



SqueakBot: a pedagogical platform for educational robotics

Julien Bourdon - Planète Sciences

Séverin Lemaignan - Planète Sciences

Serge Stinckwich - University of Caen, GREYC

Outline

- Planète Sciences
- Pedagogy
- SqueakBot
 - Electronic interfaces
 - Software
- Application examples

Outline

- **Planète Sciences**
- Pedagogy
- SqueakBot
 - Electronic interfaces
 - Software
- Application examples

Planète Sciences

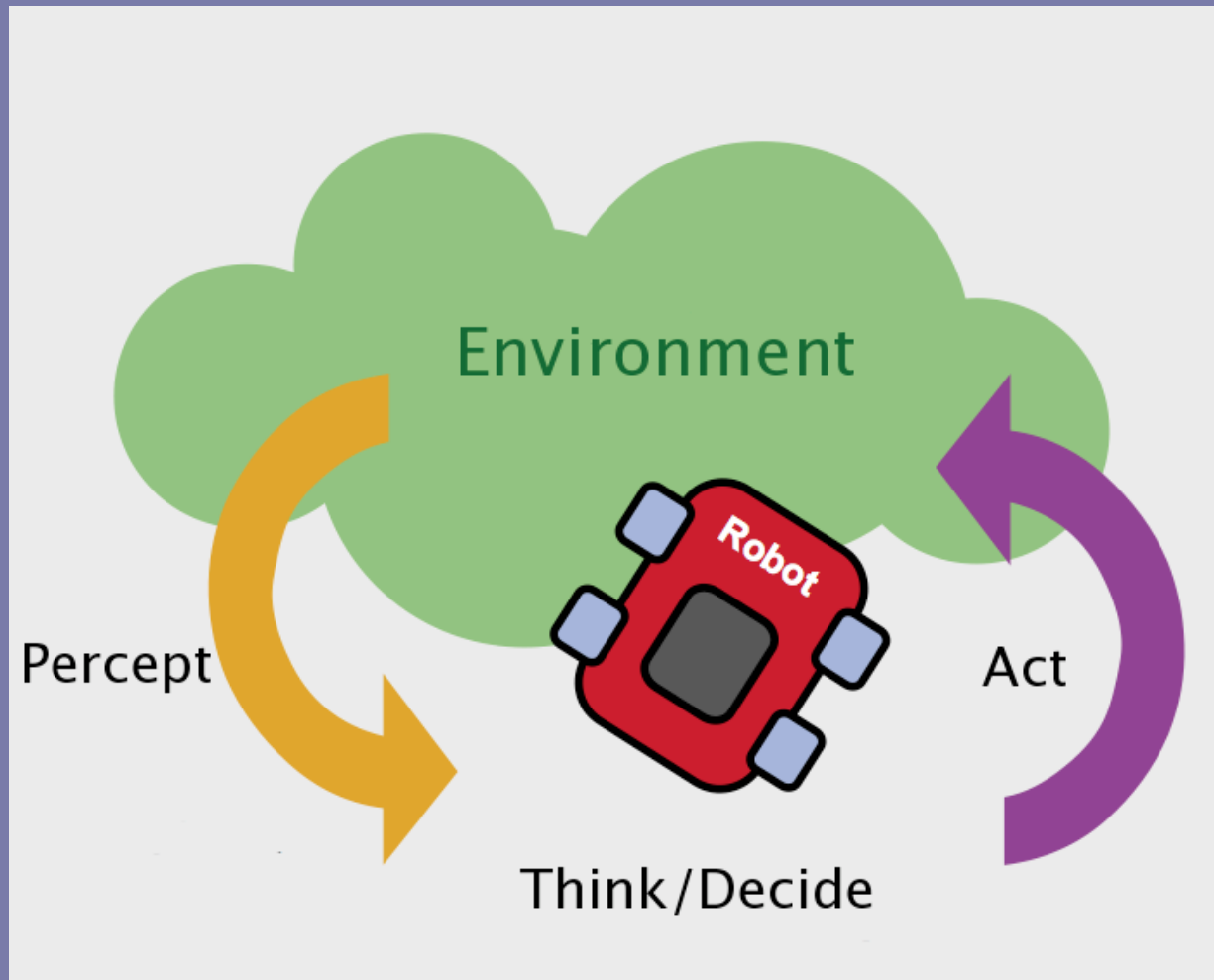


- Since 1962, proposes scientific and technical activities to young people.
- Several sectors including a sector dedicated to robotics and IT.
- Each year, 50000 children discover scientific and technical culture by practice while having fun thanks to 1000 organizers and trainers.

Outline

- Planète Sciences
- **Pedagogy**
- SqueakBot
 - Electronic interfaces
 - Software
- Application examples

What is a robot?



Specificities for children (1)

- Fast learning curve.
 - No complicated language to learn.
- Must use their native language.
 - Interface in French.
- Must have **FUN** while making robots.

