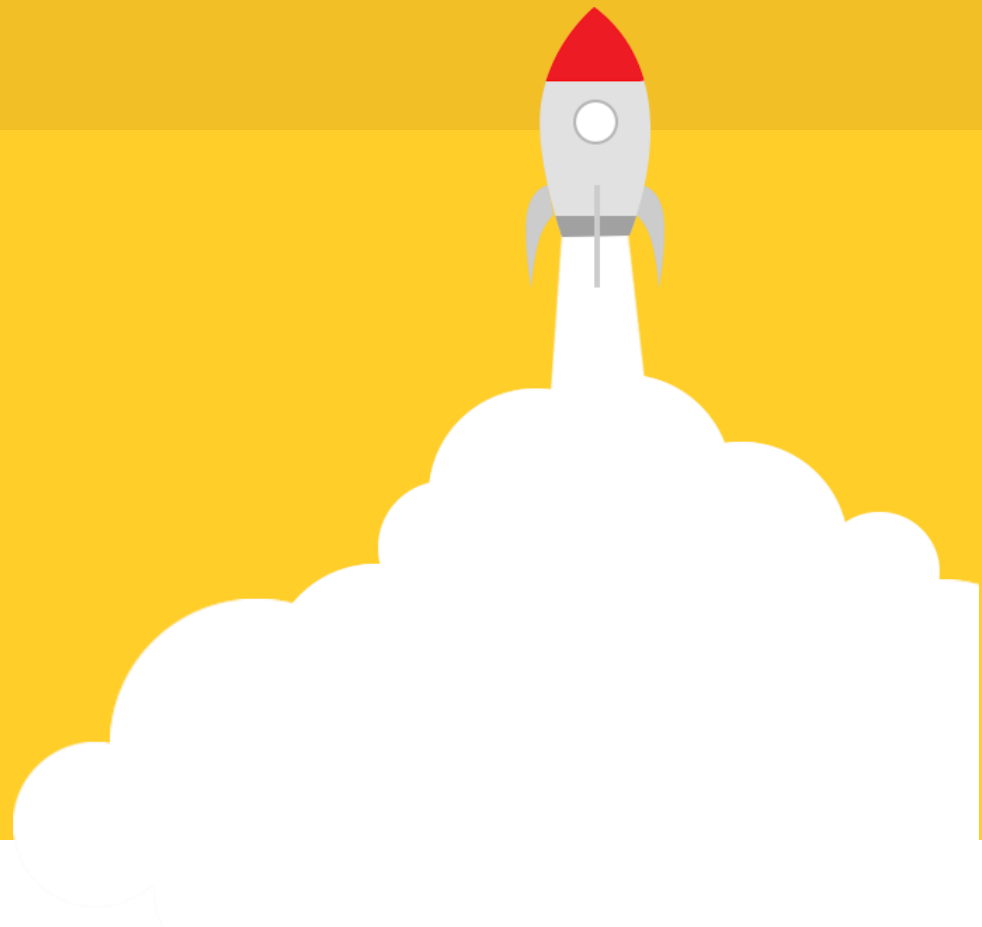
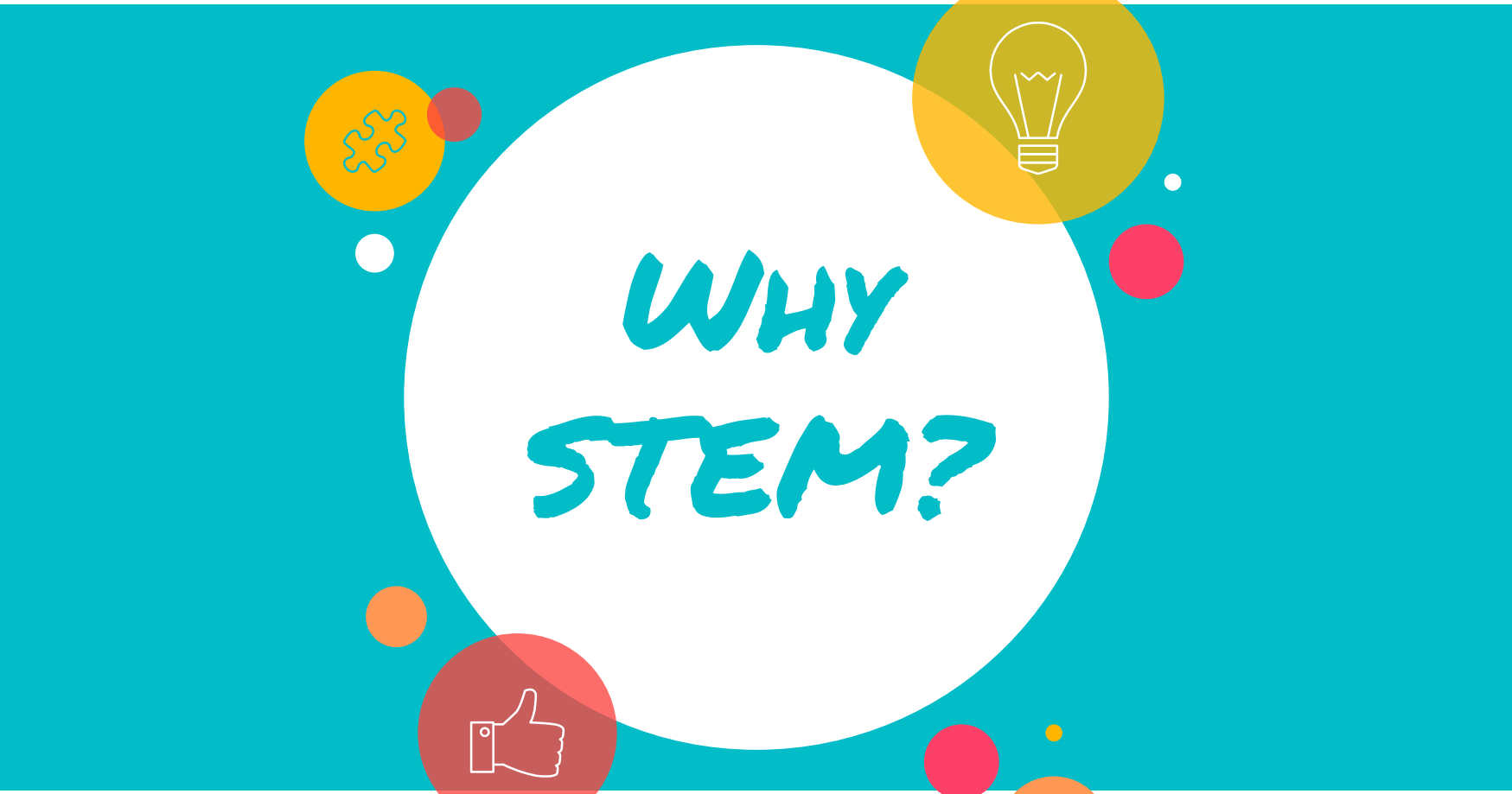
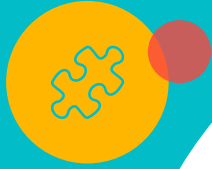


