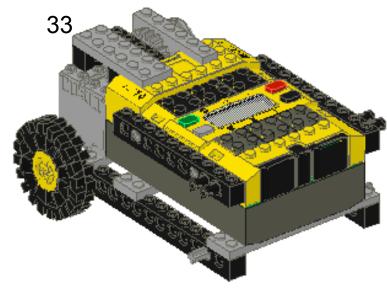


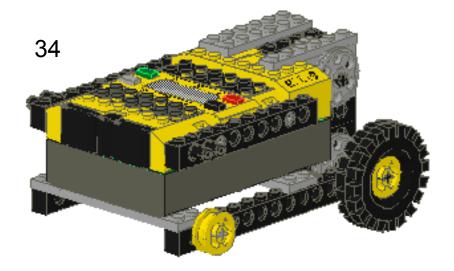




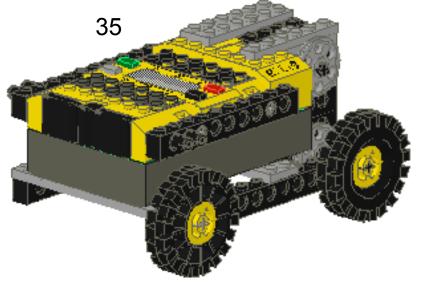


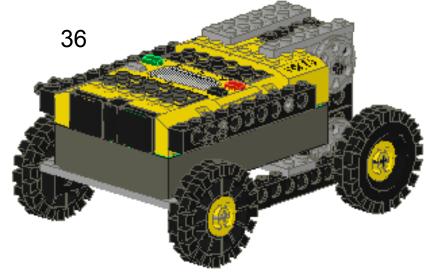






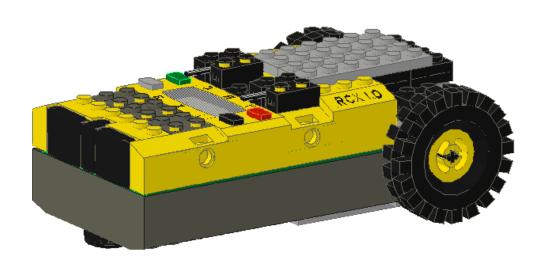




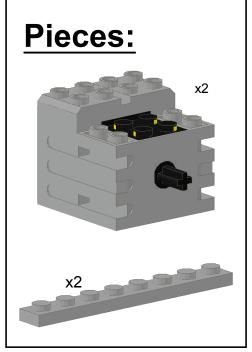


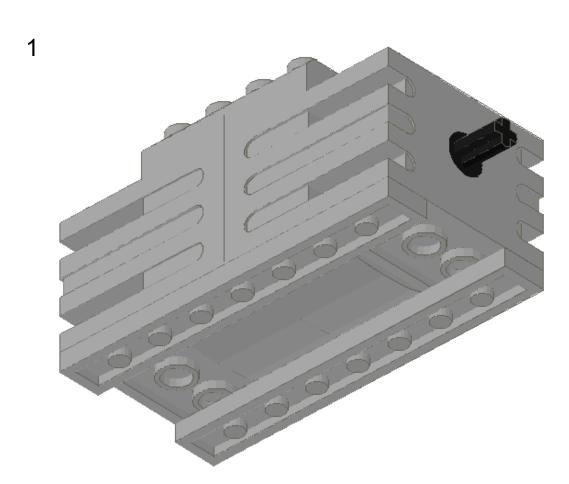
Simple Two Motor Car

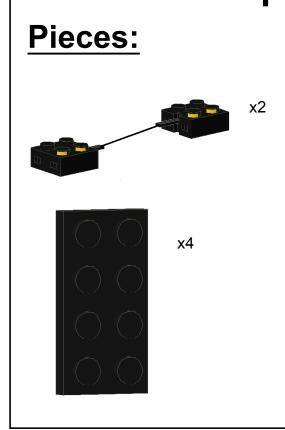
Pieces:



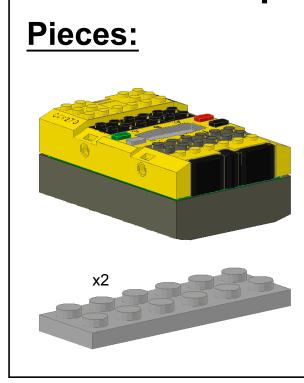
Simple Two Motor Car





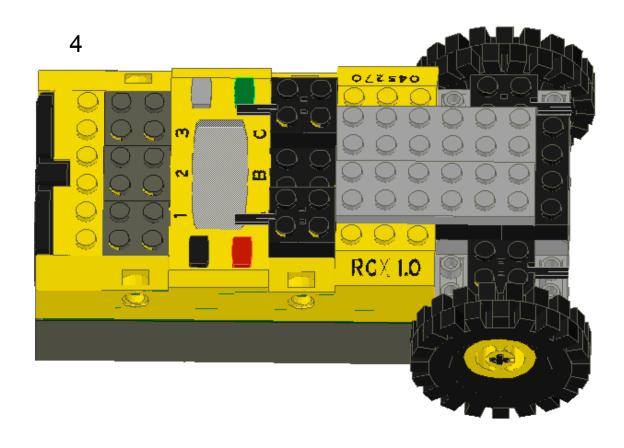


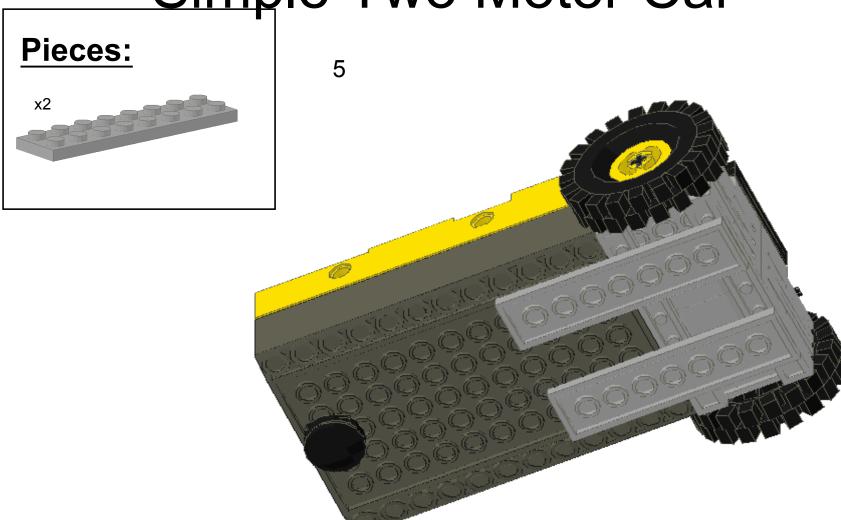






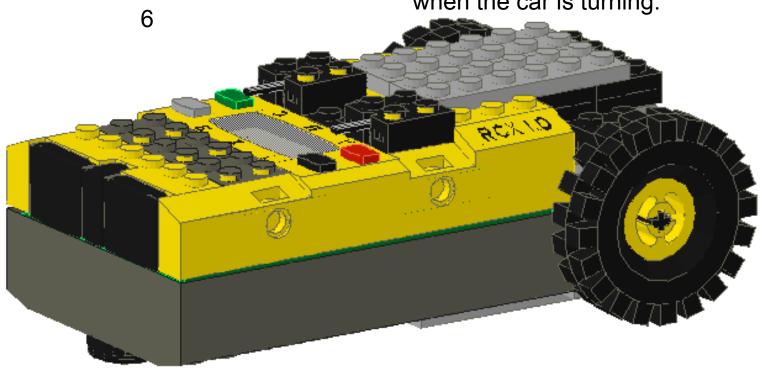


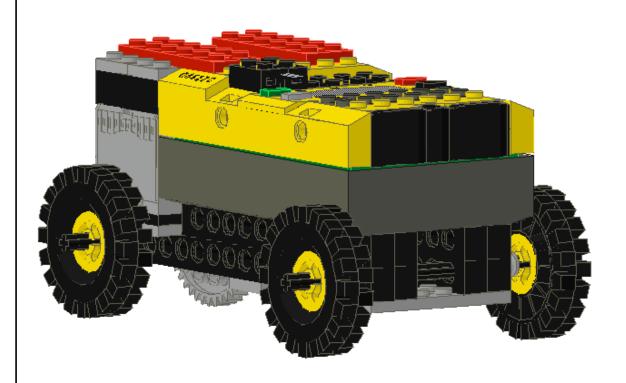


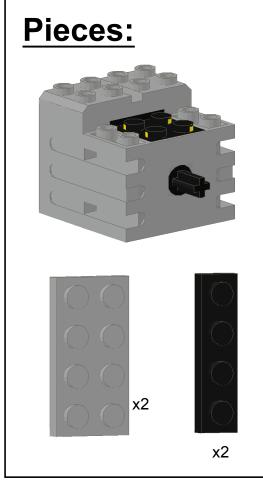


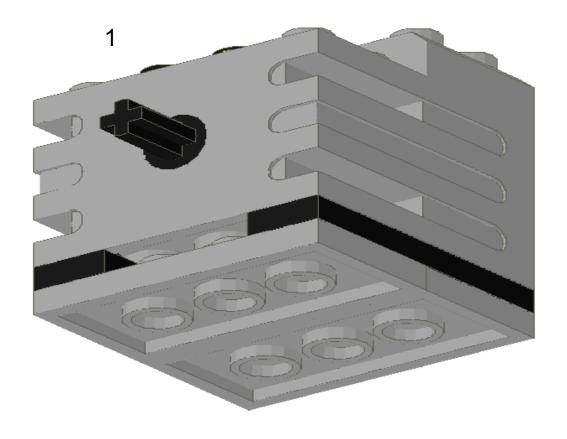
Simple Two Motor Car Note: To make your car turn

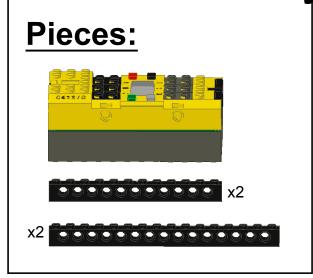
Note: To make your car turn easily program it so that the motors turn in opposite directions when the car is turning.

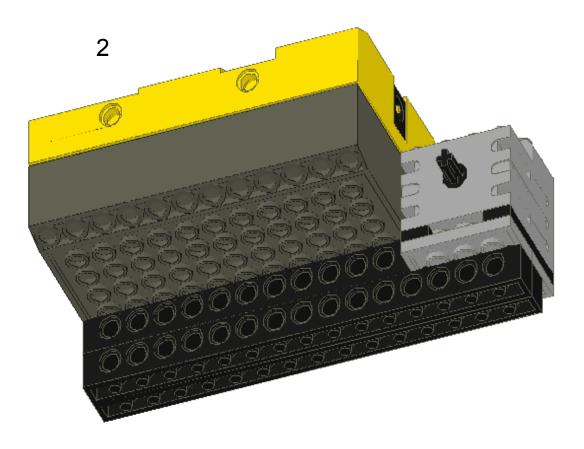


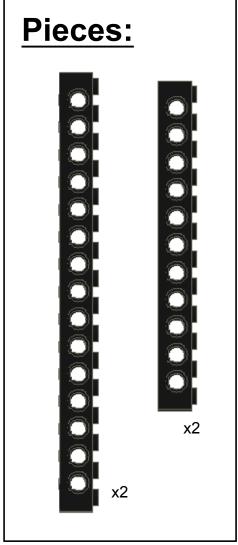


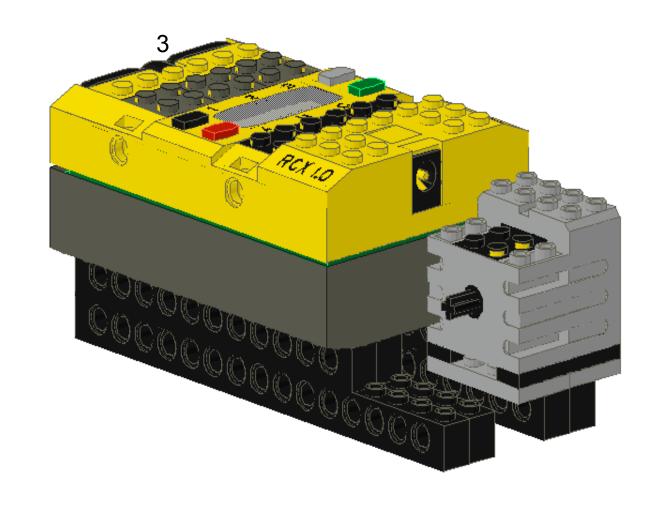


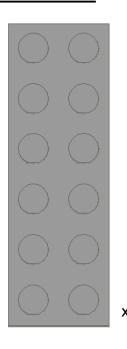


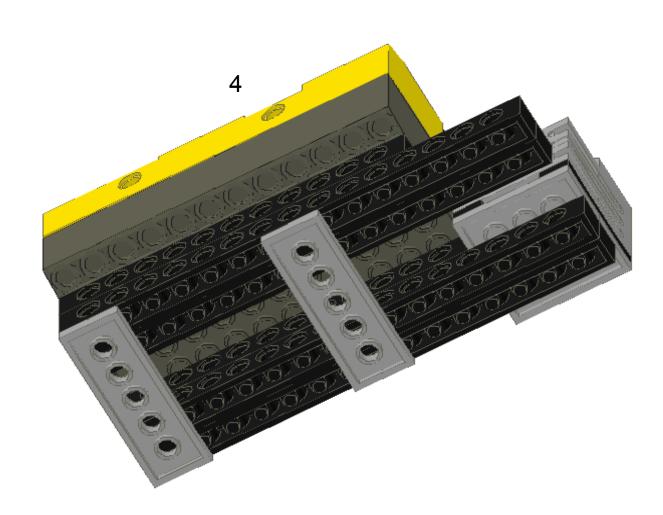


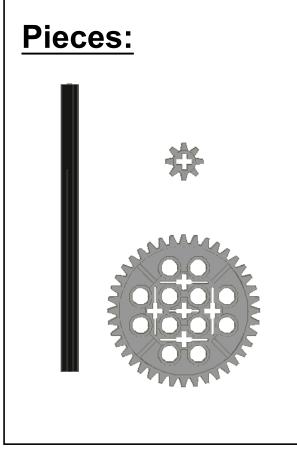










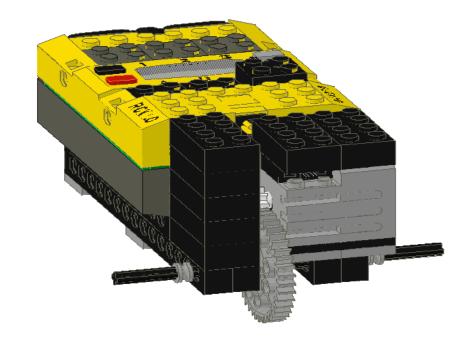




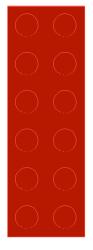
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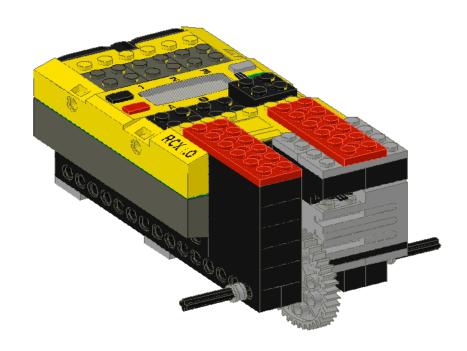