Specificities for children (2)

- Usually do not have a technical background.
- Problem: building robots involve a lot of tedious electronics and programming added to sometimes not straightforward mechanics.
- Short period of time (2 weeks summer camp with 4 hours of science a day).

Pedagogical robotics

- Build ready-to-use electronic modules which can be programmed easily.
- BUT must not restrain the creativity of children. Let the children experiment. We do not make them assemble kits.
- Several modules which could be interfaced with LOGO have been developed.

Outline

- Planète Sciences
- Pedagogy
- **SqueakBot**
 - Electronic interfaces
 - Software
- Application examples

SqueakBot

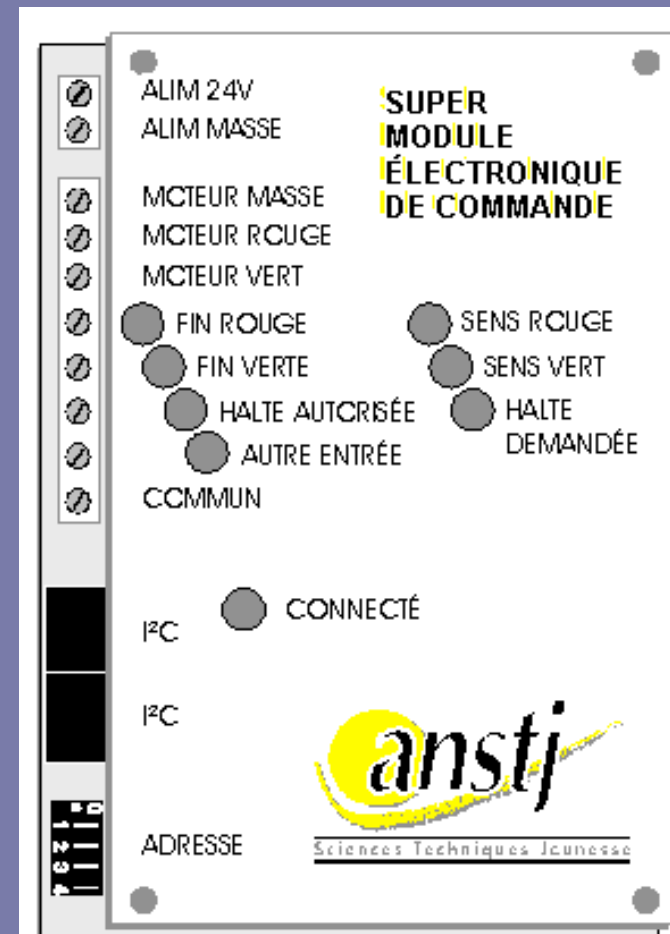
- Drawbacks of LOGO:
 - Our version works only on Windows.
 - Necessity to learn a syntax.
 - OO approaches more natural to modelise robots.
- Open source Squeak/EToys approach developed in partnership with the University of Caen for several years.

Outline

- Planète Sciences
- Pedagogy
- SqueakBot
 - **Electronic interfaces**
 - Software
- Application examples