Action Rocket
動•火箭
@ UCCKE
STEM 課程分享



WHY
STEM?



Bloom's Taxonomy

Creating:

Can students create a new product or point of view?
They would be able to assemble, construct, create, design, develop, formulate, write, or invent.

Evaluating:

Can the student justify a stand or decision?
To evaluate information, a student might: appraise, argue, defend, judge, select, support, value, and evaluate.

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Understanding:

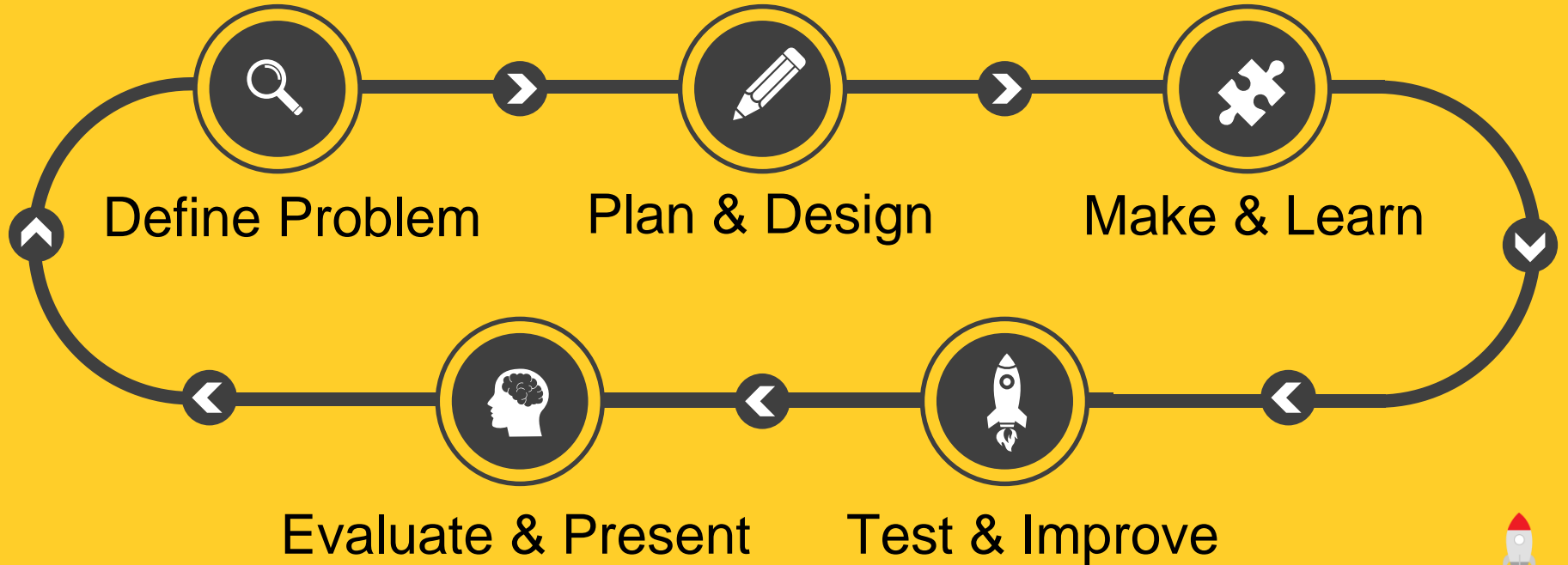
Can the student explain ideas or concepts?
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Can the student recall or remember the information?
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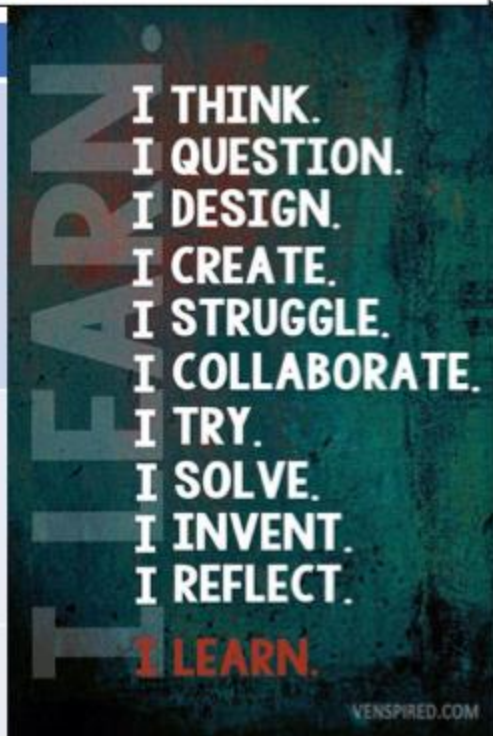
Engineering Design Process



STEM Lessons (General Flow)

STEM Maker Project: solve real-world problem by “design and make”

	Lessons	Activities
1	Problem Definition and Analysis	Problem-based Learning Share-start learning
2		
3	STEM Investigation	
4	(Technology Education)	
5		
6	Model Design	Group Work Learning on Demand
7	Model Building	
8	Model Building	
9	Model Testing and Refinement	
10	Project Presentation and Evaluation	Presentation & Evaluation



STEM課程(每星期一節60分鐘)

	機械與編程 Robotics and Coding	生活與發明 Invention	科學與科技 Science and Technology
中一	Makeblock 機械人應用(任務)	智能家居 產品設計	智慧城市 未來交通系統
中二	Lego ev3 機械人應用(設計)	智慧綠色校園 人工智能與物聯網	太空科技 太空移民與交通
	Game Development	Robotics and Invention	Science Investigation
中三	3D / VR 遊戲製作	科技產品發明	生物科研 Biotechnology

STEM課程(每星期一節60分鐘)

