Artbotics for different settings and program types

After school and camps (out of school)
- Artbotics is great for out of school classes and programs
- Teachers and students are not under pressure -- they aren’t being tested!
- Different methods and projects can be piloted and experimented here; curriculum can be more open than in school
- Opportunity to teach students skills they do not get in school (soldering, building, programming, etc.)
- The biggest challenge: funding!
- Reach out to local technology companies, cultural council, YouthReach
- Kids are not forced to be there, shows volunteerism and dedication
- Because it is out of school students see it as playing, which can reduce pressure and allow students to build confidence
- Students have a lot of pride in the things they make
- Get to learn in a tactile sense, not just memorization
- Good resources: SCME and Intel

In school
- Also an issue in school: funding!
- Good resources for funding: DonorsChoose.org, Kickstarter.com, Indiegogo.com (make sure to send your project links to EVERYONE)
- Ideal class size is 15 students, but classes are larger than that, so supporting that many student with Artbotics material is tough
- Utilize educational TA’s who have taken the class before or college interns majoring in CS, robotics, education, engineering, etc.
- Bring industry workers into the classroom
- Classroom management of Artbotics kits and materials is difficult; one set of kits will work for a single class, but multiple classes uses the same kits is hard to manage
- Ideally, one kit for every student
- Have students be responsible for their kit contents
- Approach all components step by step, answer as many questions as you can along the way
- Purchase spare parts as components can wear out over time or break
- Safety first when it comes to power tools; dedicate a class unit to proper usage
- Good resource: HobbyKing.com
- Not everyone in a class is going to be interested at first, need a creative way to hook them in