SMEC

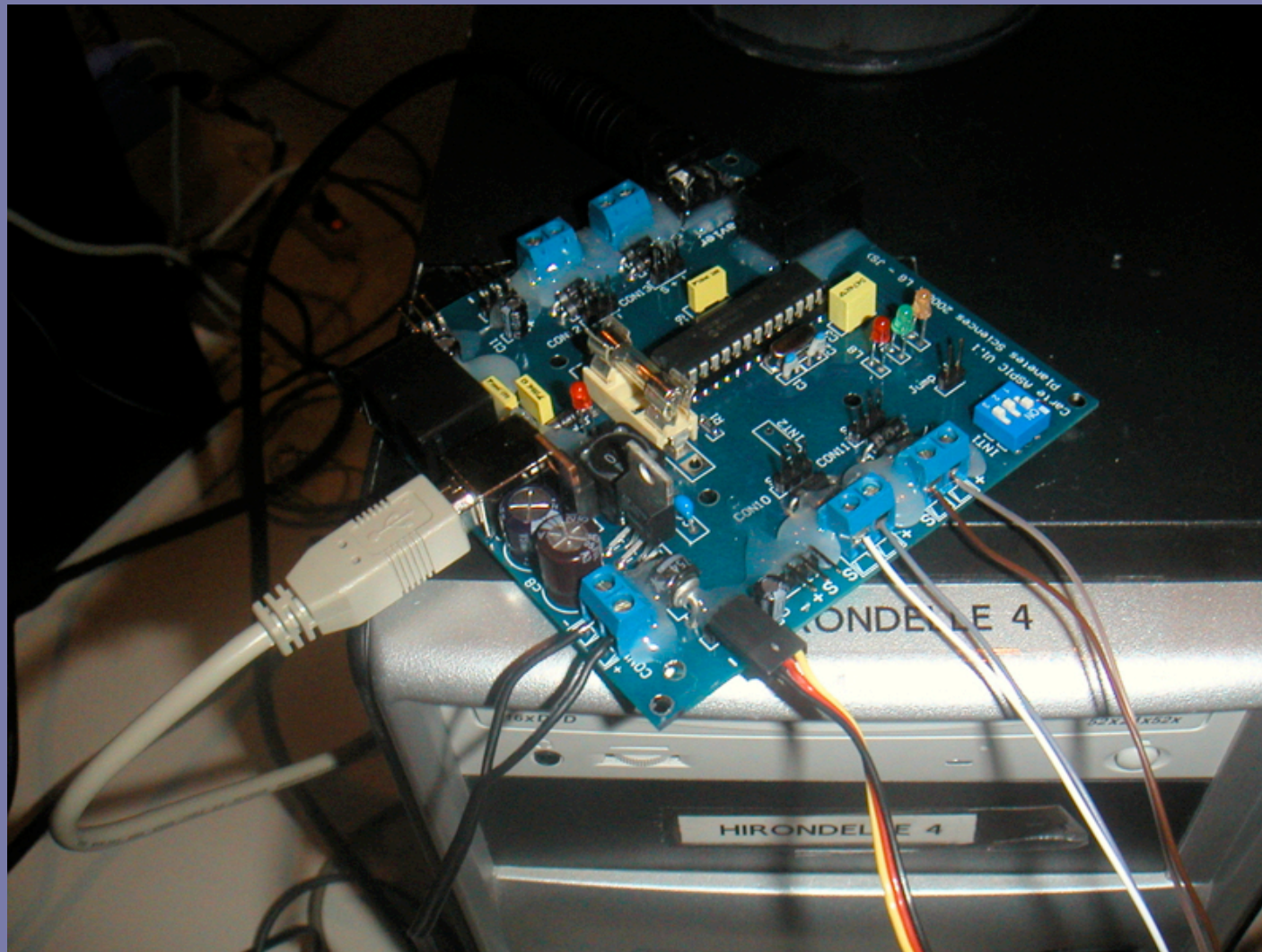
- Super Module électronique de commande.
- Controls 1 or 2 DC motors + 5 binary inputs.
- Can be interconnected thanks to an I2C bus.



ASPIC

- Analogical & Servomotors by PIC.
- 4 analogical inputs.
- 4 servomotors.
- Connection via USB port.
- Can be connected to I2C bus.
- Card program can be modified.
- Remote control for debug.

ASPIC



Outline

- Planète Sciences
- Pedagogy
- SqueakBot
 - Electronic interfaces
 - **Software**
- Application examples

EToys

The screenshot displays the EToys educational environment. At the top, there is a browser window with several tabs: "A lire !", "Installer la carte Aspi...", "Petit guide de SqueakBot", and "Sans titre". The main interface features a yellow background with a cartoon penguin wearing a cardboard box hat. Below the penguin, there are several windows and controls:

- A control panel with "stop", "step", and "go" buttons.
- A "Pingouin7 glisse" window containing a visual programming script:

