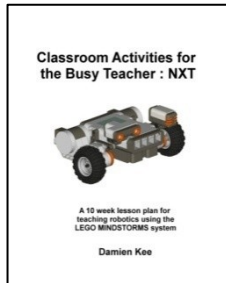




# Teacher Resource Books

## Classroom Activities for the Busy Teacher: NXT

This book outlines a 10 week set of lesson plans for teacher wishing to implement robotics in their classroom. A set of robotics challenges are presented, centered around the LEGO NXT MINDSTORMS system. The workbook includes 10 robotic based challenges as well as 3 additional modules with assessment activities covering Robots in Society, Flowcharting and Multimedia Presentations.

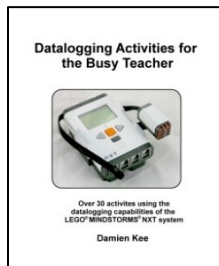


Each module includes:

- A real world scenario
- Theory of the concepts presented
- Teachers notes outlining common issues and how to solve them.
- Example Programs in the NXT-G development environment
- Extension activities
- Student worksheets

## Datalogging Activities for the Busy Teacher: NXT

This book provides over 25 different datalogging activities that can be easily implemented in class. It utilises the new NXT-G 2.0 software to quickly and easily configure experiments, and display the results. Each experiment comes with teacher notes, sample graphs and student worksheets.



Experiments are provided for the following sensors:

- Touch Sensor
- Sound Sensor
- Light Sensor
- Distance Sensor
- Rotation Sensor
- Temperature Sensor

## Making Music with the NXT

Looking for new and exciting activities to extend your LEGO MINDSTORMSNXT system?

This book will take you, step by step, through the construction and programming of a variety of fun and engaging musical instruments. Each chapter addresses a different way to make music, and provides suggestions for further projects.



Chapters include:

- Onboard speaker
- Rotation Sensor
- Ultrasonic Sensor
- Percussion Instruments
- Drums
- Trumpet
- Complete building instructions for the Trumpet and Xylophone player