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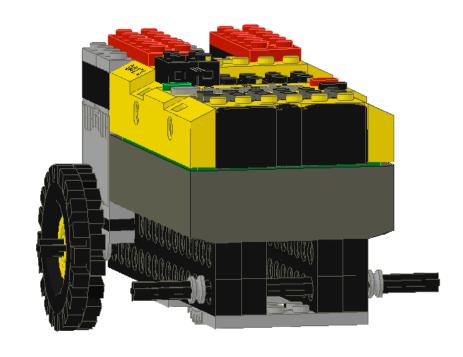
Sturdy One Motor Car

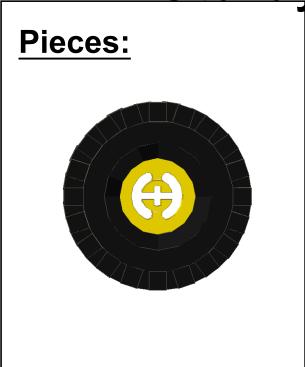
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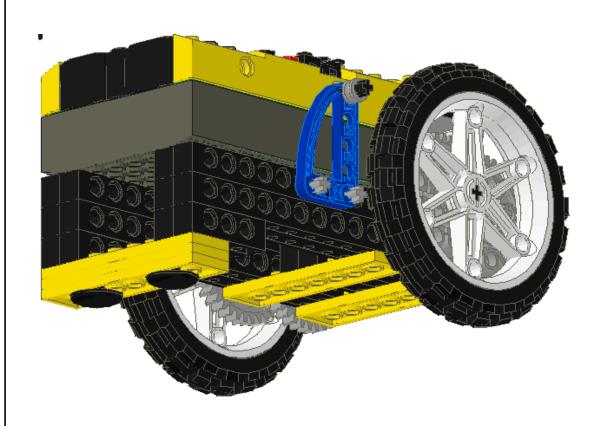


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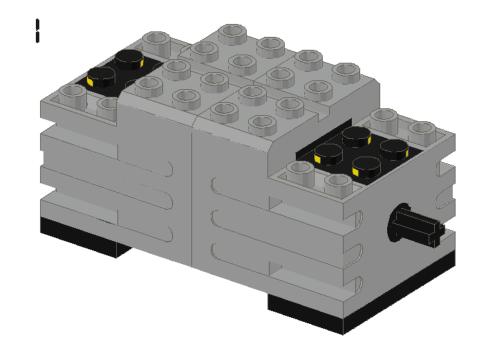






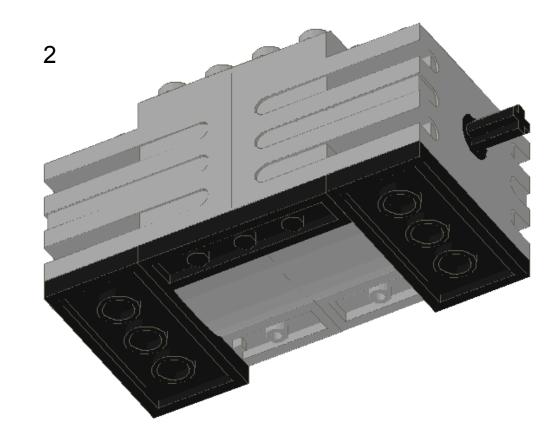
Solar System ROVer

Pieces:



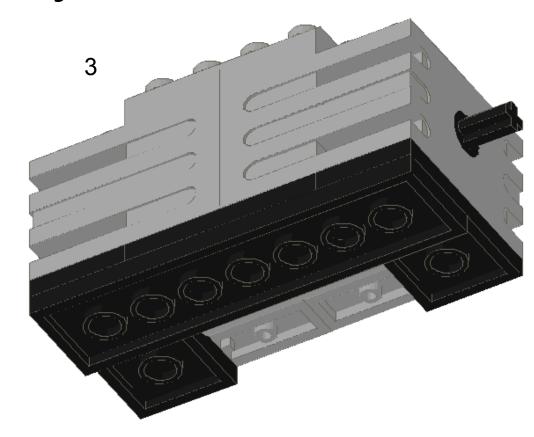
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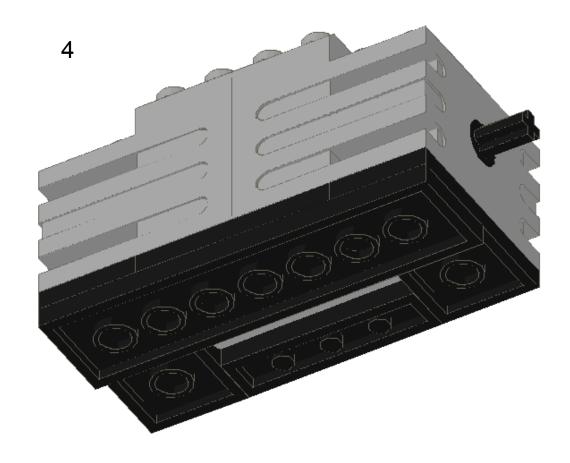