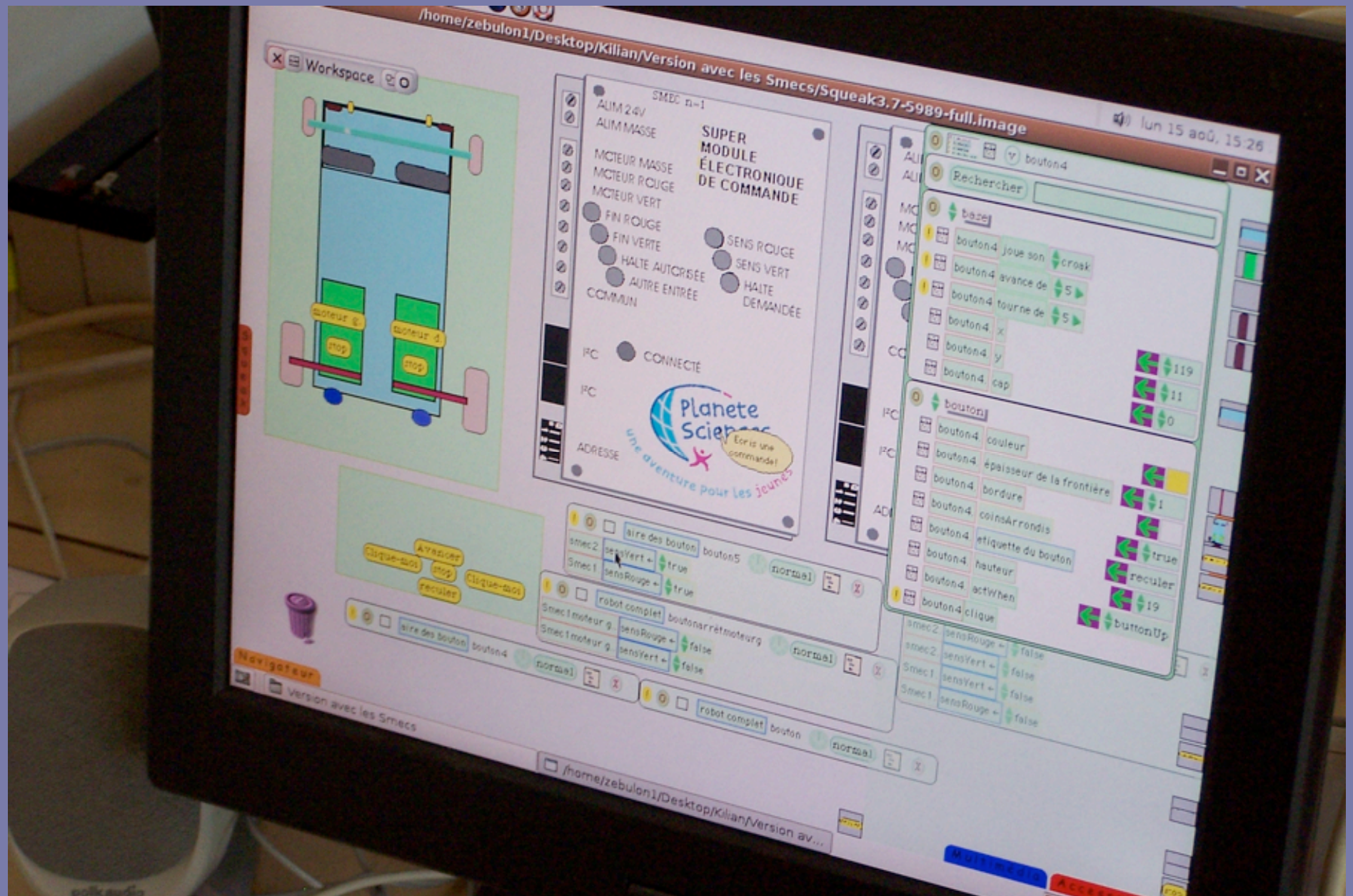
```
Test Pingouin7. couleur vue couleur
Oui
  Test Pingouin7. couleur vue couleur
  Oui Pingouin7 avance de 12
  Non Pingouin7 tourne de -2
  Non Pingouin7 tourne de 2
  Test Pingouin7. couleur vue couleur
  Oui Pingouin7 tourne de -3
  Non
```
- A "Pingouin2" window with a search bar and a list of scripts:

```
Rechercher
scripts
Pingouin2 glisse en pause
Pingouin2 script vide
base
Pingouin2 joue son croah
Pingouin2 avance de 5
Pingouin2 tourne de 5
Pingouin2. x 427
Pingouin2. y 373
Pingouin2. cap 180
```

The main scene shows a landscape with a grey mountain labeled "Banquise" and a blue area labeled "la baleine bleue". Several penguins are scattered across the scene. At the bottom, there are navigation buttons: "Navigateur", "Accessoires", and "Multimédia".

EToys

- Programming by dragging & dropping tiles into scripts.
- Very intuitive. Accessible to children with no prior knowledge of programming.
- Possibility to switch to Smalltalk syntax.



