

Resources for Robot Competition Success

Assessing Math Use in Grade-School-Level Engineering Design



Eli M. Silk¹, Ross Higashi²,
and Christian D. Schunn¹

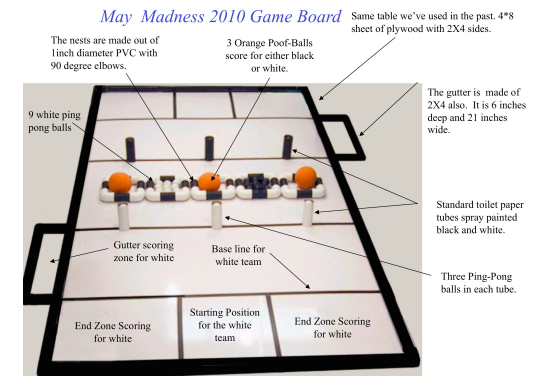
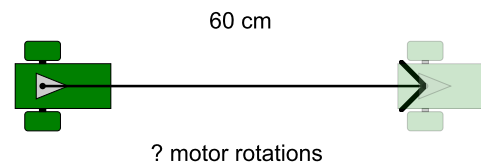
June 27, 2011

¹ University of Pittsburgh

² Carnegie Mellon University

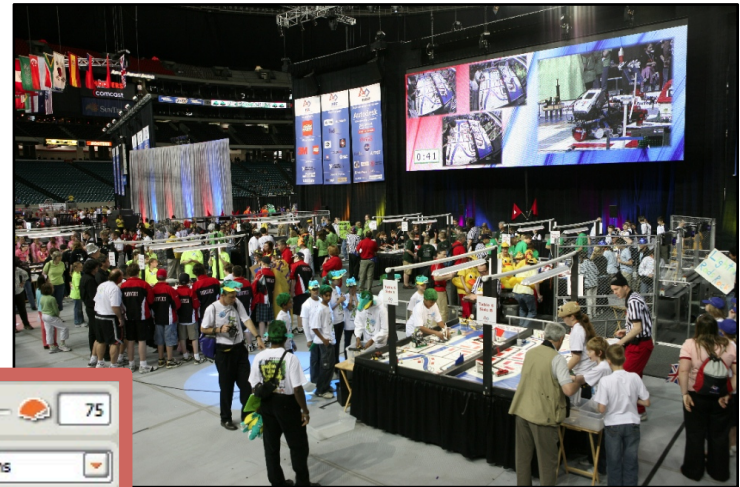


© Adriana M. Groisman, 2007 FLL Photo Archive, usfirst.org

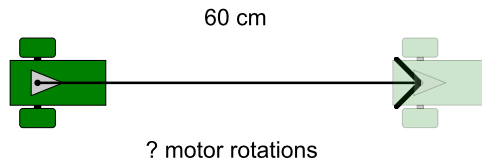


Robot Competitions – Is Math Useful?

- Popular, engaging context for integrated STEM problem solving (Verner & Ahlgren, 2004)
- But ... do teams use math? (Cardella, 2010; Gainsburg, 2006)



© Adriana M. Groisman, 2007 FLL Photo Archive, usfirst.org



$$\text{Distance} = \text{Motor Rotations} \times \text{Wheel Circumference}$$



- Does using math help in the competition? (Titus et al., 2008)
- Does using math help in other ways? (Melchior et al., 2009)

