

Hexbug Nanobots: Can bugs be a model for building small robots?

Problem: How to create "sensors" for insect robots (nanobot) to successfully navigate their environment or move objects.

Materials:

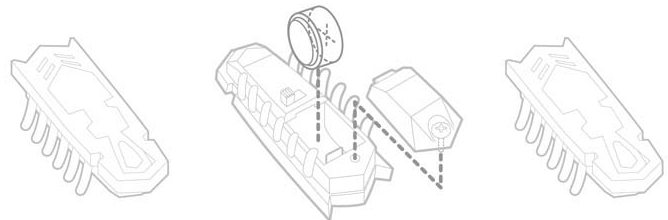
- 1 Hexbug, 1-3x5 card.
- 2-paper clips, 2- twist ties
- 1-rubber band, 10 cm of tape



Design a solution:

Step 1: Create a *technical drawing* of your nanobot

- Accurate
- Details
- To scale
- Labeled parts
- Color, if necessary
- Measurements if necessary



Step 2: Test your nanobot and determine if it performs the task you designed it to do:

- What did your "nanobot" do?
- How can your team improve your design?
- What could you do next to improve your "Nanobot"?
- What other things can you design your "nanobot" to do?

Step 3: How would you modify your nanobot to become a "battlebot" to compete in:

Hexbug Sumo