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太空移民與交通



01

太空移民歷史 - 火星移民

02

火星移民 - 研究

03

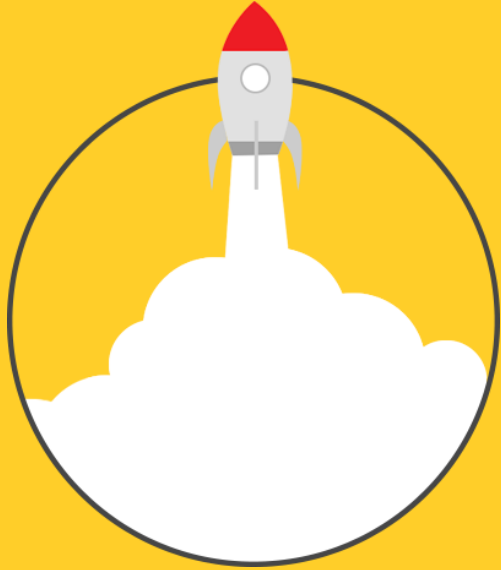
火箭歷史

04

火箭設計及製作

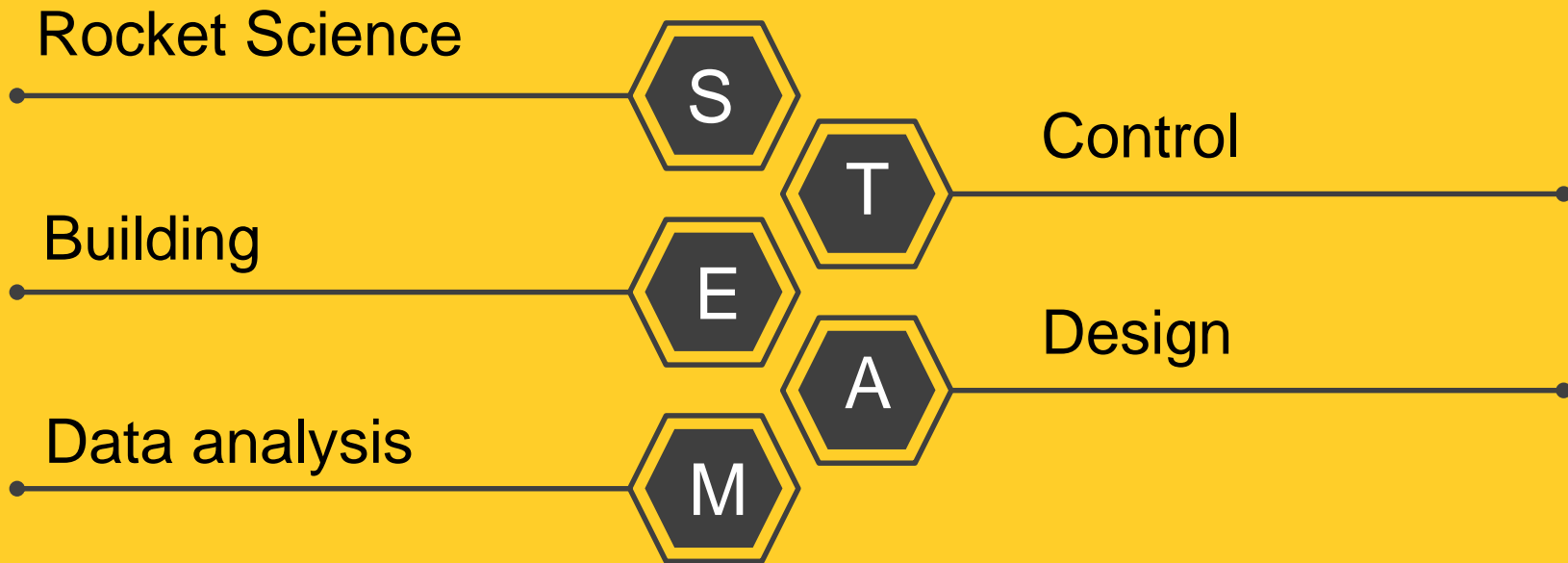
05

火箭測試及改良



Action Rocket
動•火箭

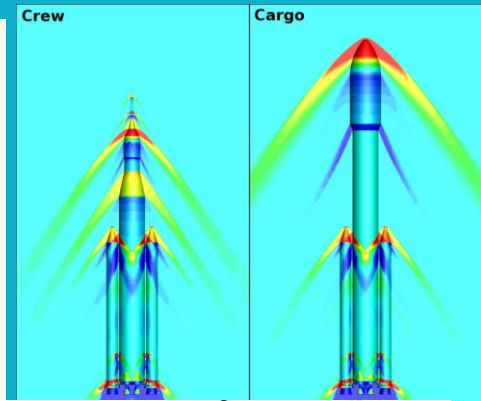
Action Rocket 動•火箭 課程





Introduction 簡介	History 歷史	Coding 計算機學	Languages 語文
Physics 物理	Chemistry 化學	Geography 地理	
Mathematics 數學	Design & Technology 設計與科技		