Method – Ask Teams at a Competition

- Local competition

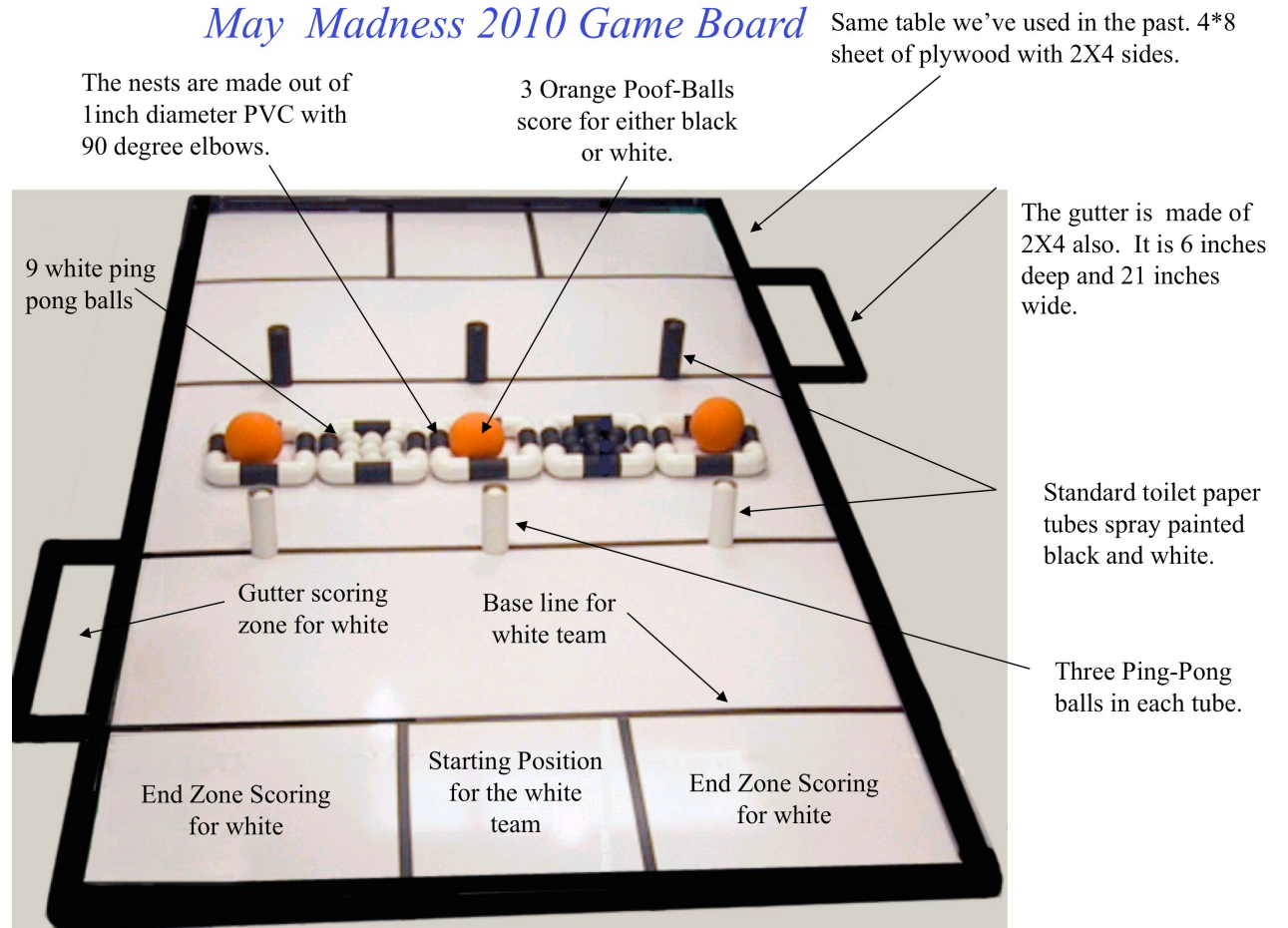
- 16 teams

- Tell me about...
- your team
- your solution

- 4 *Focus Teams*

- Pre/post surveys
 - 12 items
- Problem solving
 - Robotics interest
 - Math interest
 - Math value for robotics

May Madness 2010 Game Board

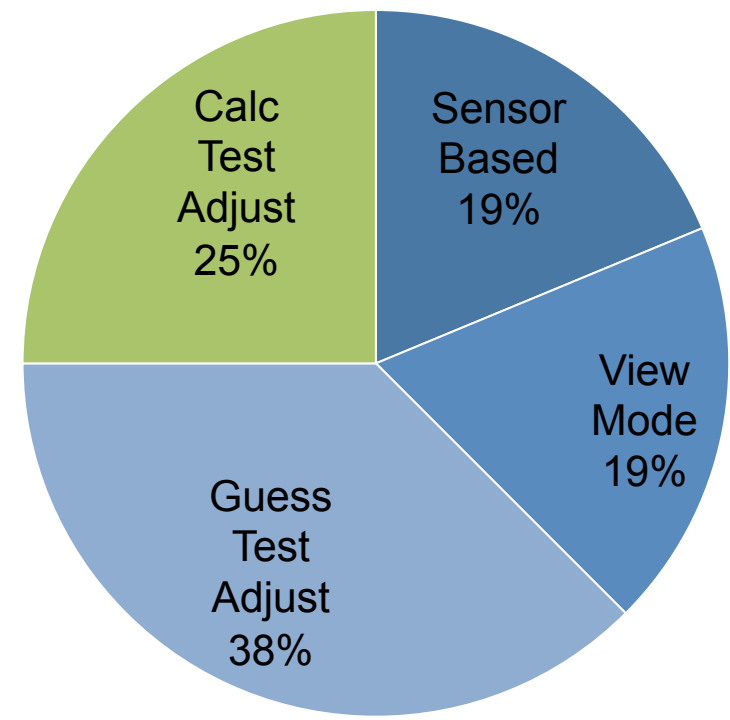


Results – What Strategies do Teams Use?