Solar System ROVer



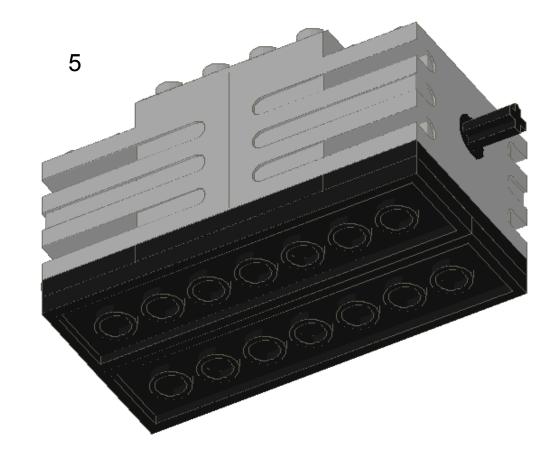






Solar System ROVer

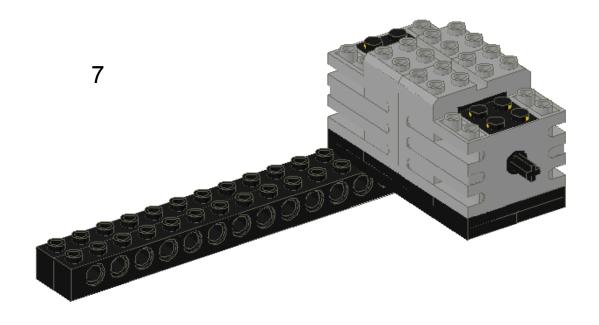




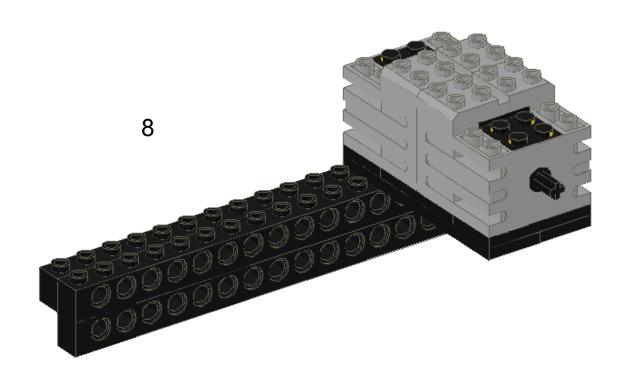


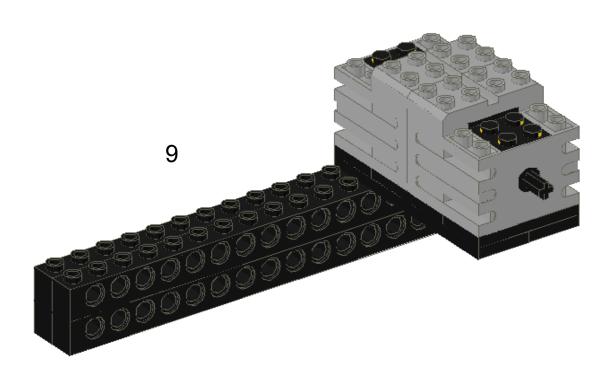


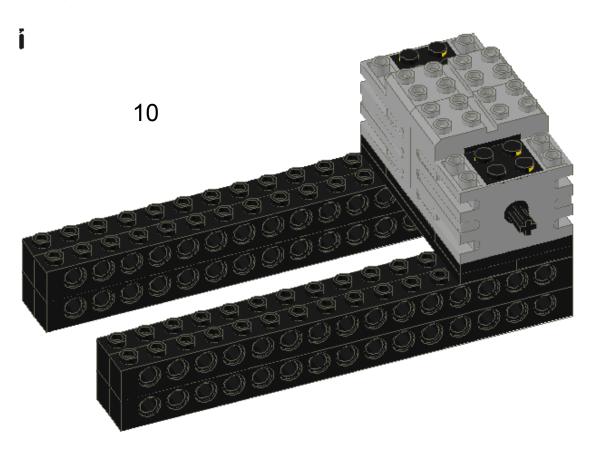


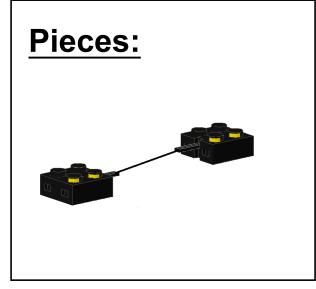


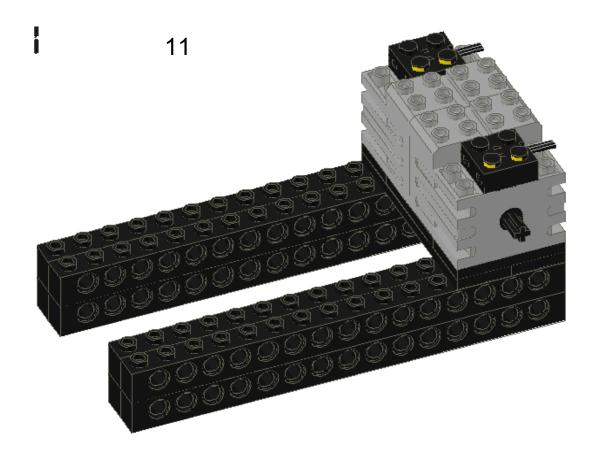


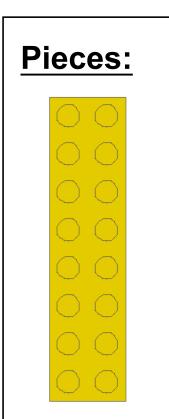


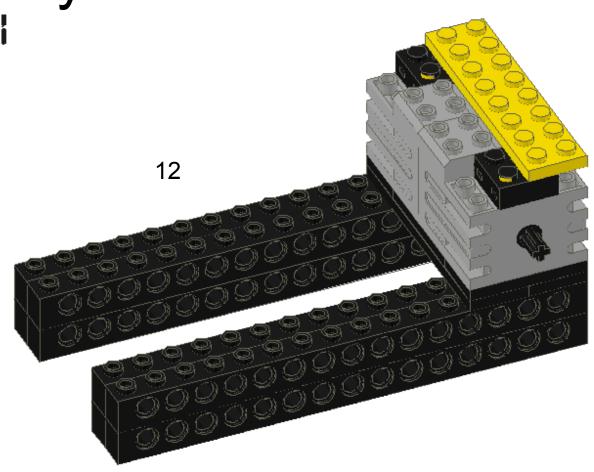


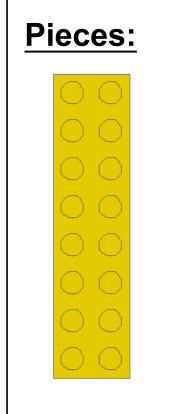


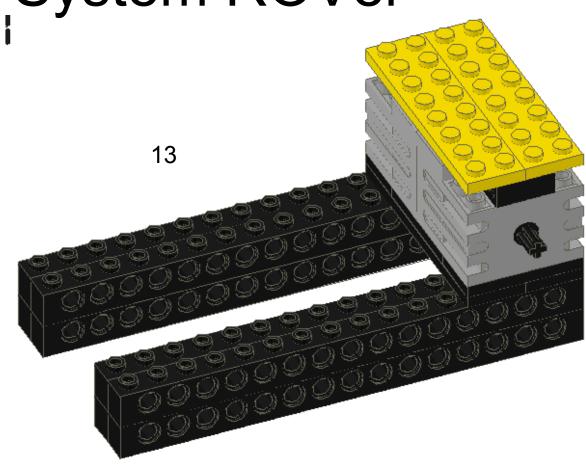




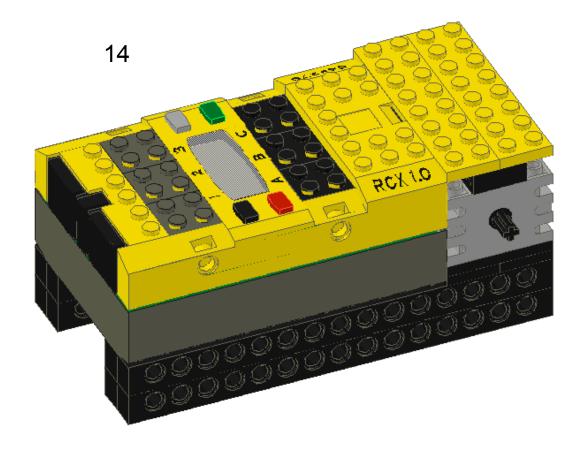


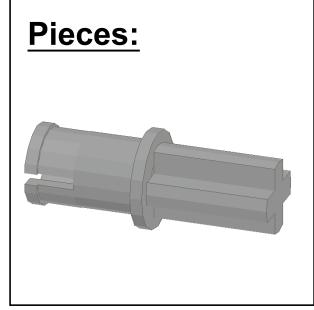


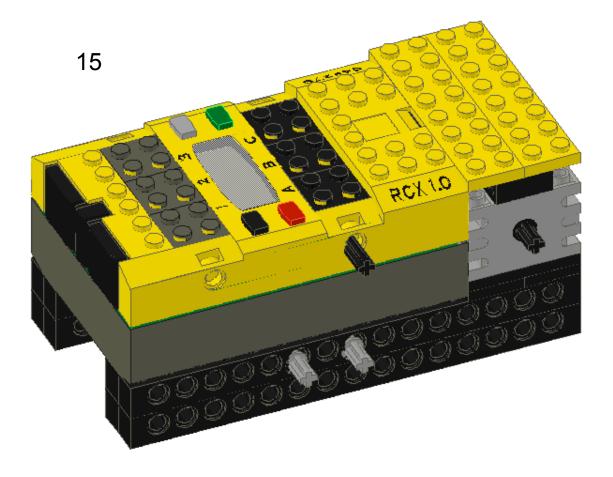


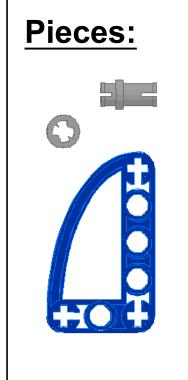


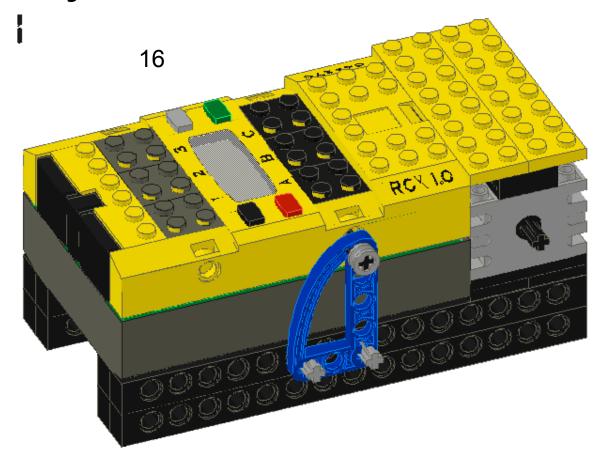


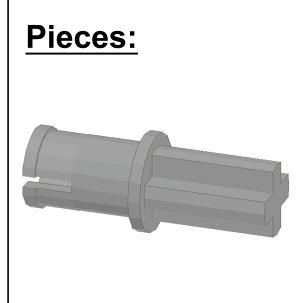










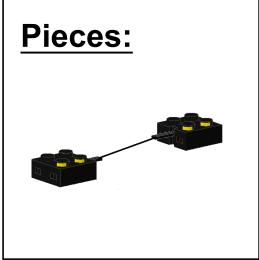


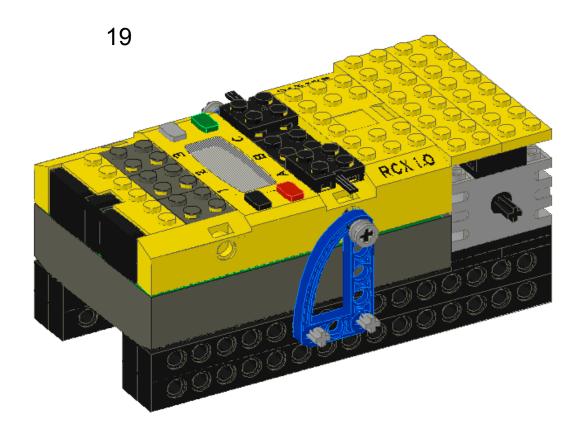


Solar System ROVer

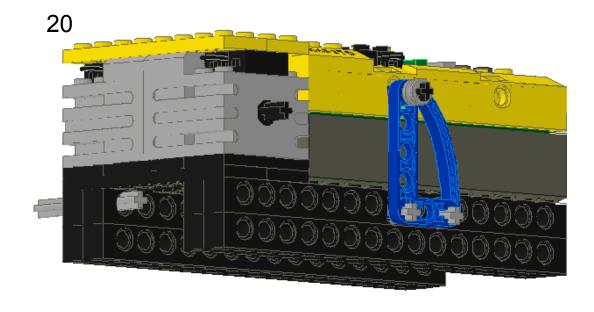




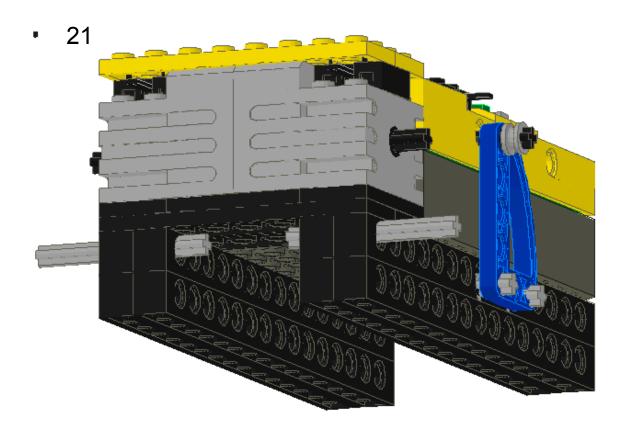




Solar System ROVer

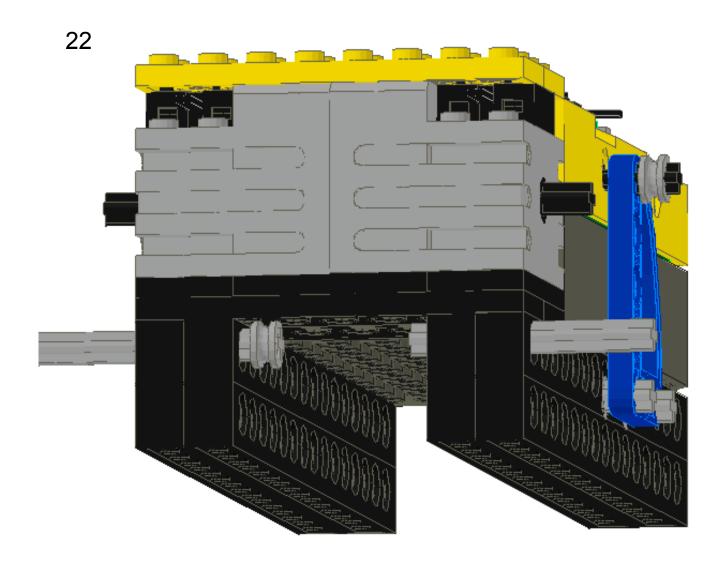


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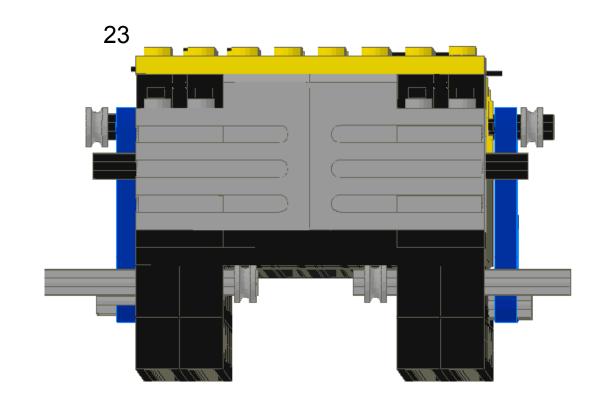
Solar System ROVer



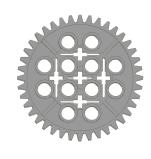


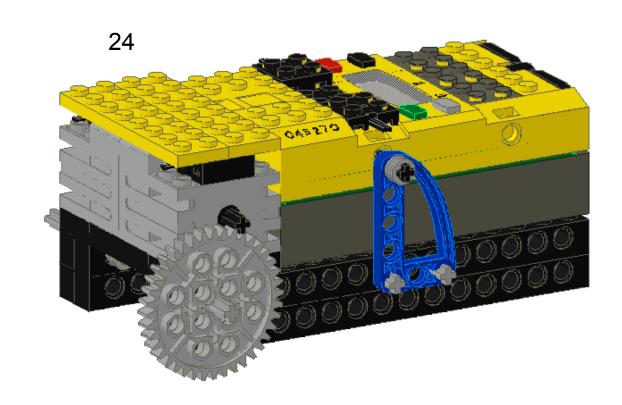
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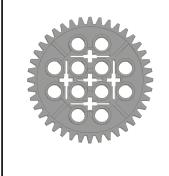


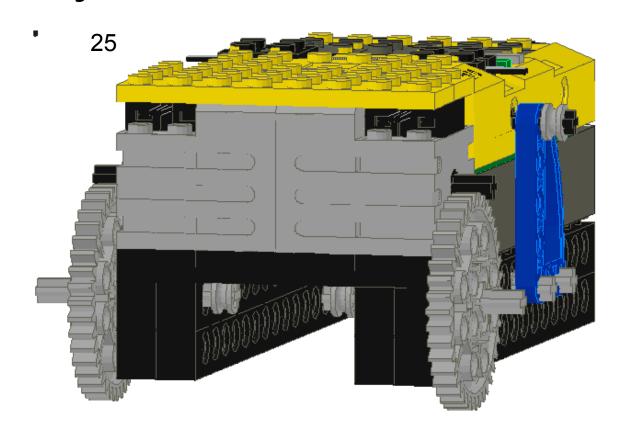
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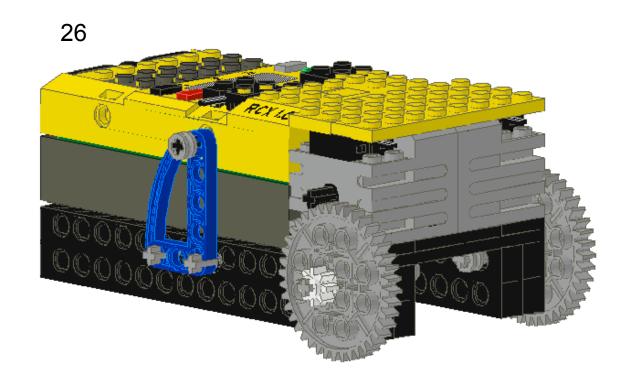
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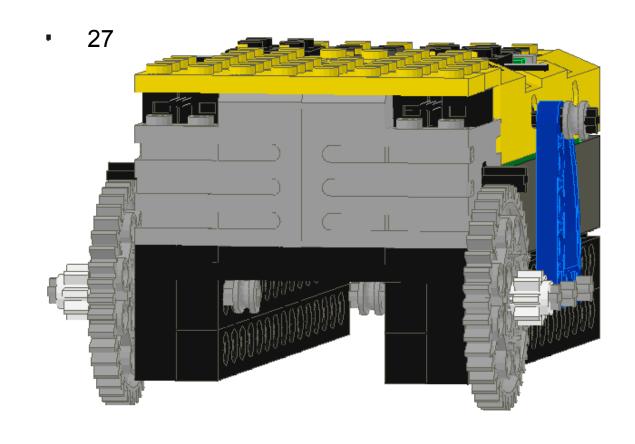
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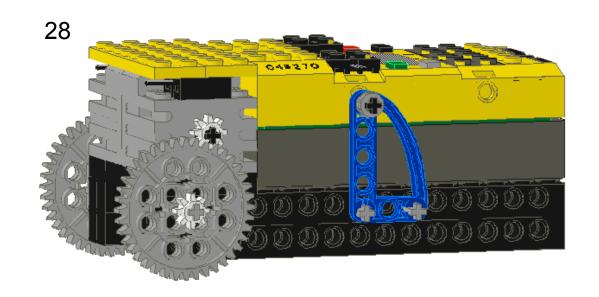
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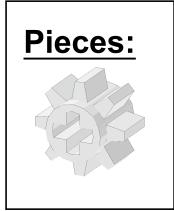


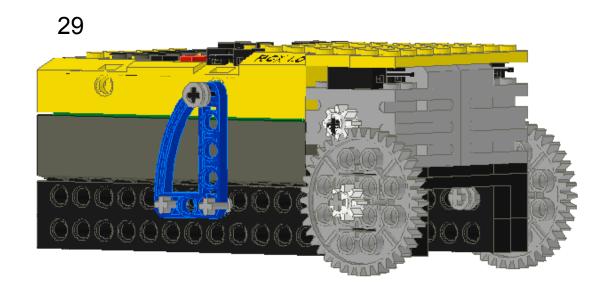


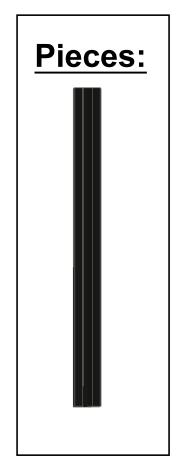
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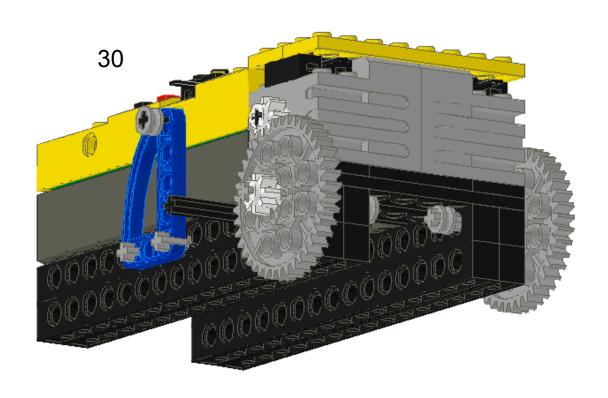






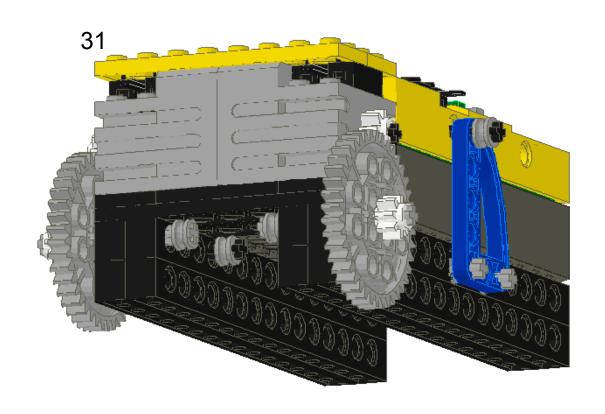






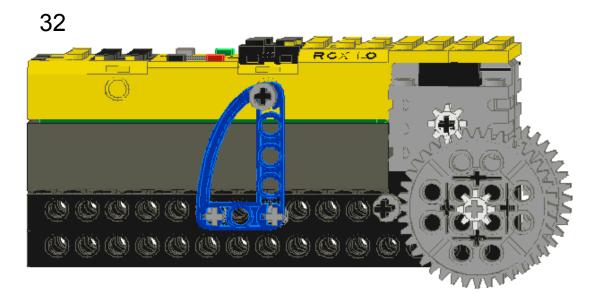
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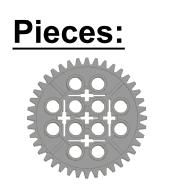