Physics 物理	Jet Engine How it works	Rocket Science B01	Mit Massachusetts Institute of Technology
dc motor	Electric motor	Gravity: What is Gravity?	Rocket Science!
abRat scientific	Newton's Three Laws of Motion	Heat	Why Are Airplane Engines So Big?
bozeman science.com	bozeman science.com	Newton's Three Laws of Motion	What is Wind?



Forces at Liftoff

Lift and Drag depend on velocity.
Velocity is zero (or low).
No Drag – No Lift (control).
Reason for launch rail.

Vertical: $F_v = T - W$
Horizontal: $F_h = 0$

Weight W
Thrust T

Coordinates
Vertical - v
Horizontal - h
Ground

Flight of a Model Rocket

Launch

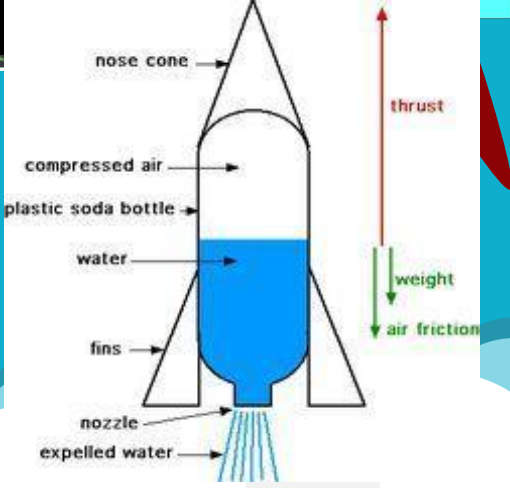
Powered Ascent

Coasting Flight

Ejection Charge

Slow Descent

Recovery



Rocket Science



lab.objectblocks.cc/rocket/

Action Rocket

Rocket Controller powered by ObjectBlocks

Thruster Servo Config

Real-time Servo Control:

A

B

C

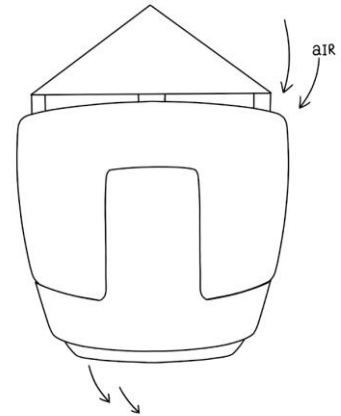
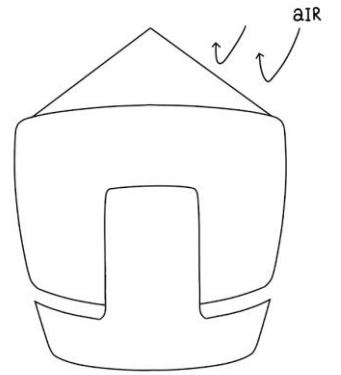
D

Set As 0% Thruster Set As 100% Thruster

Launch Sequence Programming

Launch

Flight Data



Thruster A .set(0 %)

Board.pause(1000 ms)

Thruster A .set(100 %)

Board.pause(800 ms)

Thruster A .set(0 %)

Board.pause(200 ms)

Thruster A .set(100 %)