- Sensor-Based (n = 3)
 - Move until touch sensor pressed
- View-Mode (n = 3)

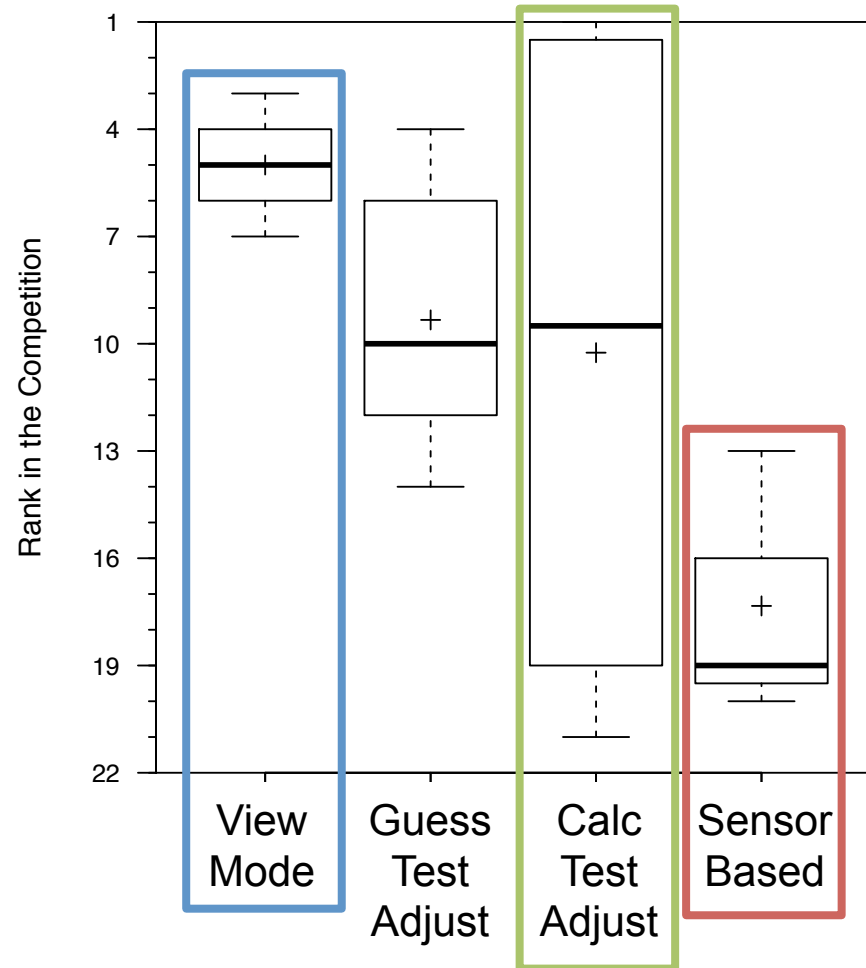


- Guess-Test-Adjust (n = 6)
- Calc-Test-Adjust (n = 4)
 - Explicitly math-based
 - Measurement
 - Prediction (1-rotation-distance)