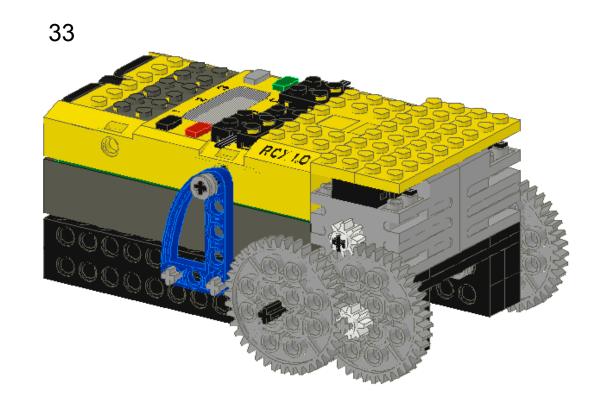


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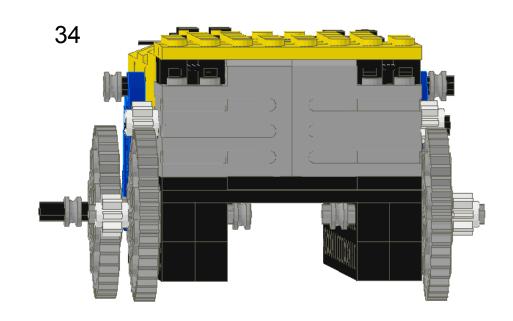


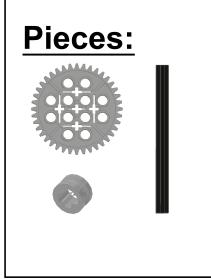


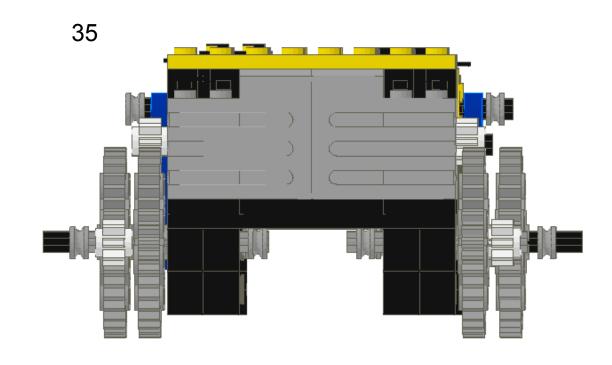


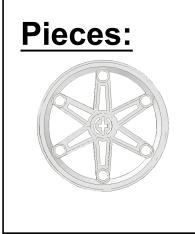
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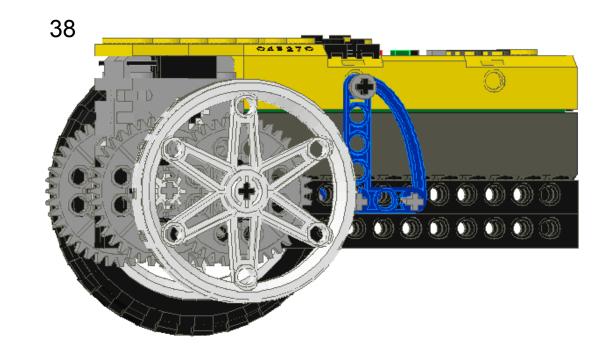






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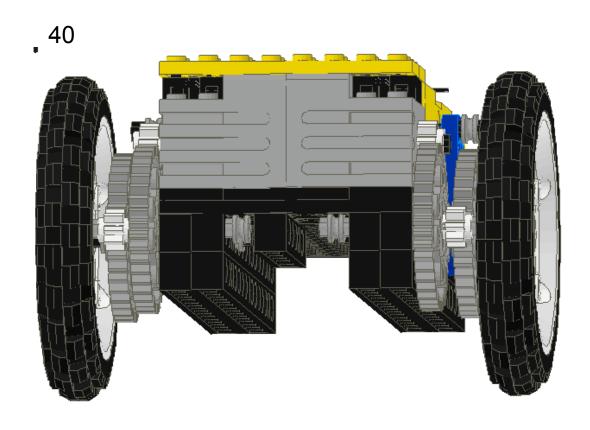
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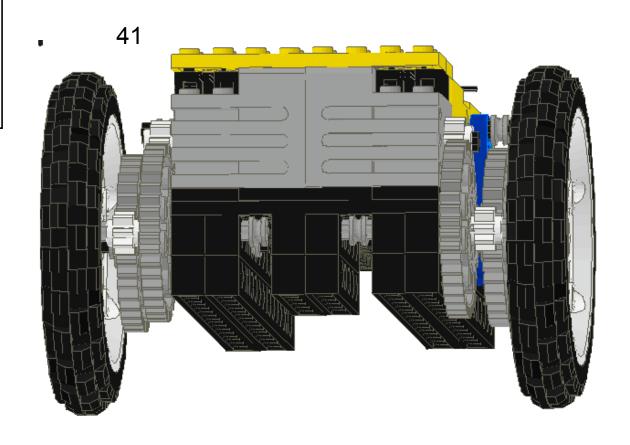
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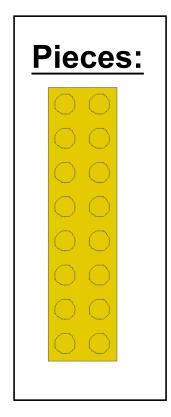


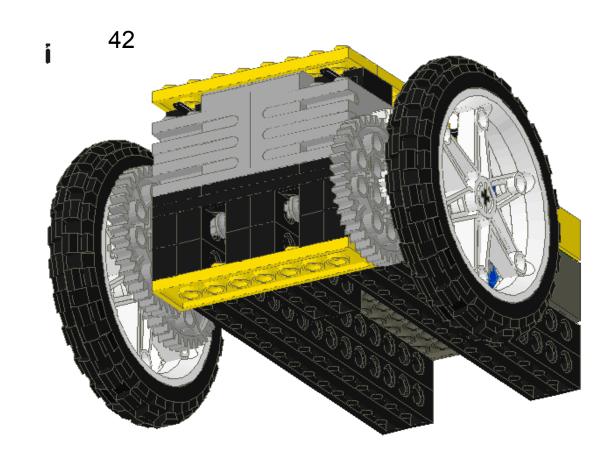


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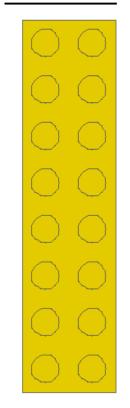


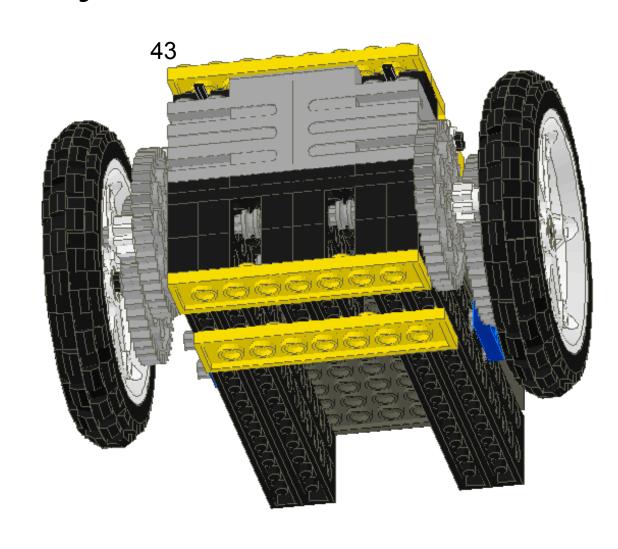




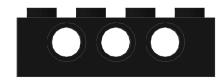


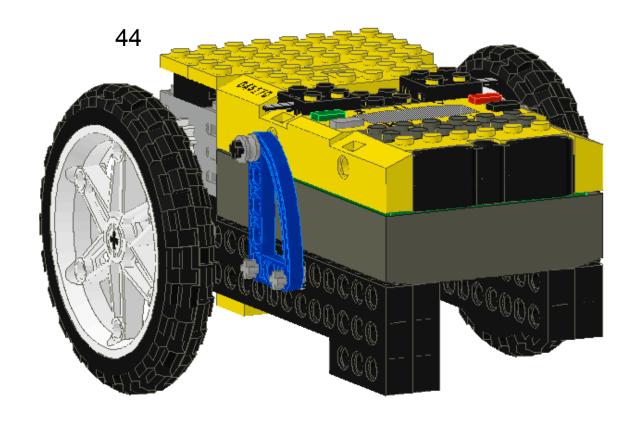
Solar System ROVer



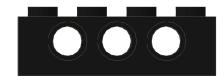


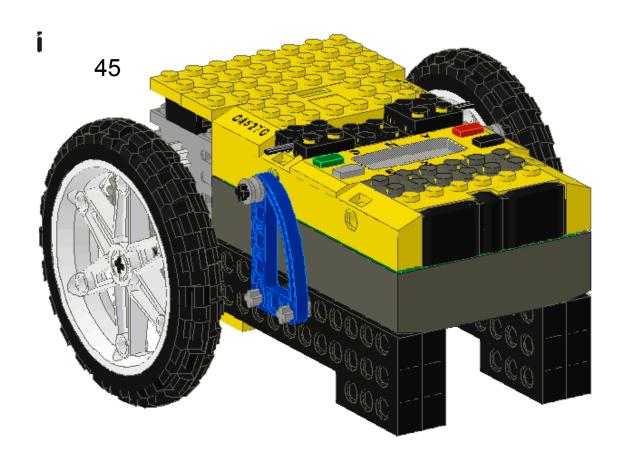
Solar System ROVer

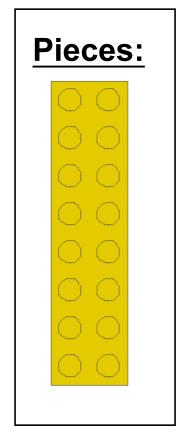


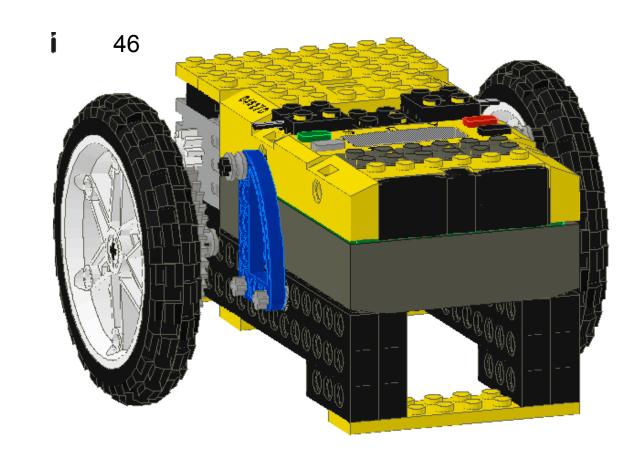


Solar System ROVer









Solar System ROVer





Solar System ROVer





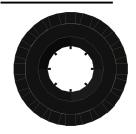
Solar System ROVer





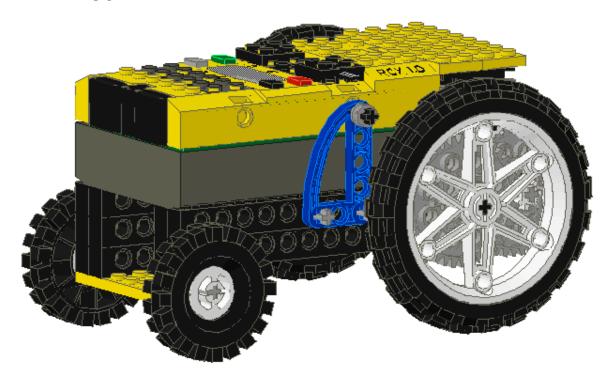
Solar System ROVer

Pieces:





50

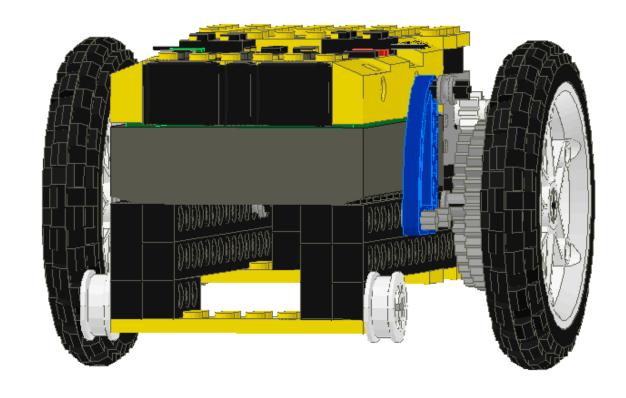


Solar System ROVer

Pieces:



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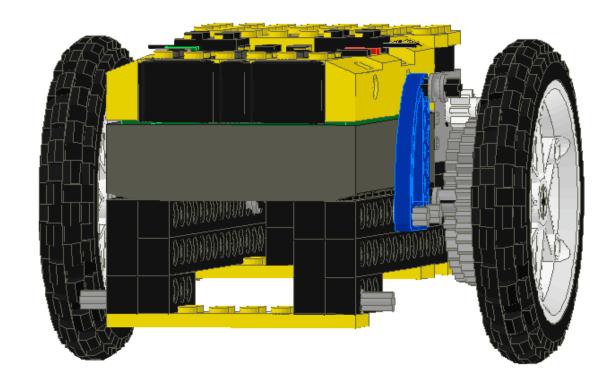