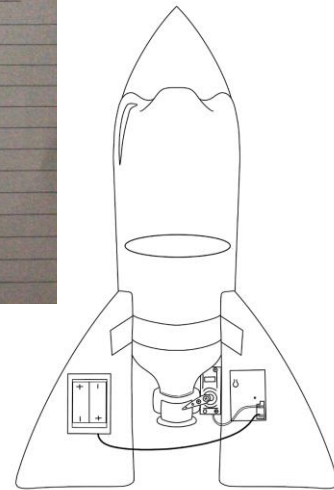
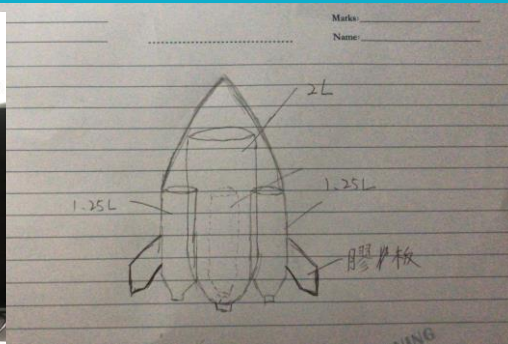
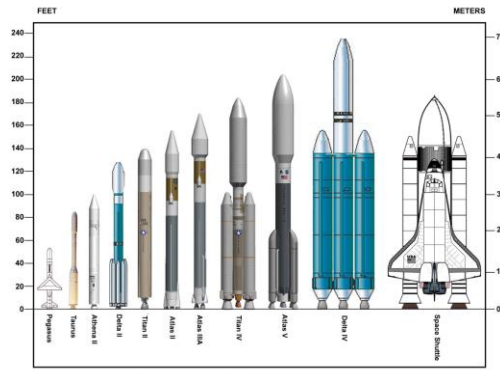
Board.pause(800 ms)

Thruster A .set(0 %)



Control

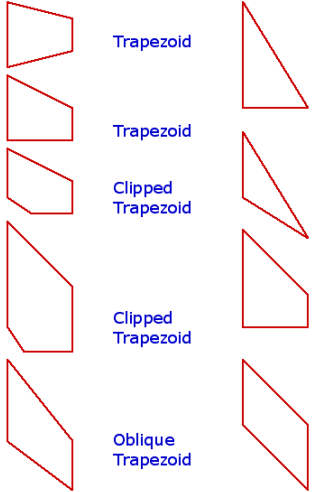
Launch Vehicles



Building



Fin Patterns



Trapezoid

Trapezoid

Clipped Trapezoid

Clipped Trapezoid

Oblique Trapezoid

Right Triangle

Oblique Triangle

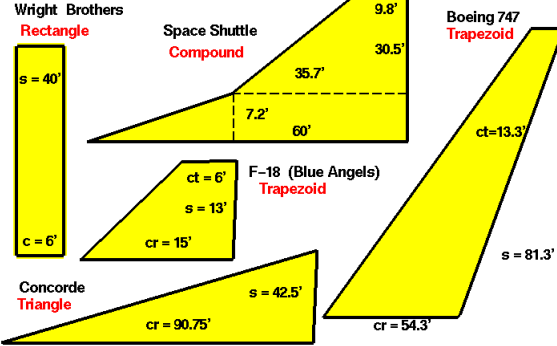
Clipped Triangle

Parallelogram

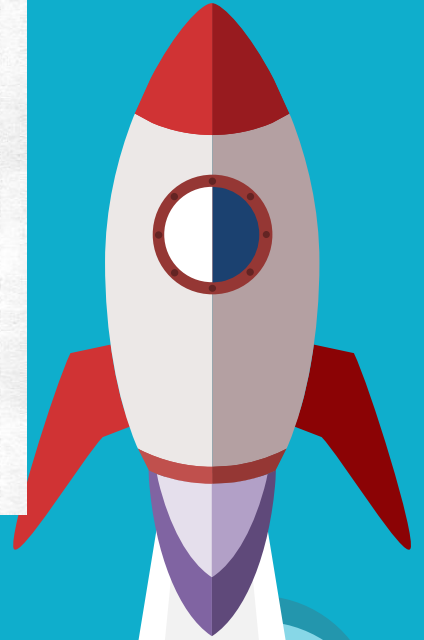
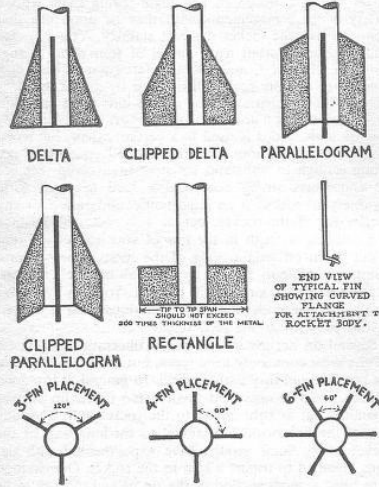