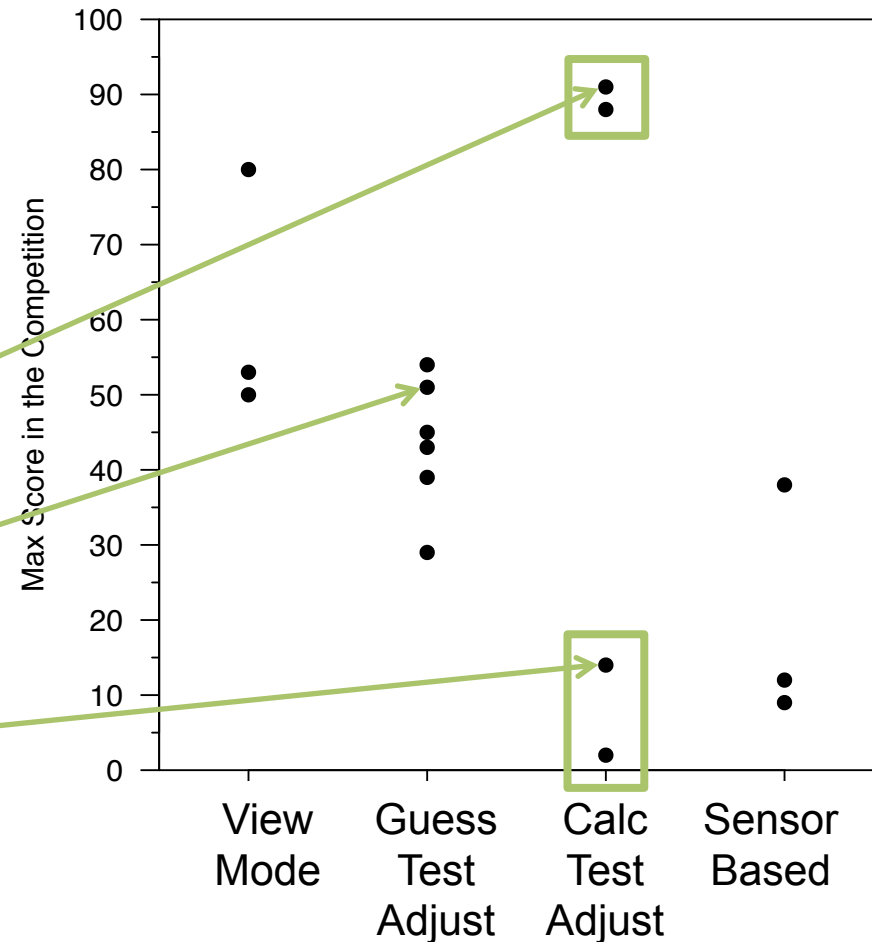
Results – Which Strategies are Successful?

- **Sensor-Based**
 - Least successful
- **View-Mode**
 - Most reliable and most reliably successful
- **Math-Based**
 - Mid-level overall success on average
 - But highly variable
 - What's going on?



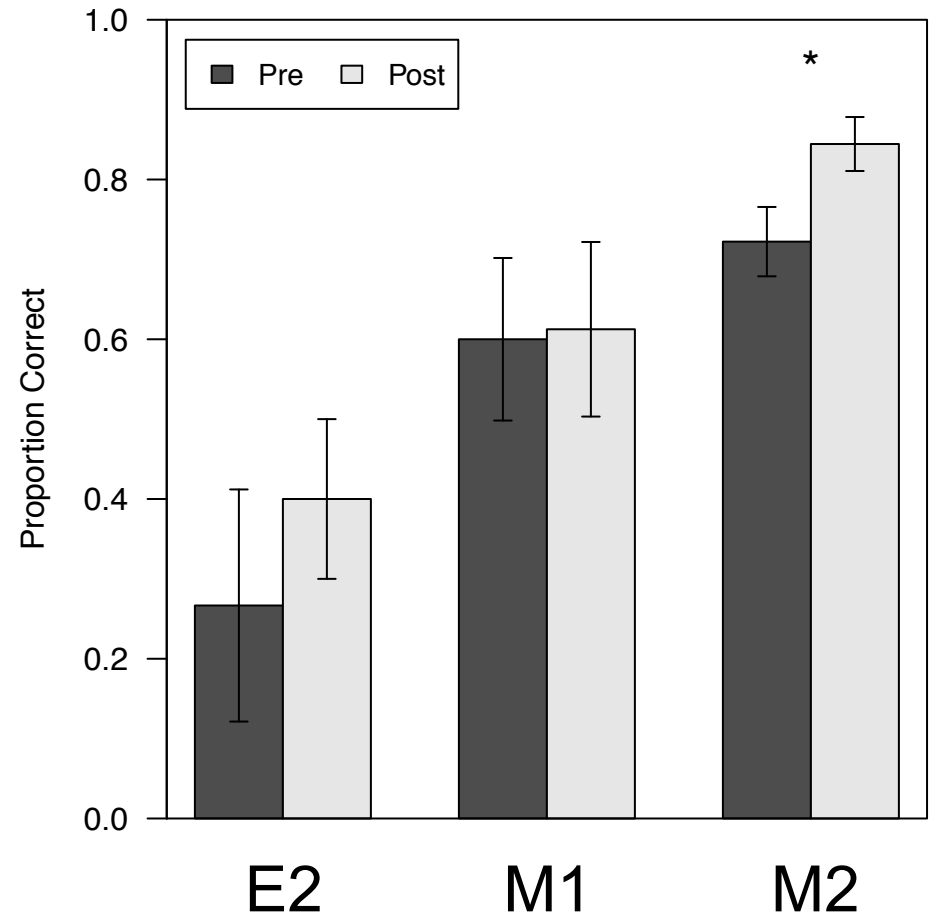
Results – Is Using Math Successful?