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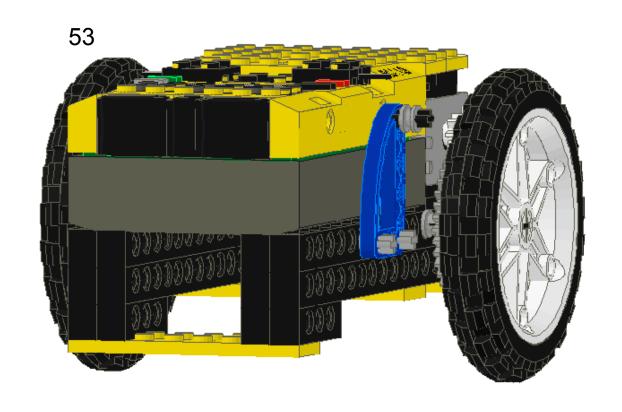


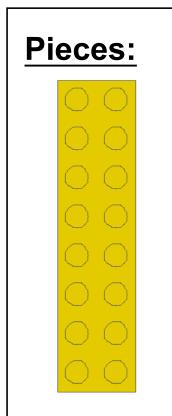
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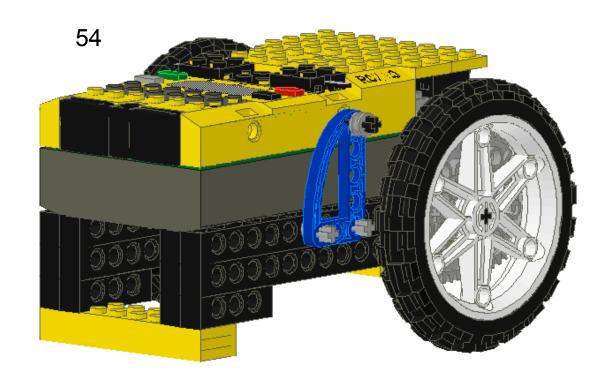


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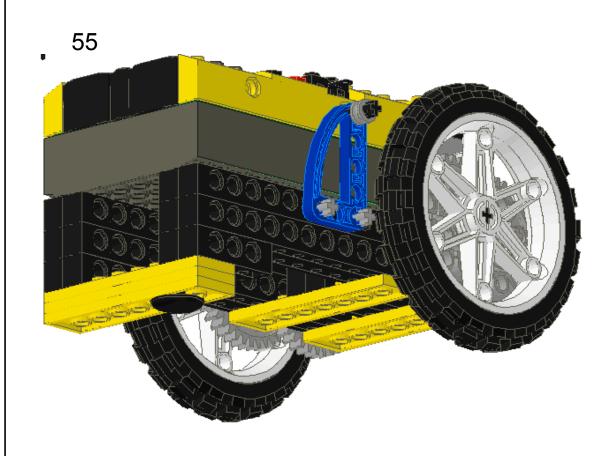






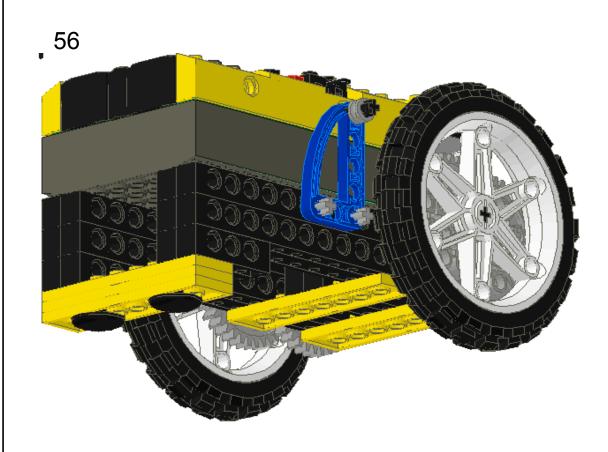


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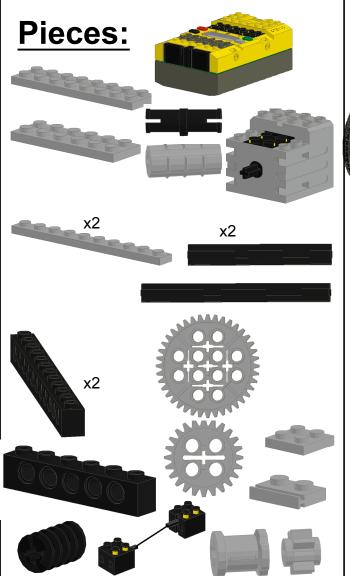
Solar System ROVer

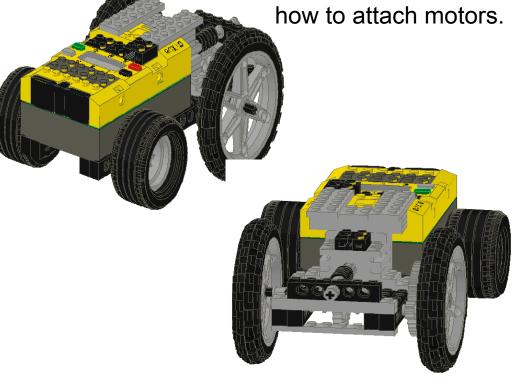
Pieces:



Snail Car

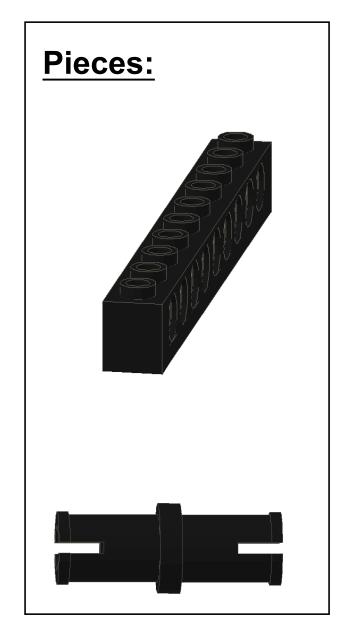
In order to do this project you should review the following concepts: worm gears, gearing down, gear ratios, and

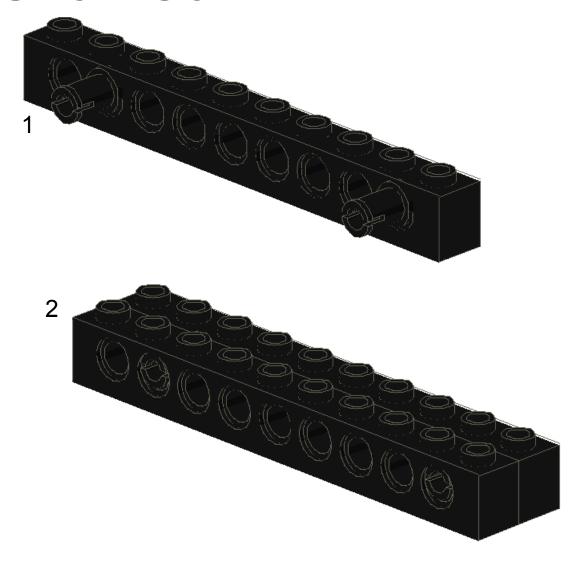




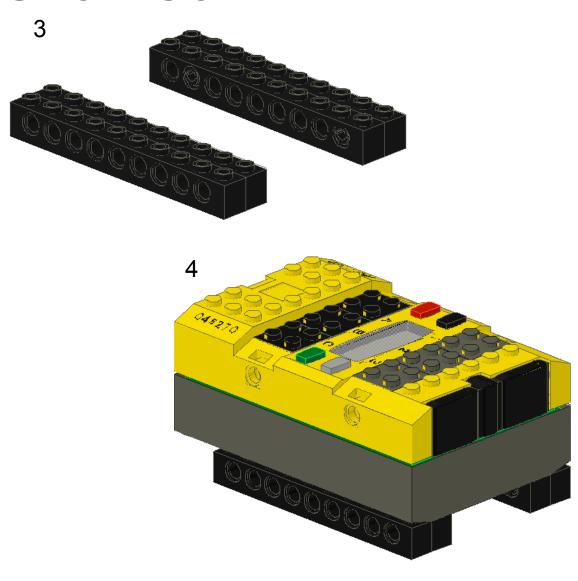
Key Words:

Gearing Down, Gear Ratios

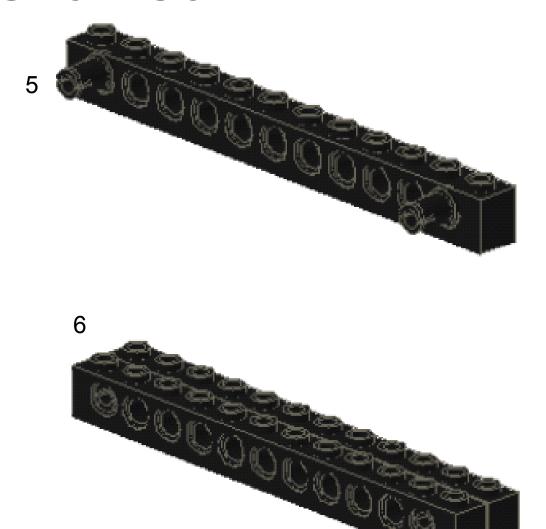




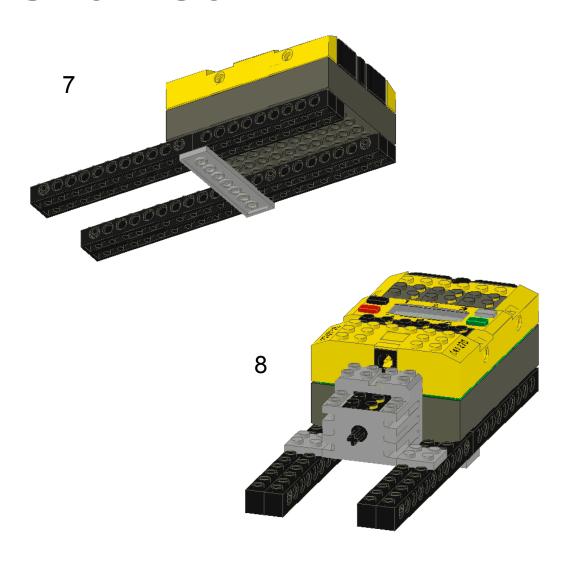
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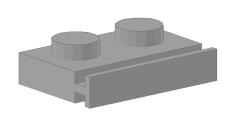
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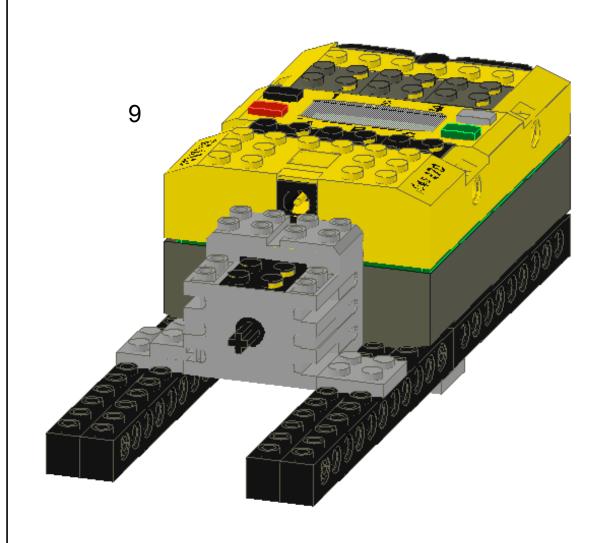


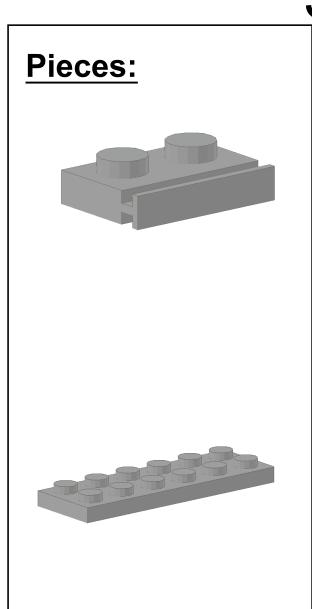
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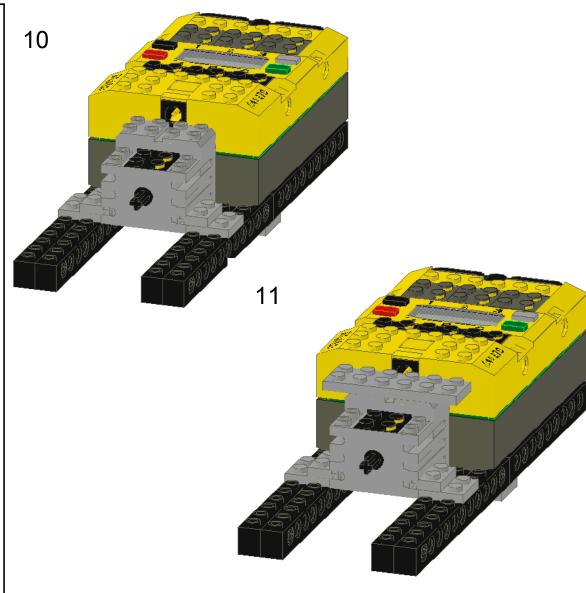