Area

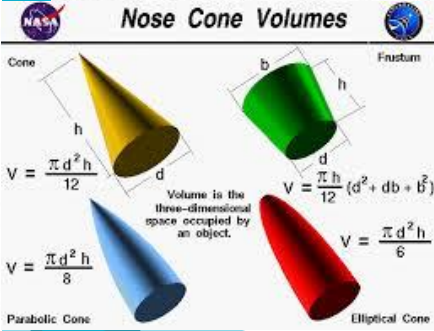
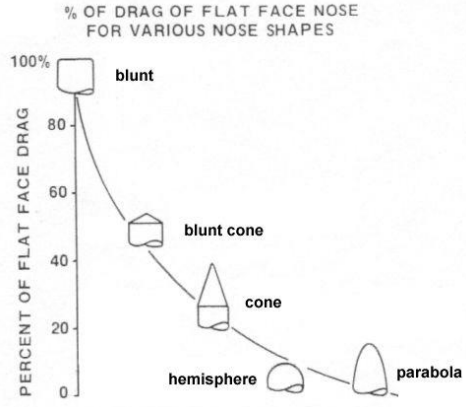
Glenn Research Center



FIN DESIGNS



- Conical
 - Secan Ogive
 - Tangent Ogive
 - Elliptical
 - Power Series
 - LH Haack
 - Von Karman
- Worse
↓
Better



Design

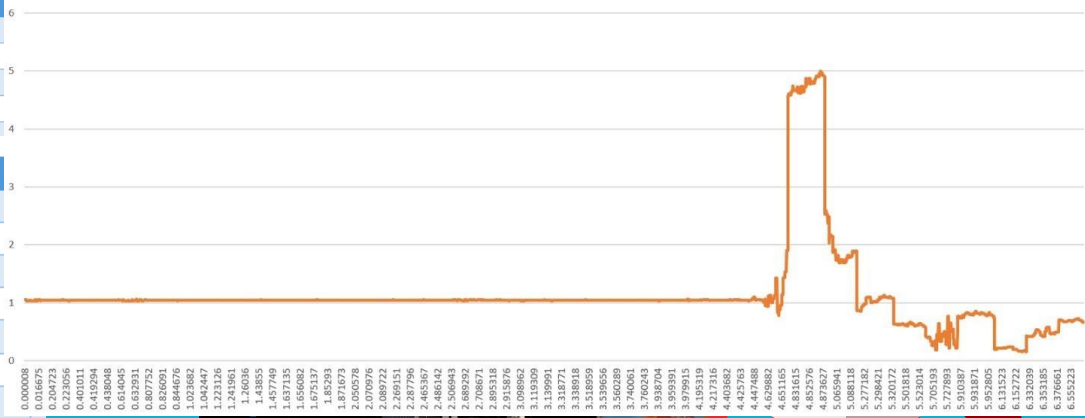
	Water (ml)	Air Pressure (Pa)	Height (m)
Test 1			
Test 2			
Test 3			
Test 4			
Test 5			
Test 6			
Test 7			
Test 8			



	Water (ml)
Test 1	100ml
Test 2	200ml
Test 3	300ml
Test 4	400ml
Test 5	500ml
Test 6	600ml
Test 7	800ml
Test 8	1000ml