- Top 2 performers
 - Both middle/experienced
- 2 low-performers
 - Both elementary/rookies
- Success depends on how (well) the math is used
- Focus Teams
 - #1 Team M2
 - Middle, exp. mentor/students
 - #6 Team M1
 - Middle, exp. mentor/students
 - #17 Team E2
 - Neighborhood team
 - Rookie mentors and students



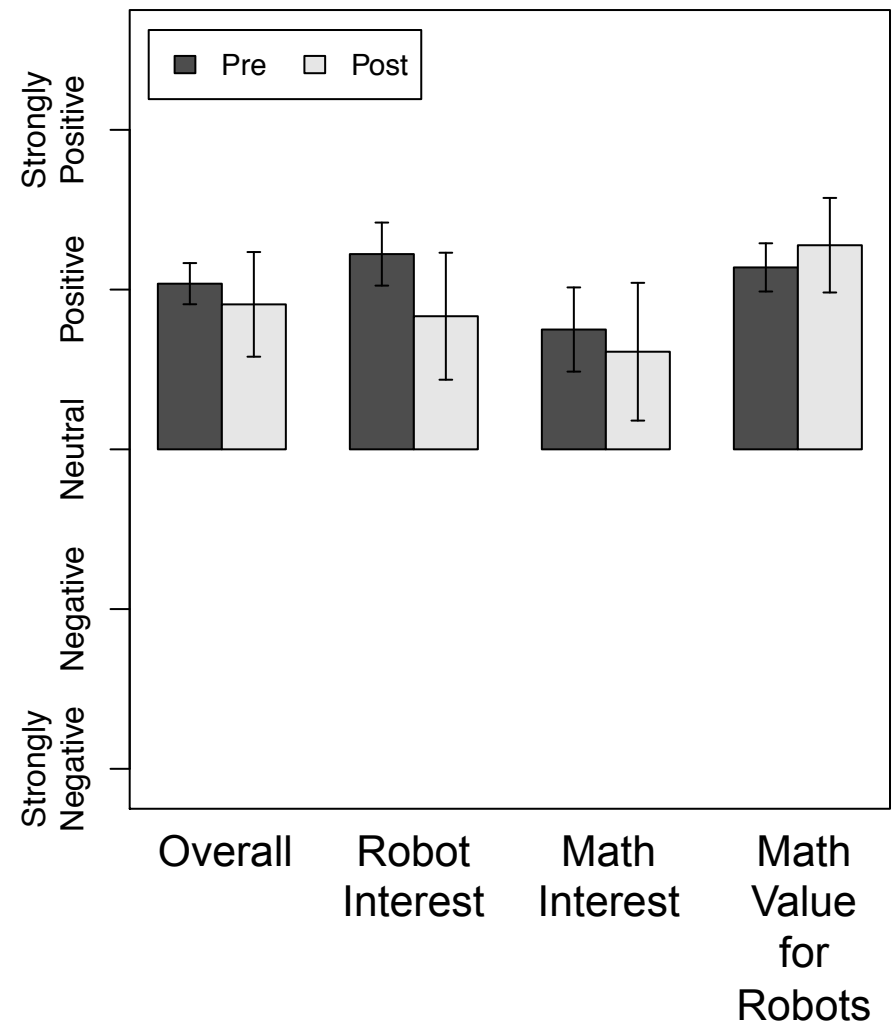
Results – Gains in Problem Solving

- Both math-using (E2 & M2) teams improve from pre to post
 - Middle school teams higher at pre
- Team M2
 - Make efficient and reliable movements
 - Simpler programs (up, back)
 - Use math in optimizing strategy
 - Focus on highest point-value missions
 - Practice timing and sequence
 - Take strategic penalties
 - Comparable to Team M1
 - Team M1 from similar suburban school environment, with experienced mentors and students, access to multiple robots, etc.