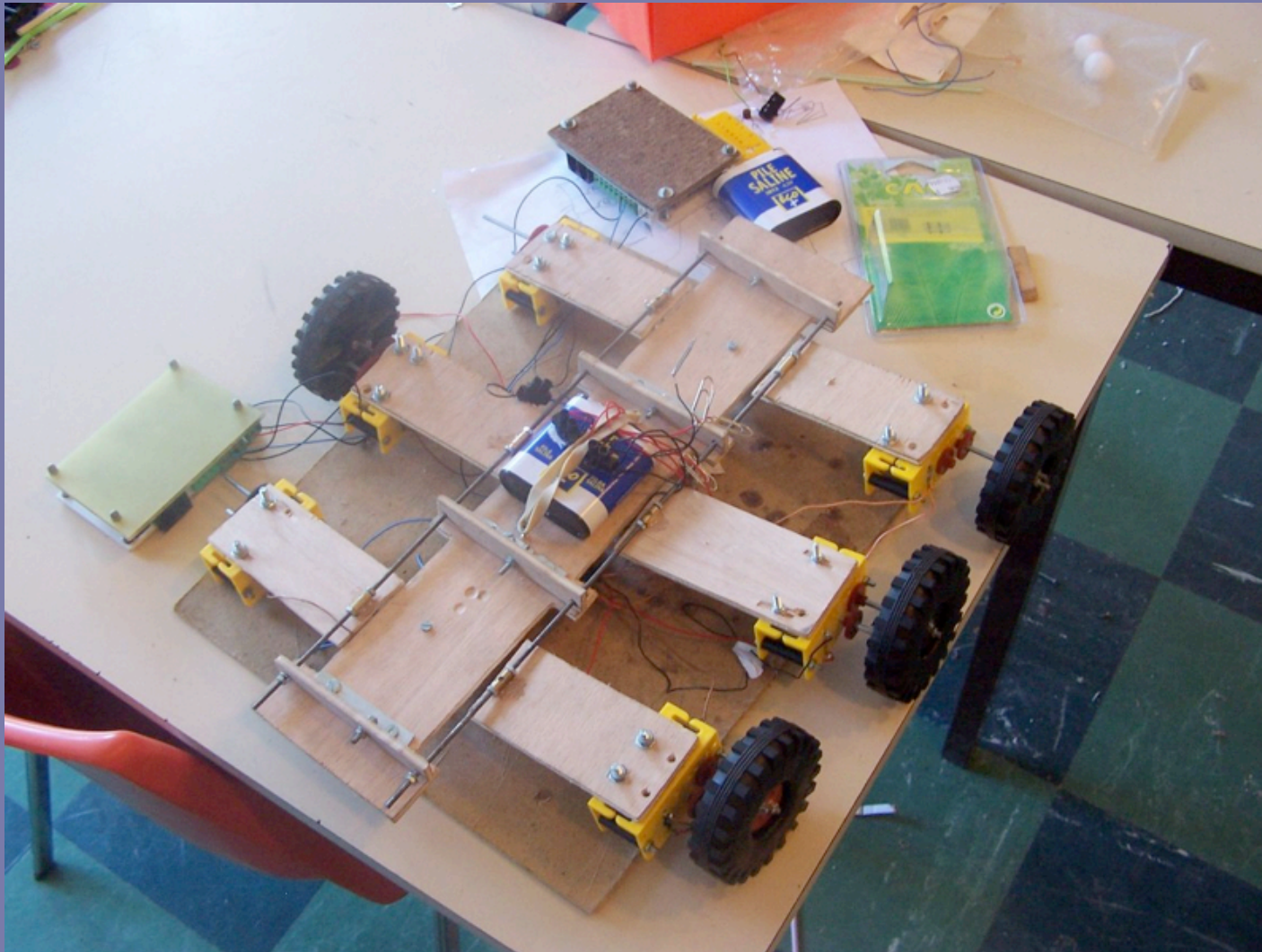
Implementation

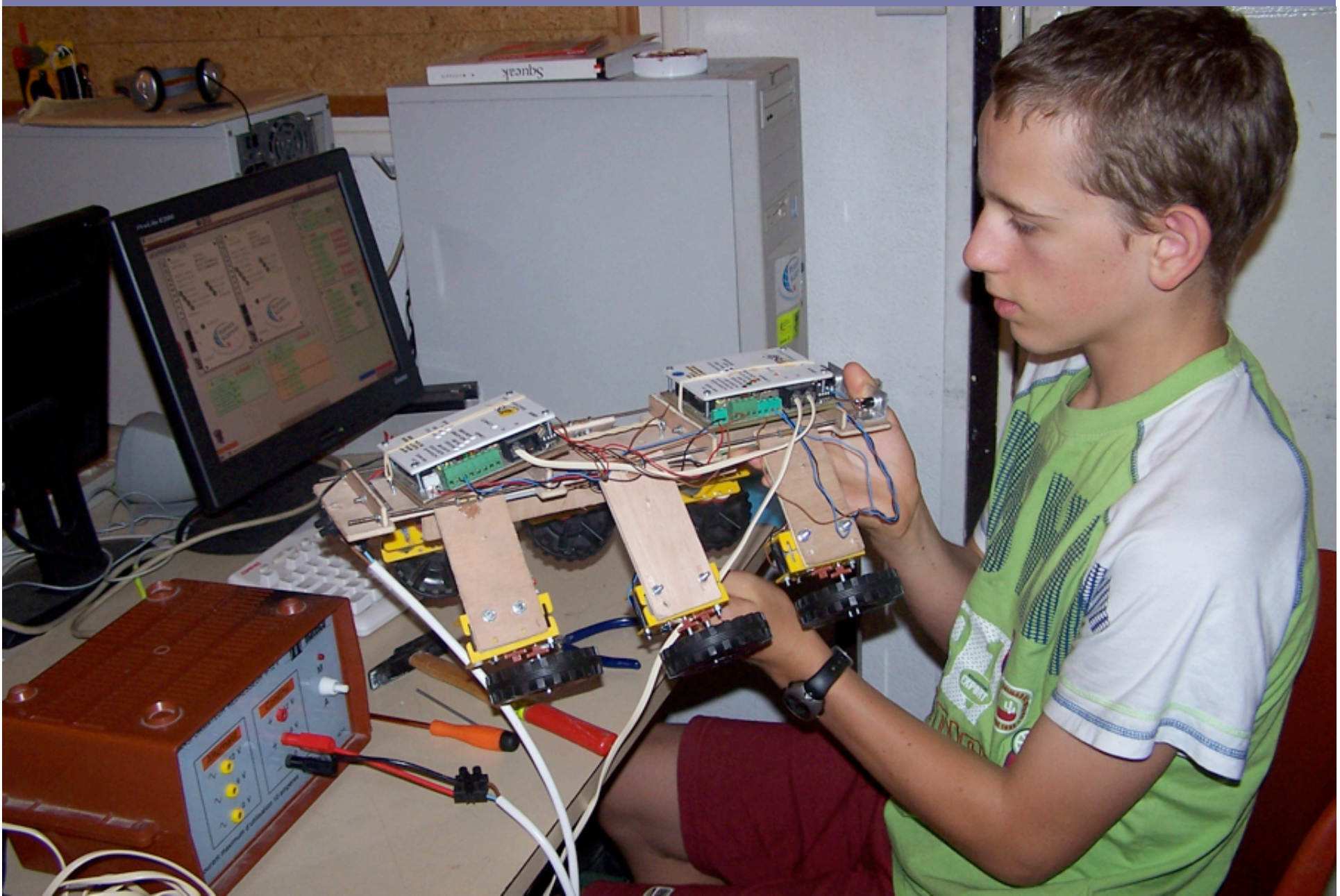
- Plugin written in C using FFI.
- Classes handling the I2C protocol.
- Classes representing the real devices.