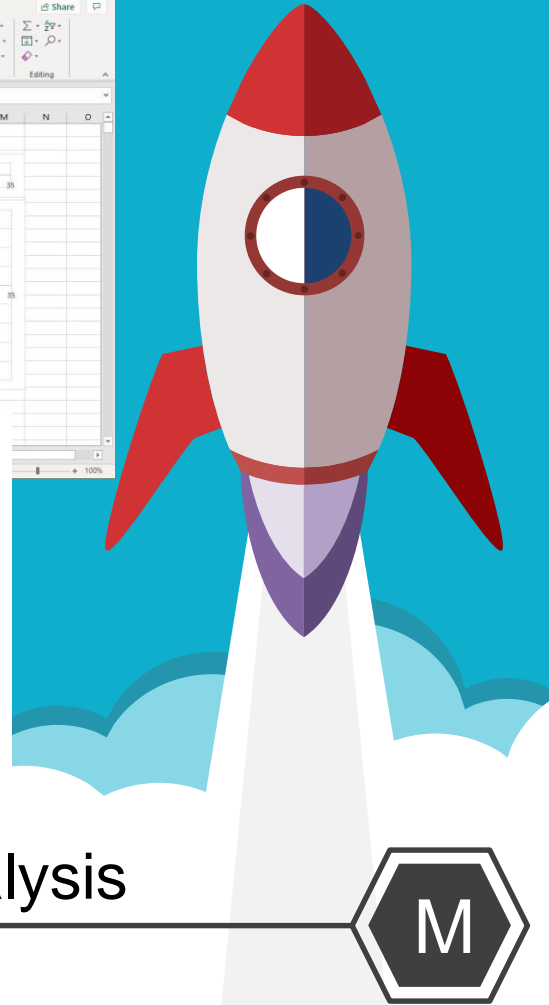
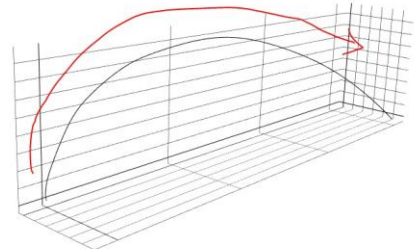
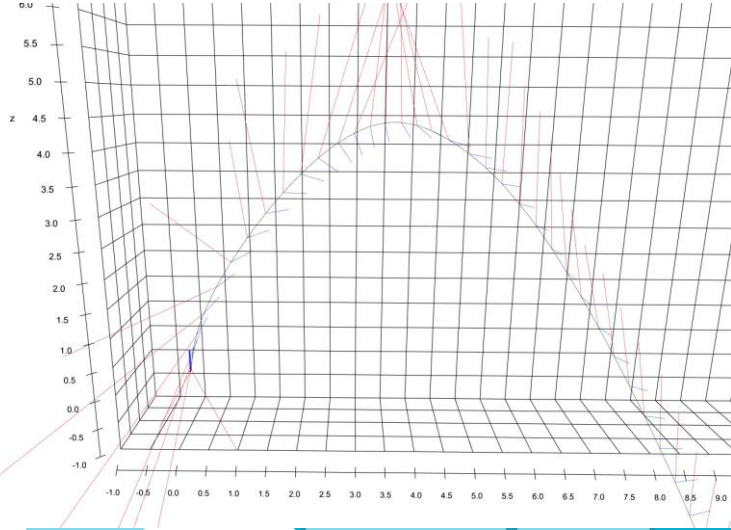
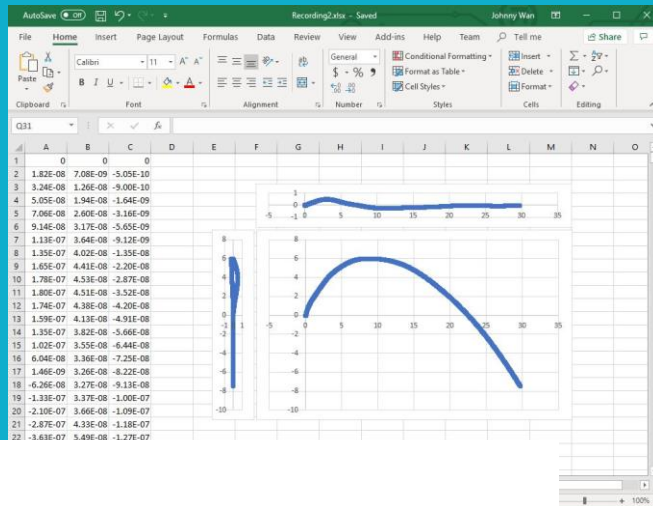
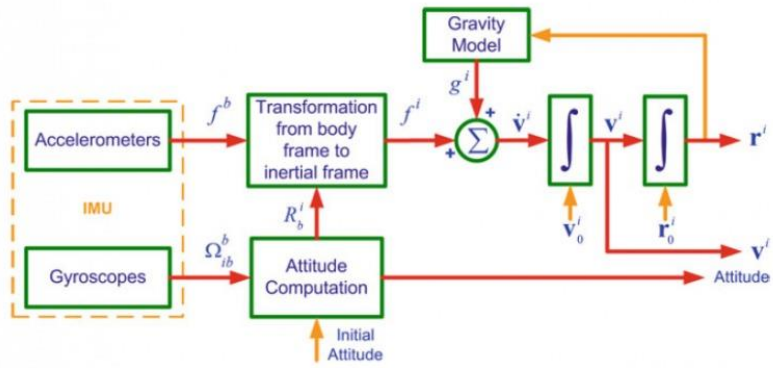


Acceleration (g)



Data analysis





Data analysis



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Thank you