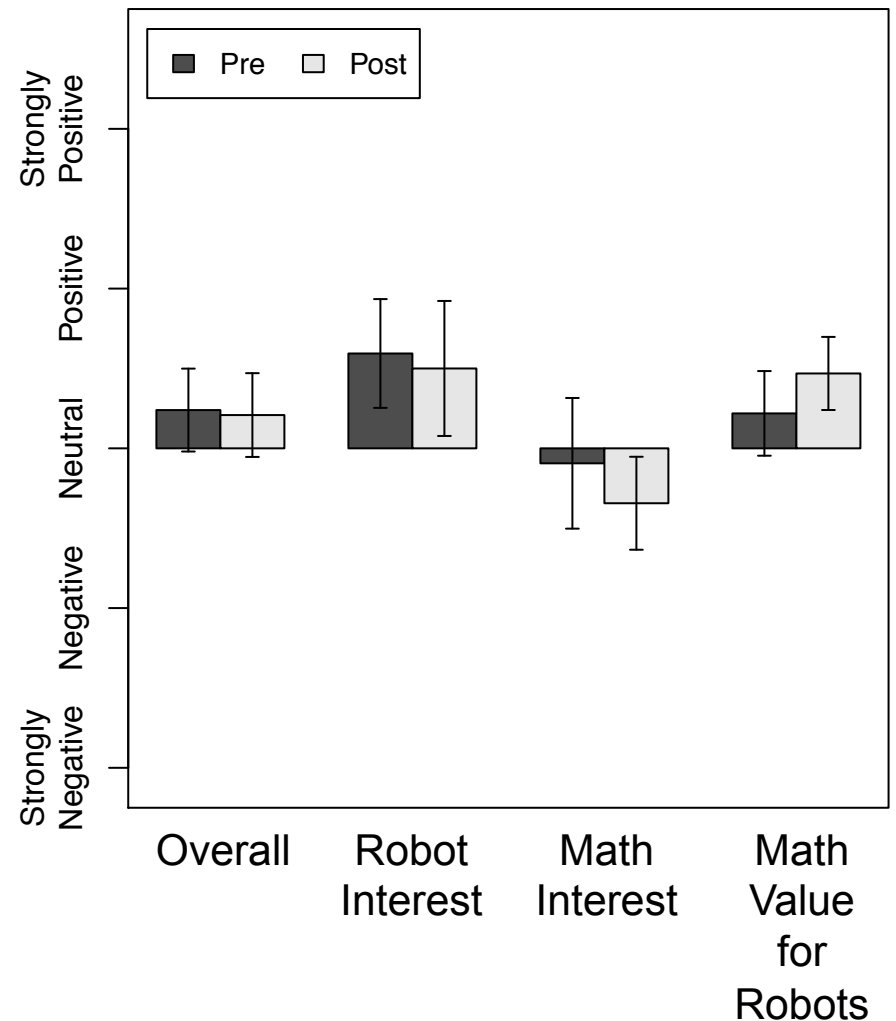
Results – Gains in Robot/Math Attitudes

- Team M2
 - Used a math strategy
 - High across the board at pre and post
 - But didn't improve