Outline

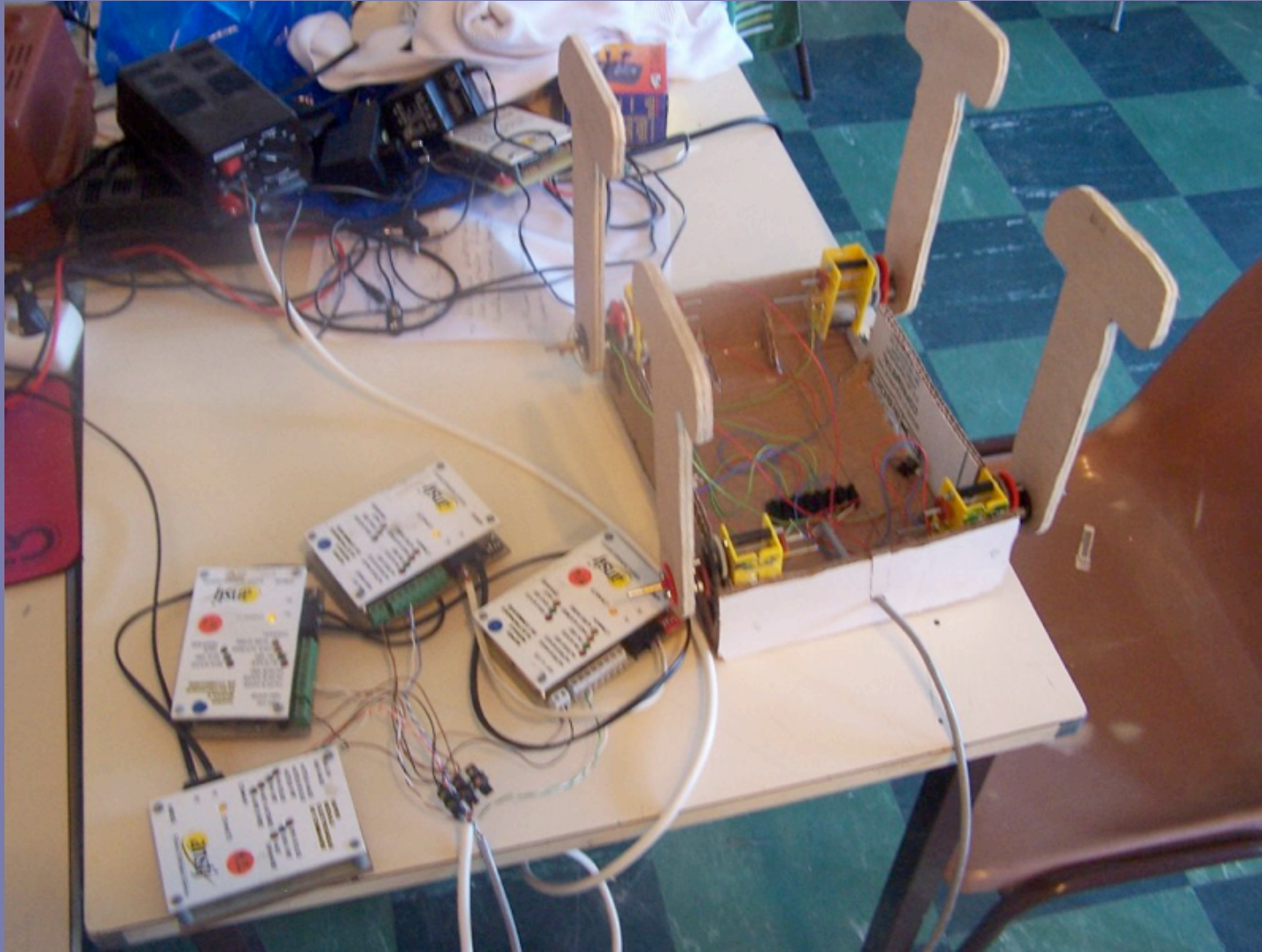
- Planète Sciences
- Pedagogy
- SqueakBot
 - Electronic interfaces
 - Software
- **Application examples**