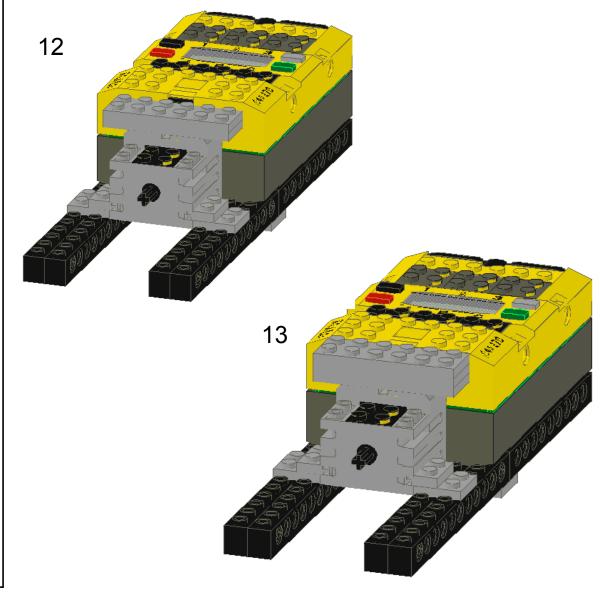




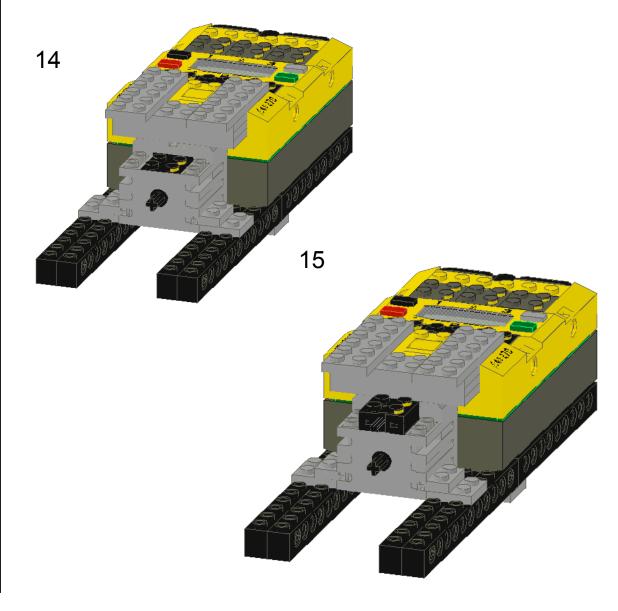




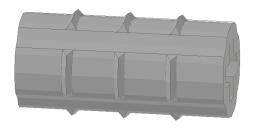
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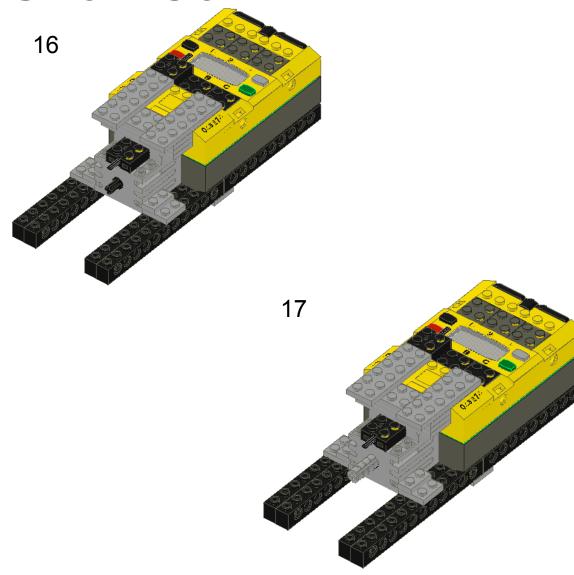


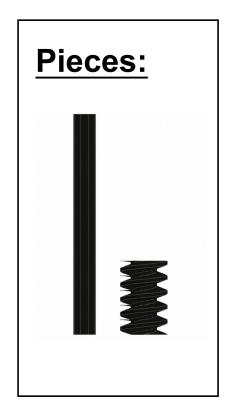
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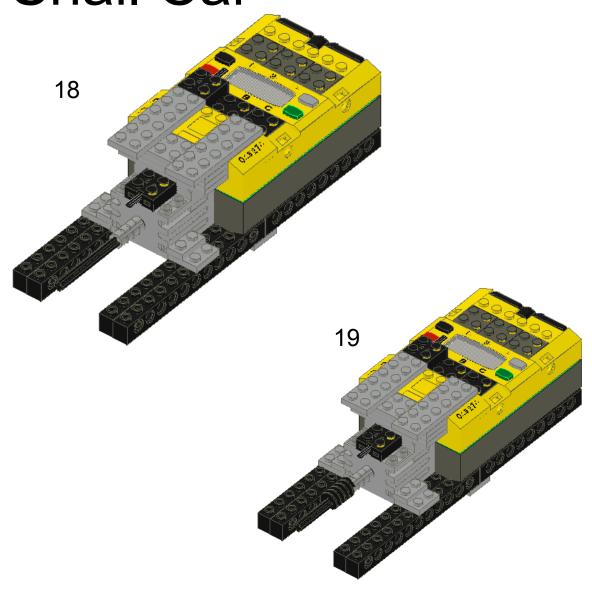


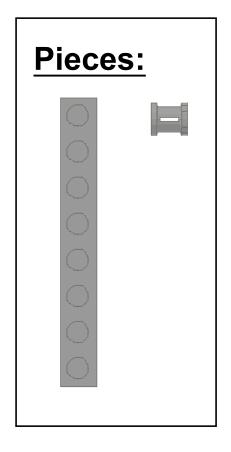
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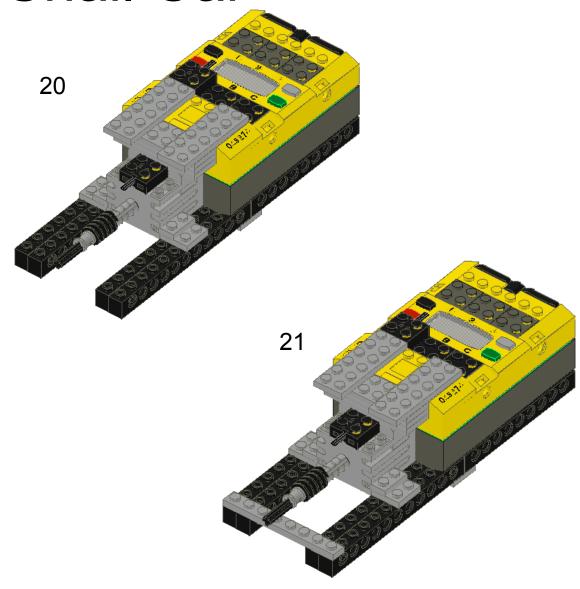


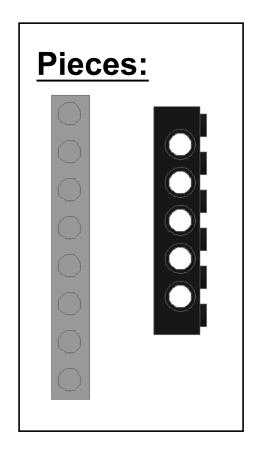


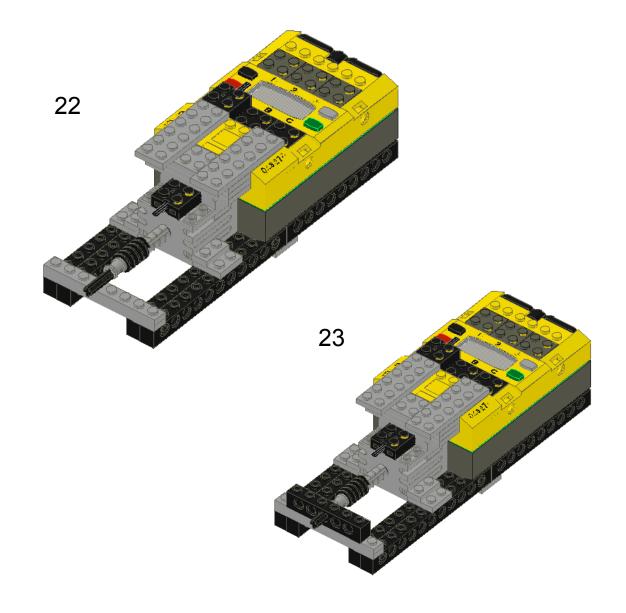


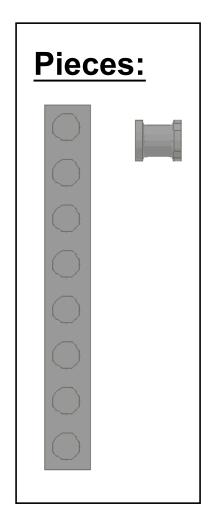


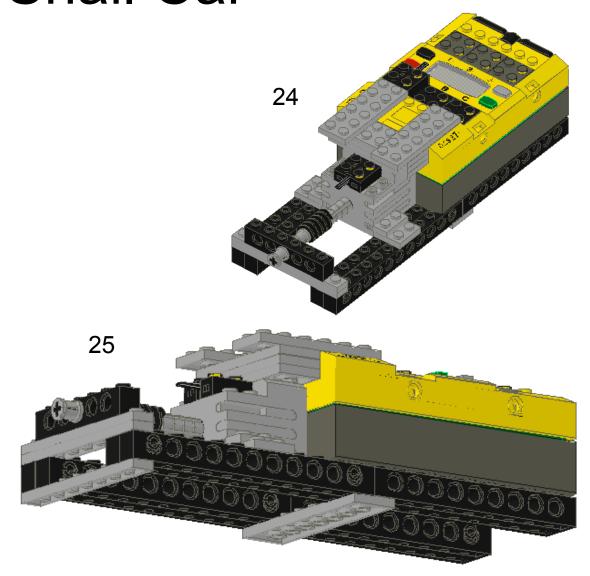


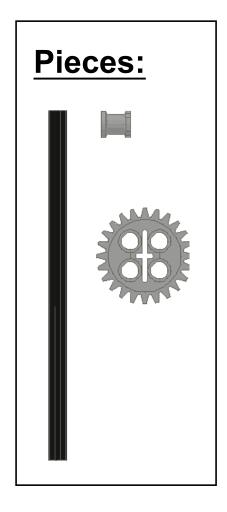


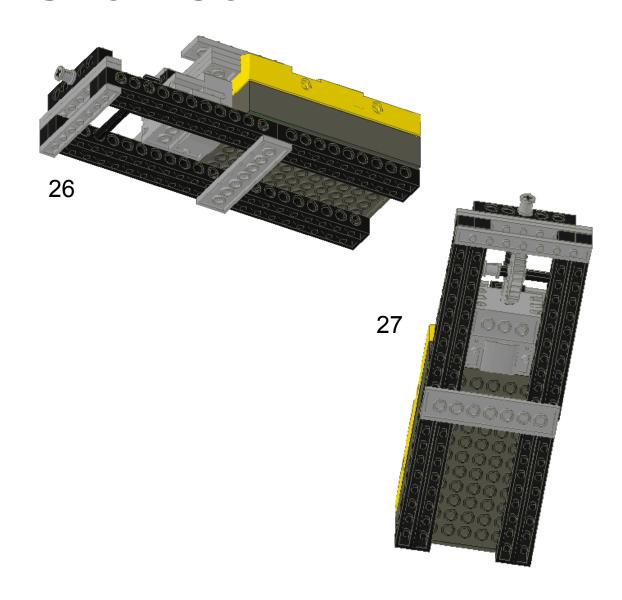




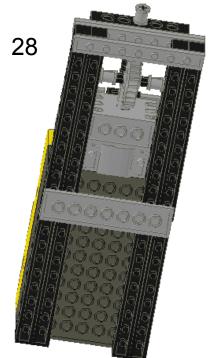


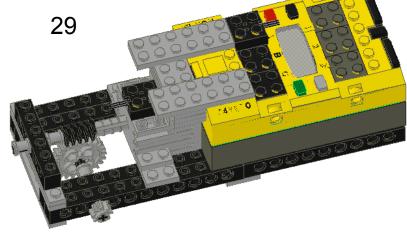




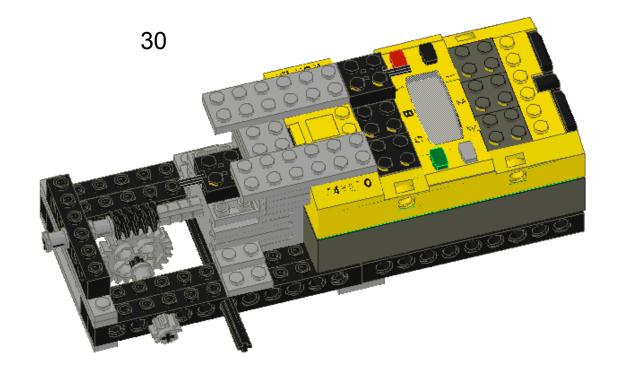


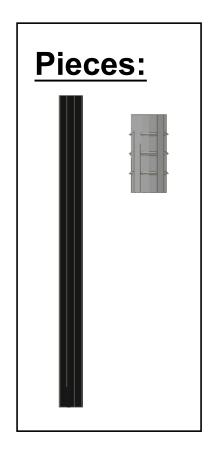
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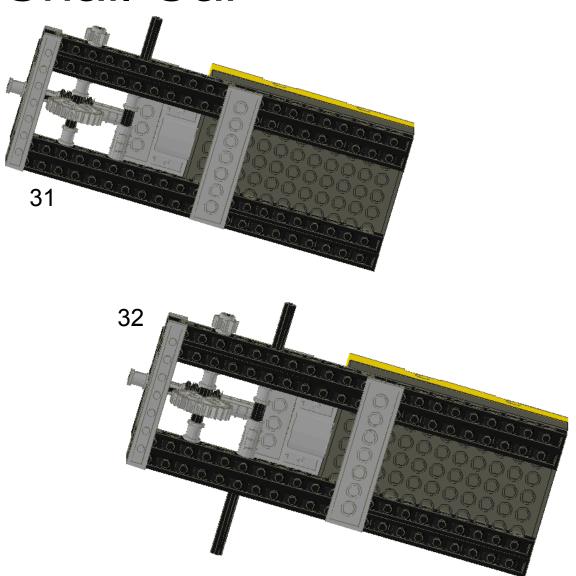


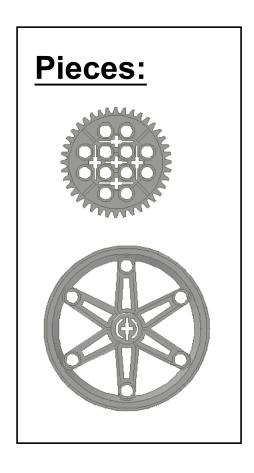


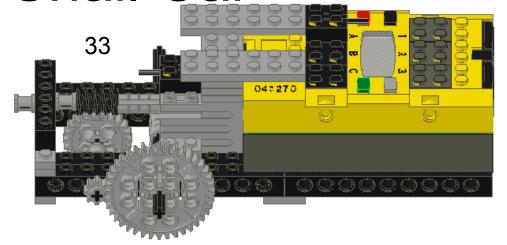
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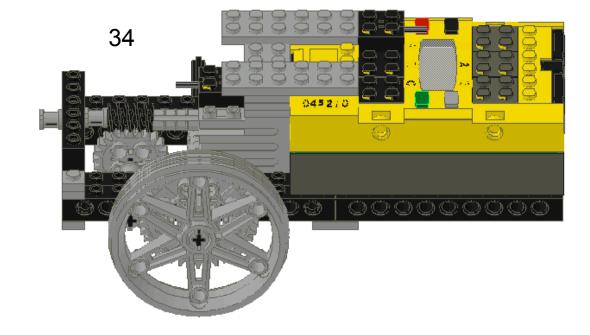