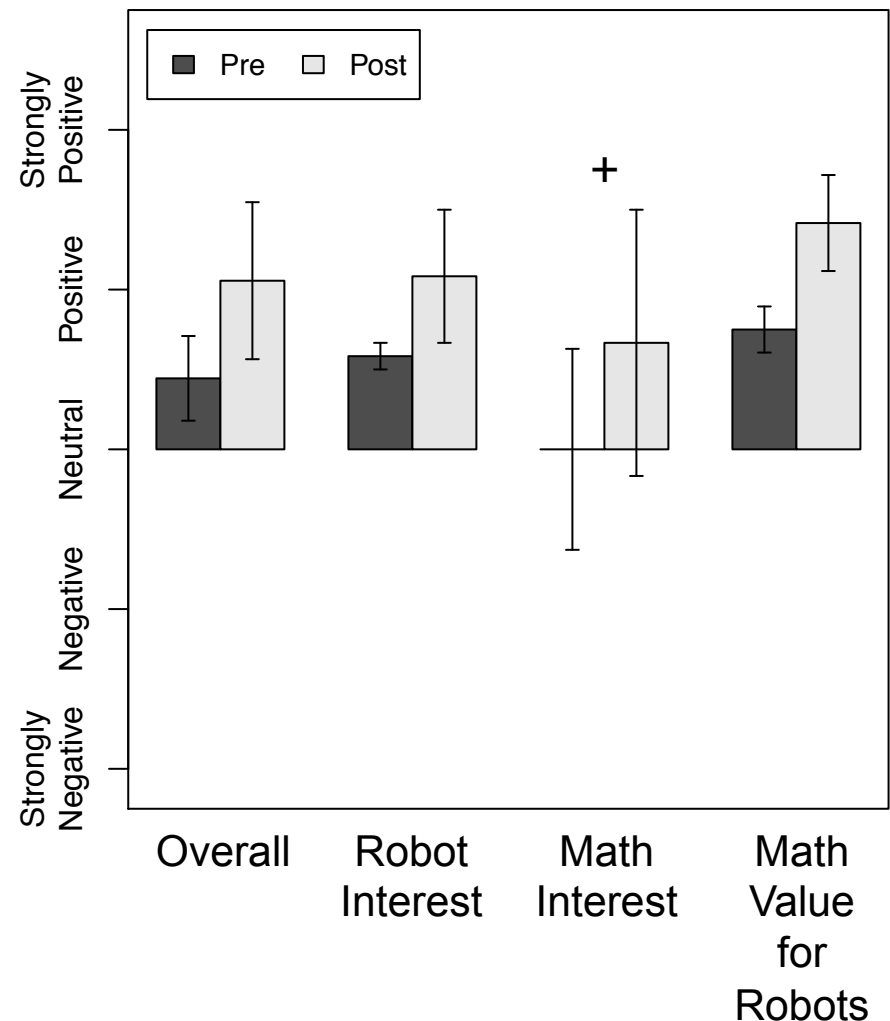
Results – Gains in Robot/Math Attitudes

- Team M1
 - Used a guessing strategy
 - Not as high at pre
 - But also didn't improve



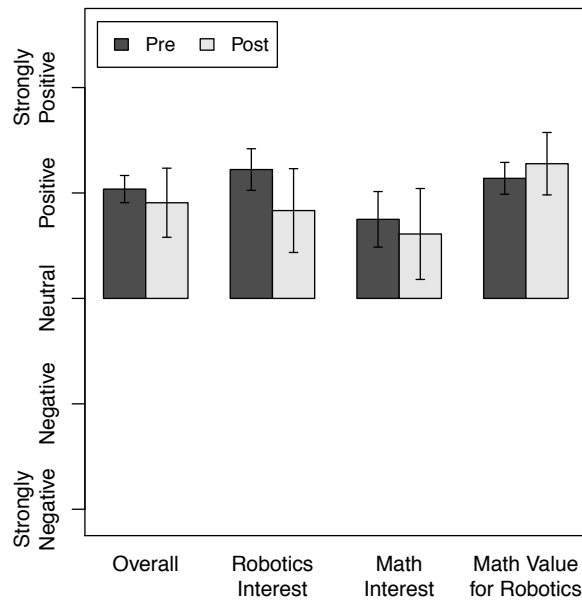
Results – Gains in Robot/Math Attitudes

- Team E2
 - Used a math strategy
 - Not as high at pre
 - Similar to M1 at pre
 - But made positive gains
 - Similar to M2 at post
 - Even though not successful in competition (17/22)