Mars rover

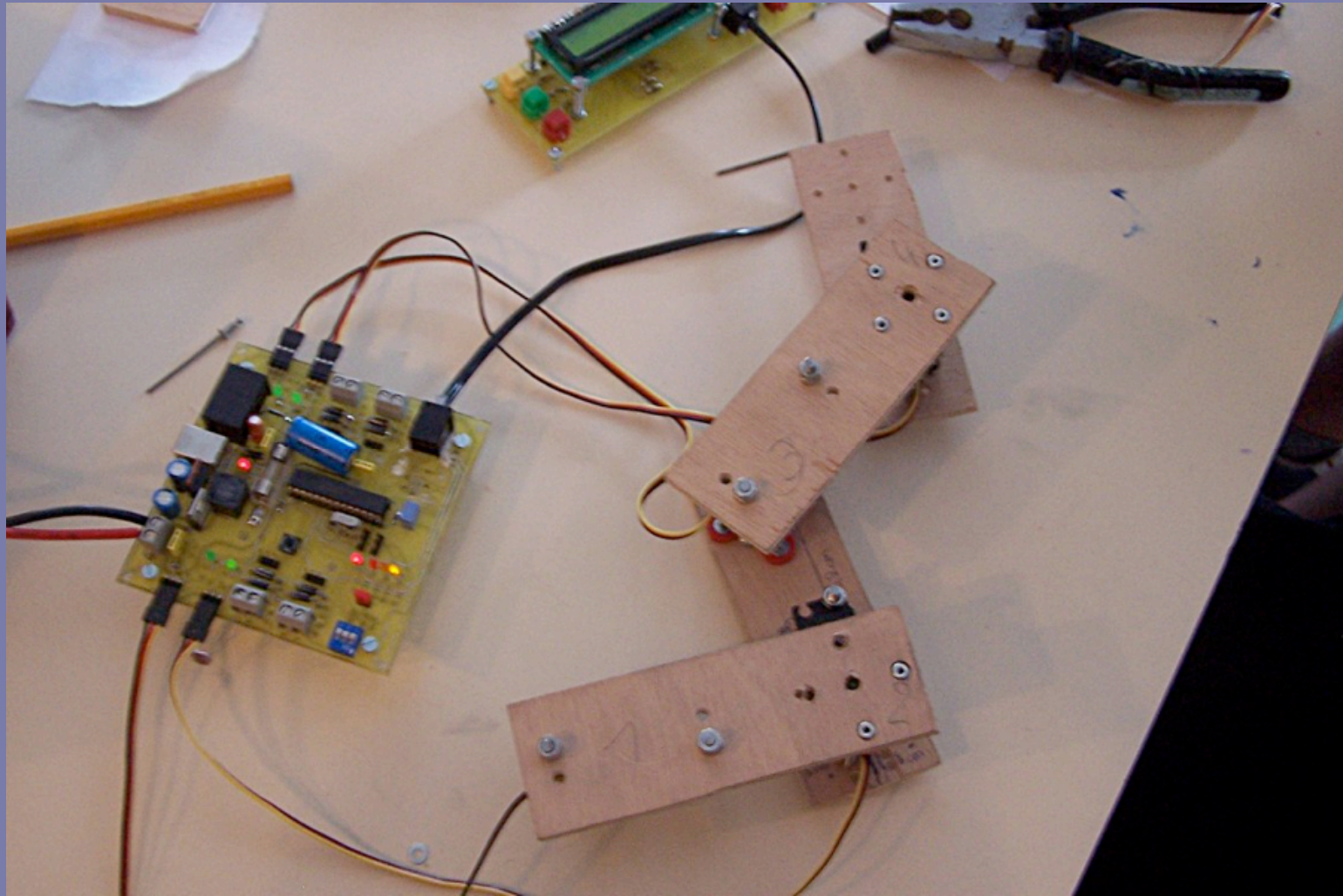




Walker

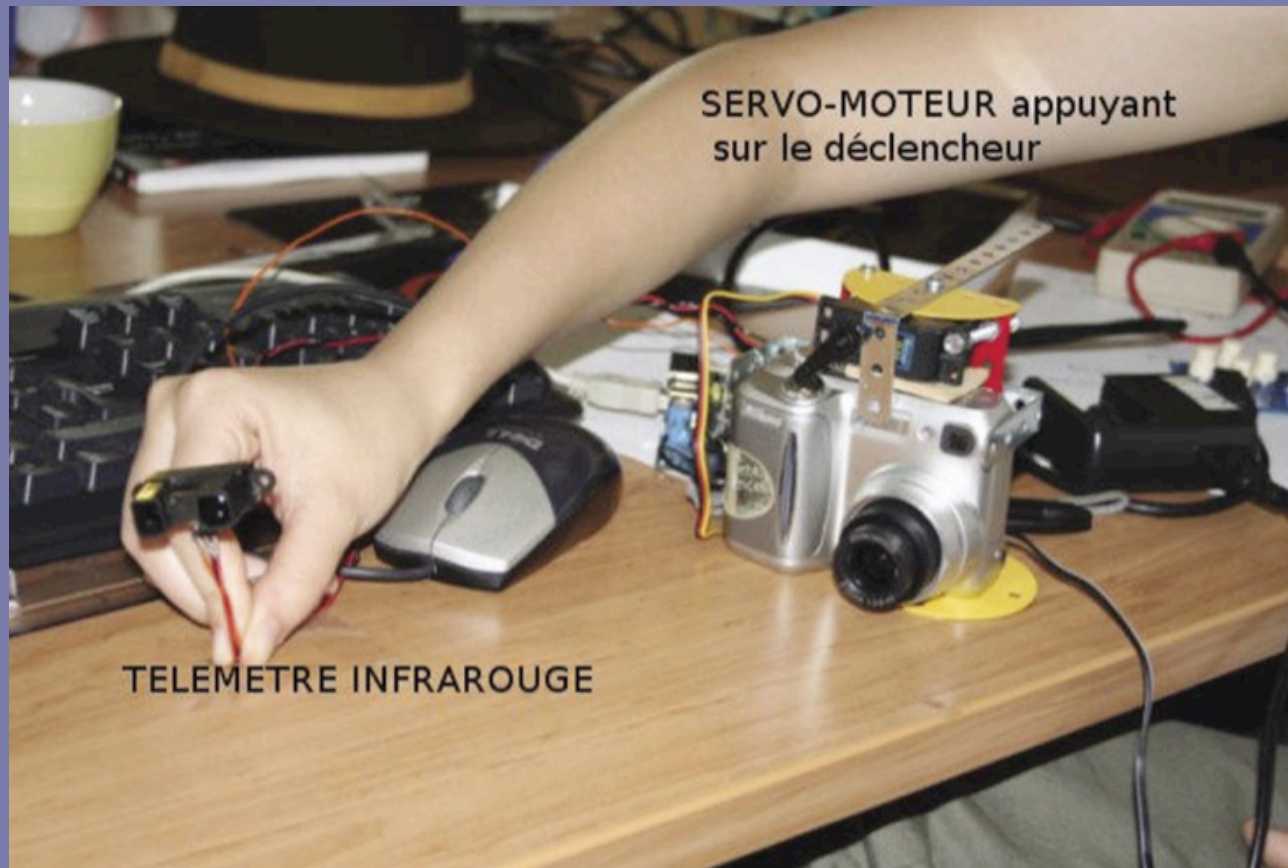


Caterpillar



Video

Intruder detector



Intruder detector

Etalonnage télémètre

valeur capteur

127.0

37.4 Distance (cm)

Carte ASPIC v1

Marche
Communication
Mode réflexion

Clique-ici

```
suiveur démarre en pause
```

suiveur.x + 242
suiveur.y + 697
suiveur.cap + 130
suiveur active le script: trouve

```
suiveur trouve actif
```

suiveur avance de 2
curseurX.x + suiveur.x
Test suiveur.y < curseurY.y
Oui suiveur avance de -2
Non
Test suiveur.couleur vue < couleur
Oui suiveur tourne de -10
Non
Test suiveur.couleur vue > couleur
Oui suiveur tourne de 10
Non

```
TexteX afficheX en pause
```

TexteX.numericValue + -50 + curseurX.x / 4

```
TexteY afficheY en pause
```

TexteY.numericValue + -200 + curseurY.y / 2

```
monde bouton normal
```

curseurY.y + 400 + Carte ASPIC v1. Entrée 1 * 2
Point1.crayon baissé + vrai
Point1.x + curseurX.x
Point1.y + curseurY.y

Conclusion

- Allows children with no technical knowledge to develop robots.
- Fast results keep the motivation high.
- Tested in a summer camp.
- Part of a larger project called “Boîte à Bots” containing everything needed to build robots with children.

Perspectives

- Make it work with Linux and Mac (problems with USB port handling).
- Test with a wider audience (e.g. at school)

Why so much energy spent in
such a project?



Links

- <http://www.planete-sciences.org>: the association website. (French)
- <http://www.squeaksource.com/SqueakBot.html>: project source code.
- <http://www.planete-sciences.org/robot/boiteabots/>: the bot box website. (French)