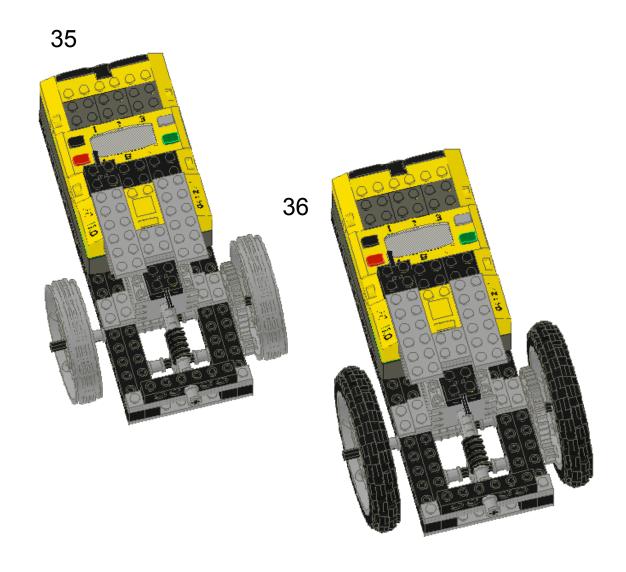


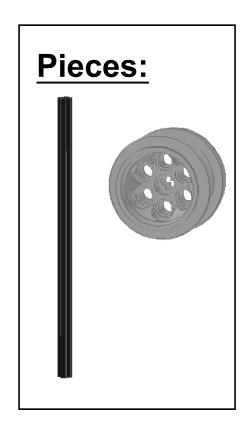




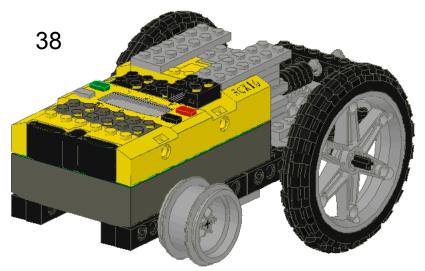


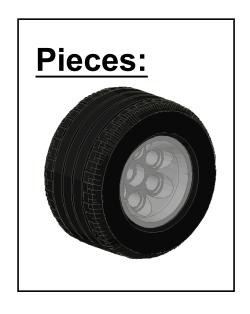


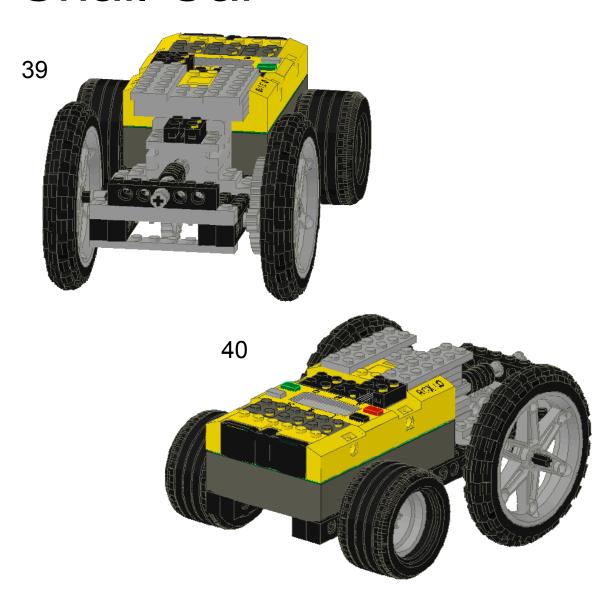




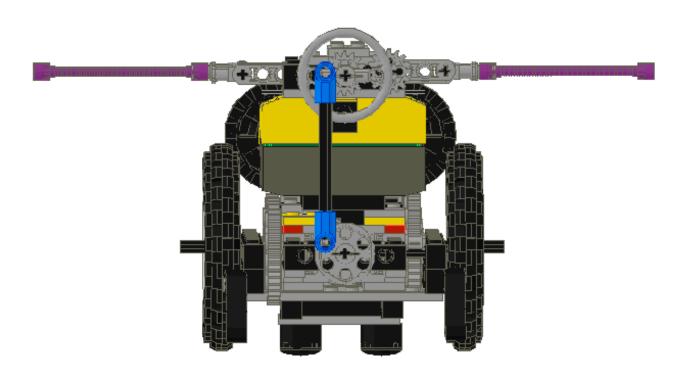






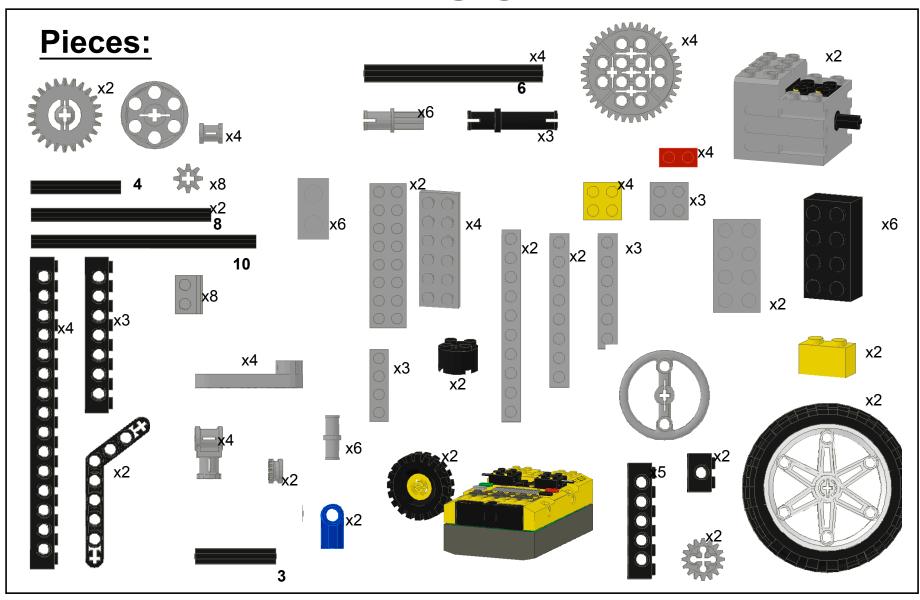


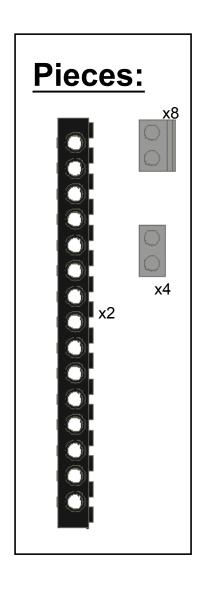
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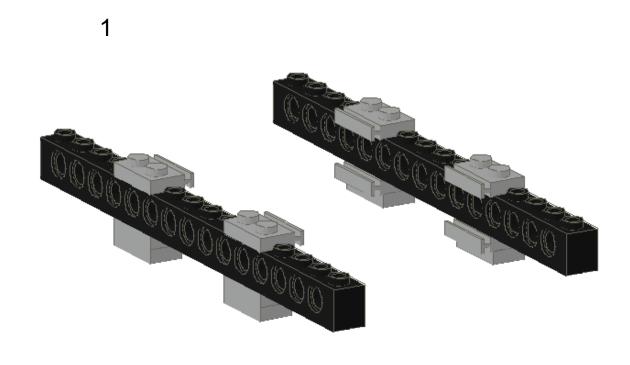


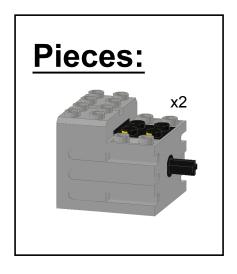
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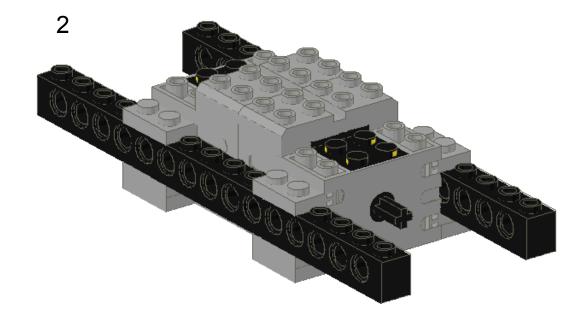
Flywheel

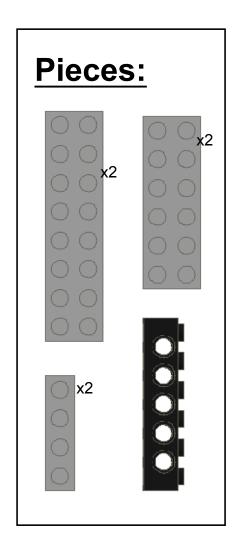


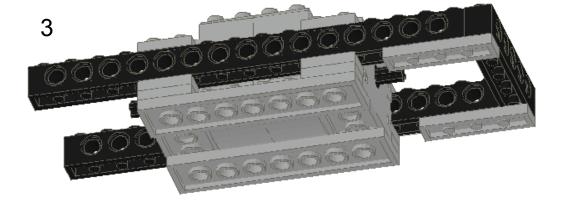


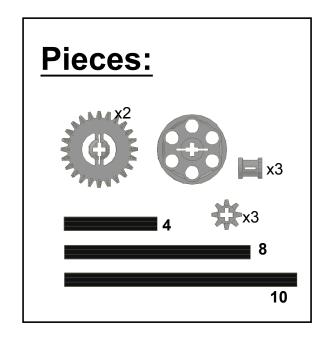


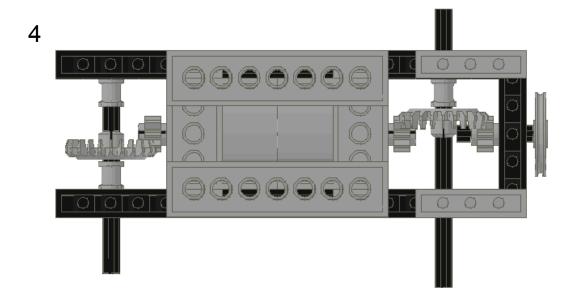


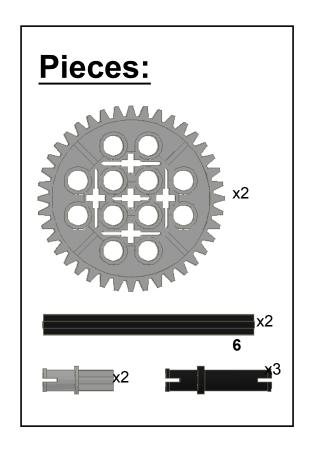


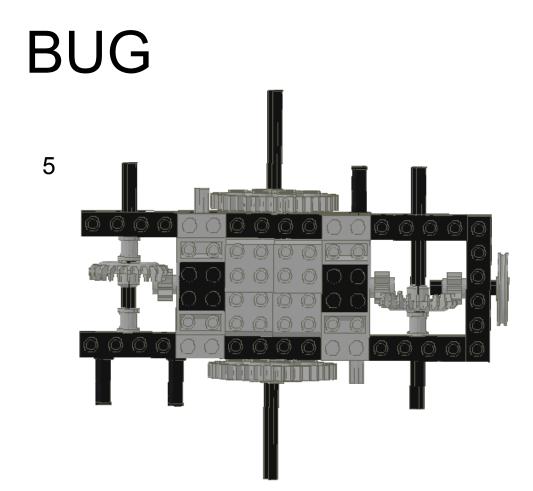


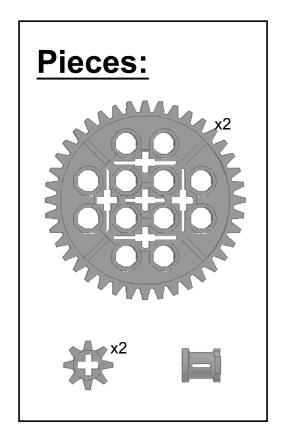


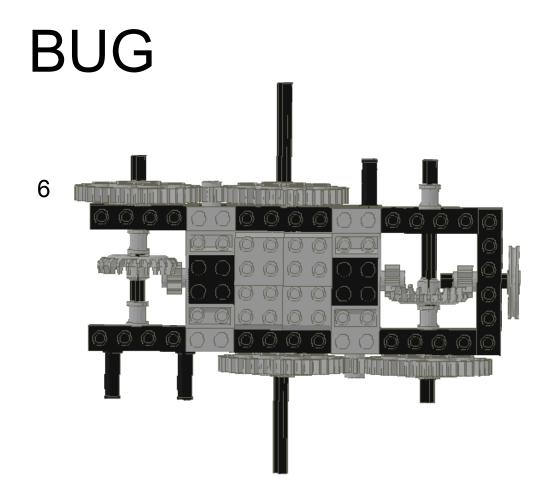


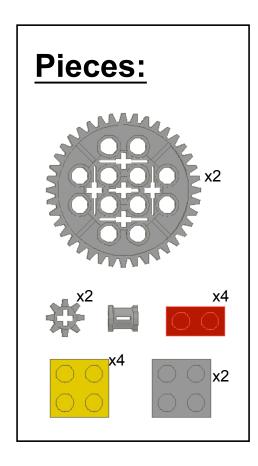


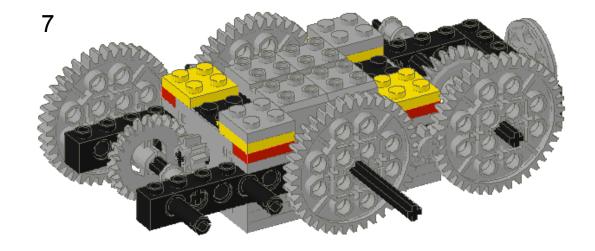










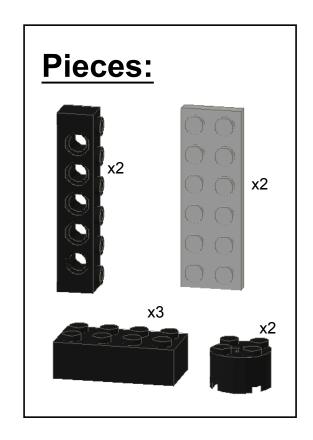


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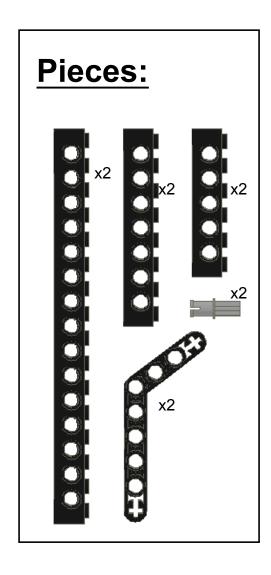
BUG