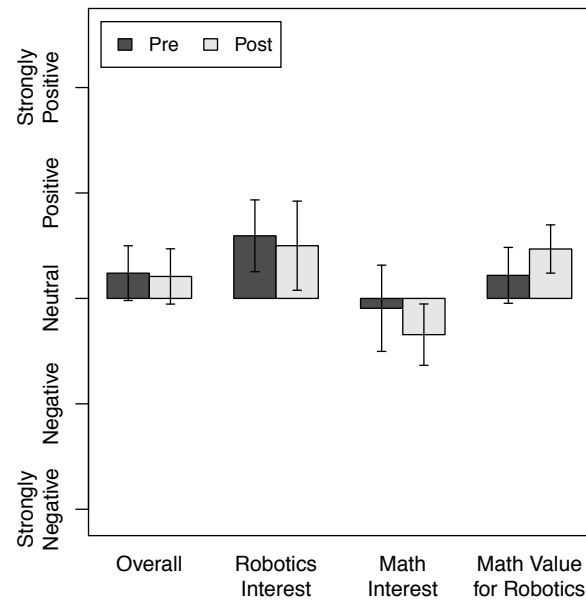


Results – Gains in Robot/Math Attitudes

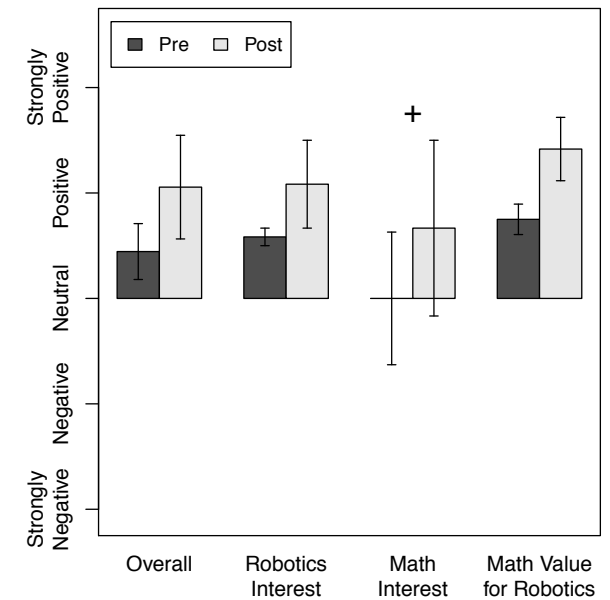
Team M2
(math strategy)



Team M1
(guessing strategy)



Team E2
(math strategy)



- Team M2 – high across the board at pre and post, but didn't improve
- Team M1 – not as high at pre as M2, but also didn't improve
- Team E2 – not as high at pre (like M1), but make gains across the board (like M2 at post)
 - Even though not successful in the competition

Conclusions & Discussion

- Summary of results
 - 25% (4/16) of teams used math in their solutions
 - Using math had highly variable competition success
 - Top 2 teams and 2 low-performing teams
 - The most reliably successful strategy was the View-Mode strategy
 - Using math did lead to problem solving gains
 - Using math unsuccessfully still resulted in attitude gains
- Why (under what conditions) does math lead to success?
 - Success was about fine-tuned, simple, reliable movements
 - So the math only helpful if it supports that
 - But the math can also be helpful in other optimization aspects
- Success even when teams don't perform well in the competition
 - Elementary teams may not have the background to do well
 - But just trying the math seems to have benefits to interest and value

Thank You

Eli M. Silk
esilk@pitt.edu

References

- Cardella, M. E. (2010). Mathematical modeling in engineering design projects. In R. Lesh, P. L. Galbraith, C. R. Haines & A. Hurford (Eds.), *Modeling Students' Mathematical Modeling Competencies* (pp. 87-98). New York: Springer.
- Gainsburg, J. (2006). The mathematical modeling of structural engineers. *Mathematical Thinking and Learning*, 8(1), 3-36. doi: 10.1207/s15327833mtl0801_2
- Jansen, B. R. J., & van der Maas, H. L. J. (2002). The development of children's rule use on the balance scale task. *Journal of Experimental Child Psychology*, 81(4), 383-416. doi: 10.1006/jecp.2002.2664
- Köller, O., Baumert, J., & Schnabel, K. (2001). Does interest matter? The relationship between academic interest and achievement in mathematics. *Journal for Research in Mathematics Education*, 32(5), 448-470. doi: 10.2307/749801
- Melchior, A., Cohen, F., Cutter, T., & Leavitt, T. (2005). *More than robots: Evaluation of the FIRST Robotics Competition participant and institutional impacts*, Waltham, MA: Center for Youth and Communities, Brandeis University.
- Misailidou, C., & Williams, J. (2003). Diagnostic assessment of children's proportional reasoning. *Journal of Mathematical Behavior*, 22(3), 335-368. doi: 10.1016/S0732-3123(03)00025-7
- Tapia, M., & Marsh, G. E. (2004). An instrument to measure mathematics attitudes. *Academic Exchange Quarterly*, 8(2), 16-21.
- Titus, N., Schunn, C. D., Walthall, C., Chiu, G., & Ramani, K. (2008). *What design processes predict better design outcomes? The case of robotics teams*. Paper presented at the Seventh International Symposium on Tools and Methods of Competitive Engineering (TMCE 2008), Izmir, Turkey.
- Verner, I. M., & Ahlgren, D. J. (2004). Robot contest as a laboratory for experiential engineering education. *ACM Journal on Educational Resources in Computing*, 4(2), 2-28. doi: 10.1145/1071620.1071622