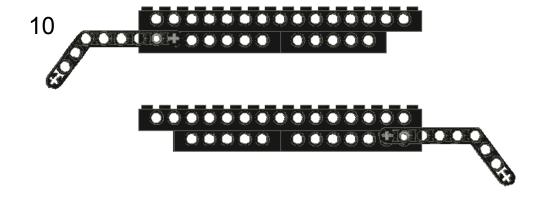


Wires



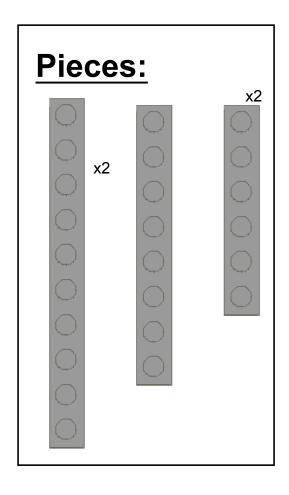


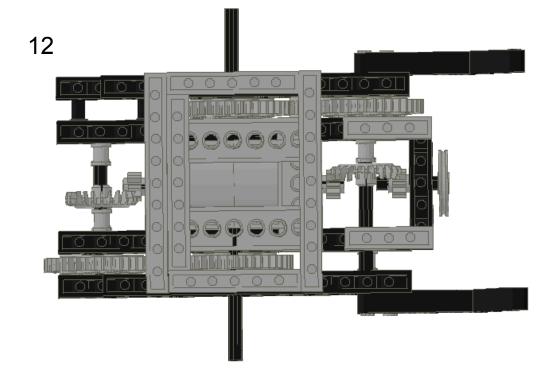






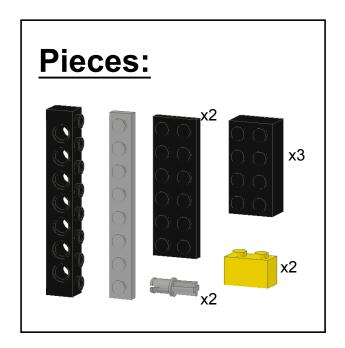


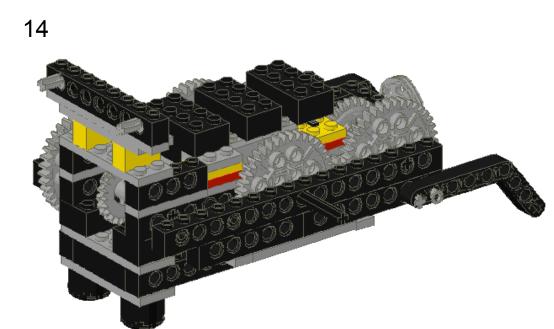


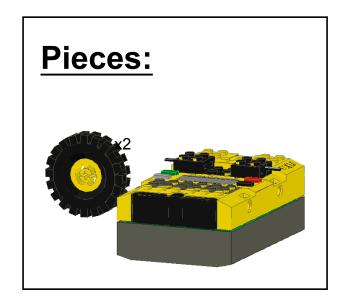


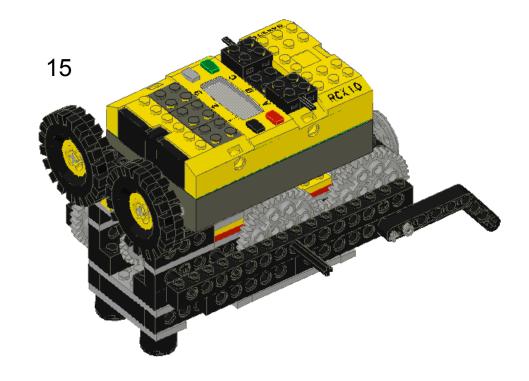
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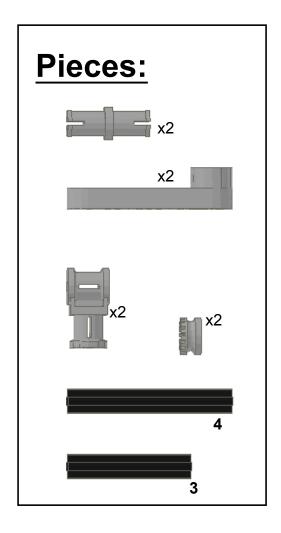




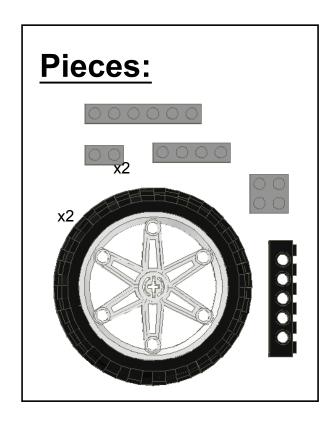


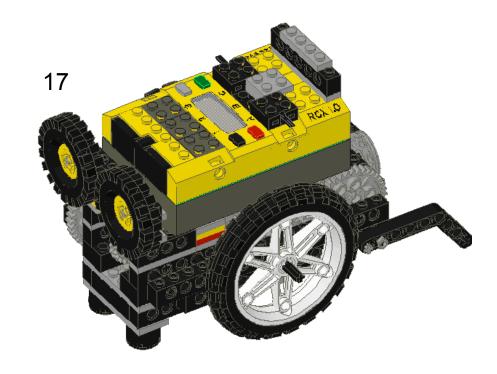


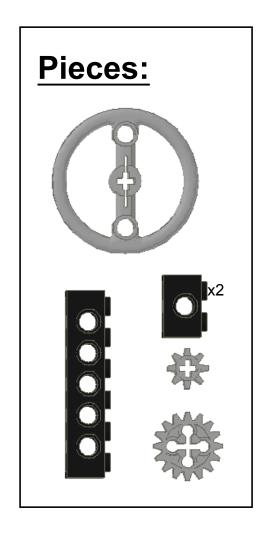




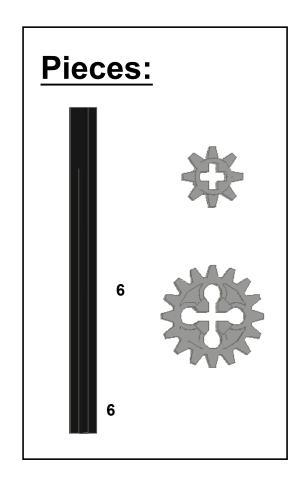


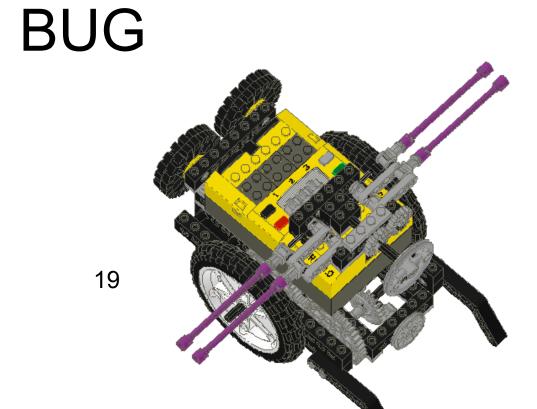


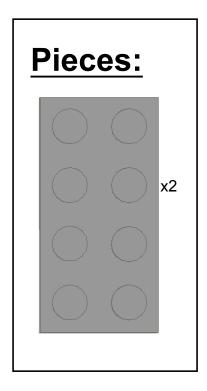




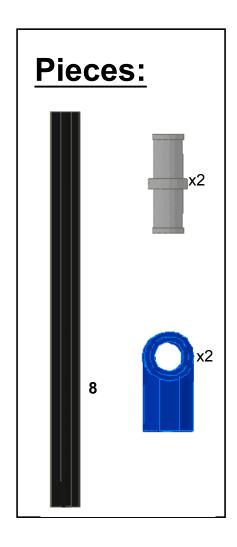


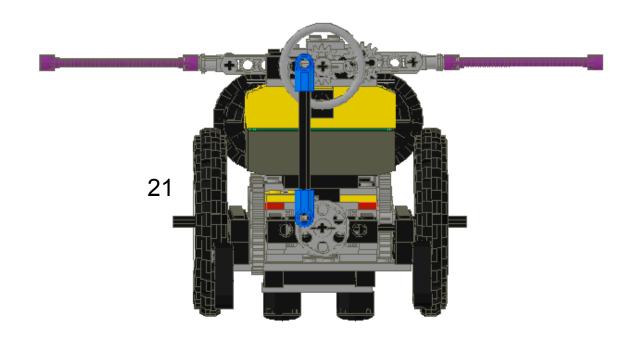




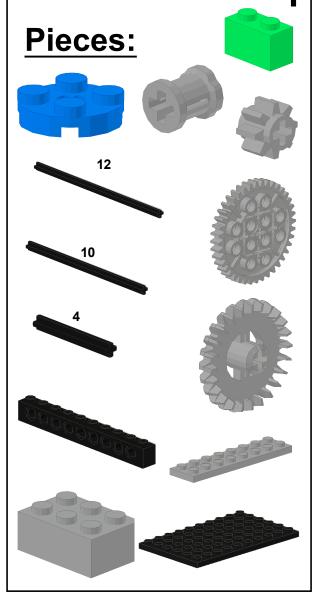




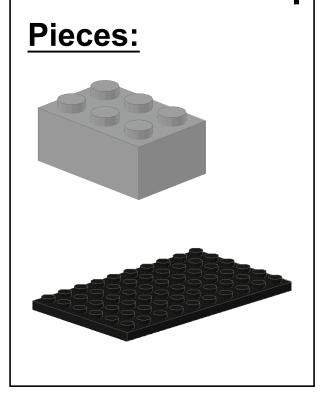


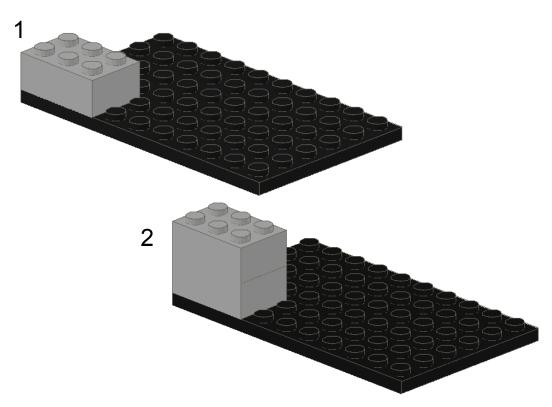


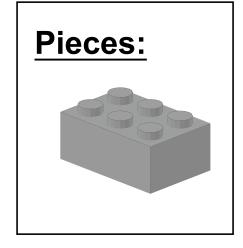
Optical Illusions

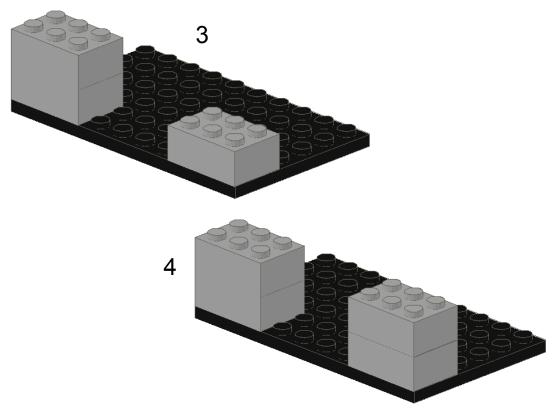


Note: In order to do
this project you
should review the
following concepts:
gearing up, crown
gears, changing axis
of rotation

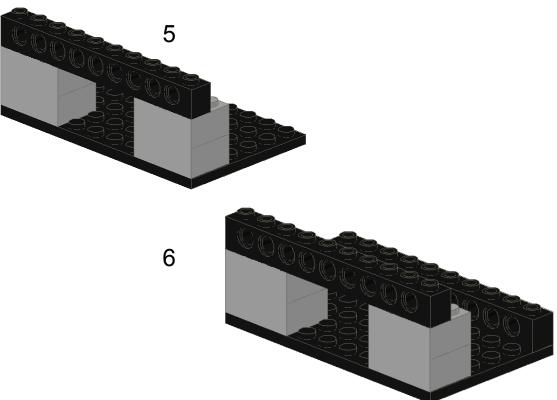




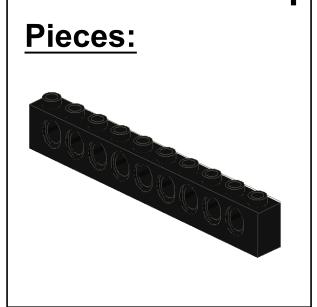


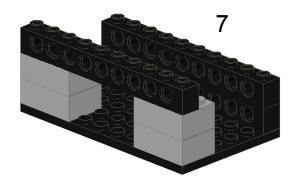




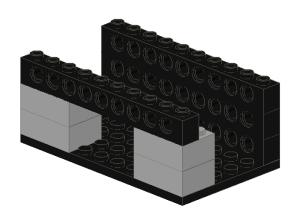


Optical Illusions





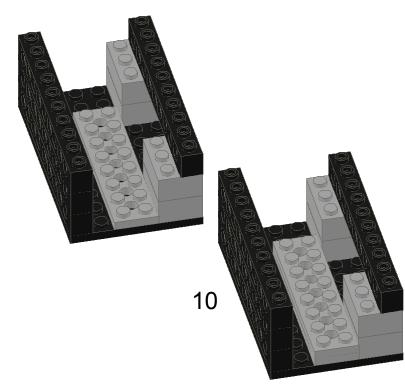
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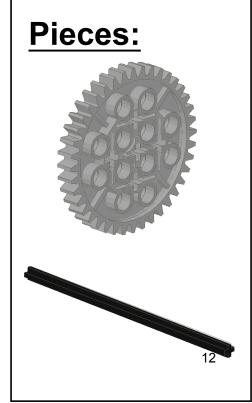


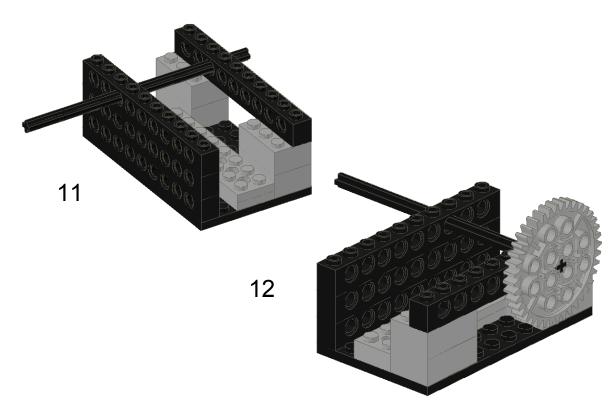
Optical Illusions

9

Pieces:







Pieces:

