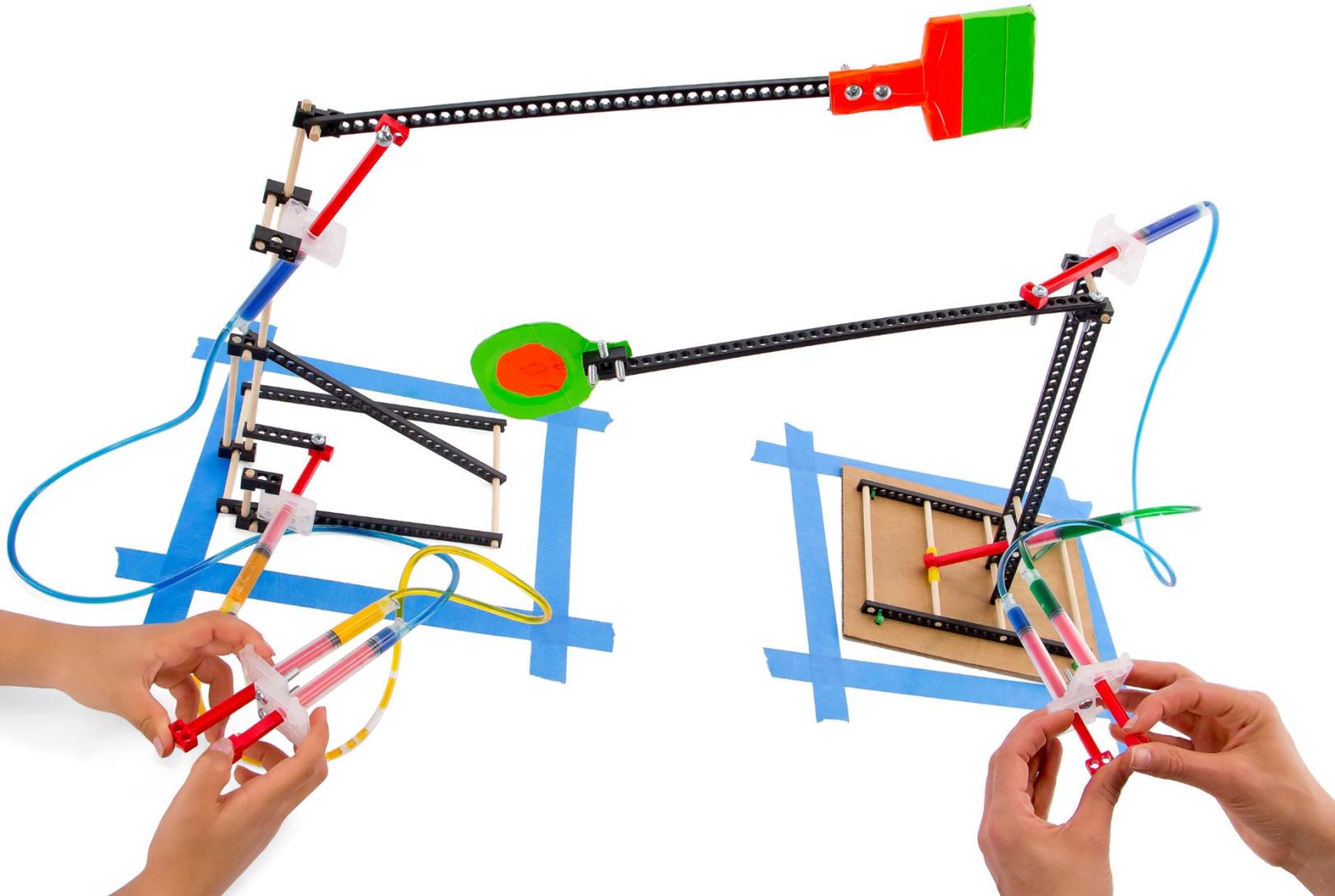
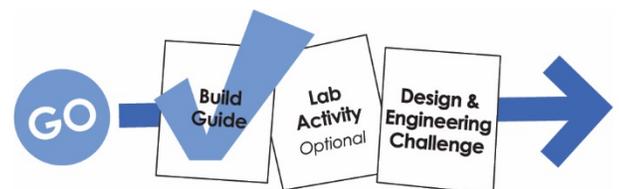


BUILD GUIDE FOR JUDO-BOTS

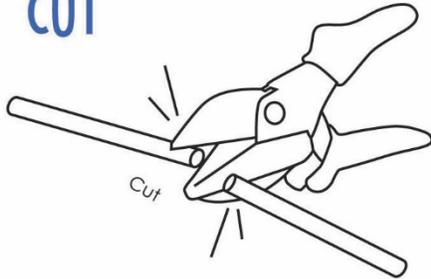


Download classroom documents at [teachergeek.com/learn](https://www.teachergeek.com/learn)

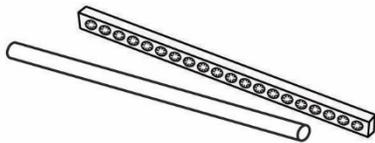
For use with TeacherGeek [Judo-Bot Activity Pack](#),
or [Maker Cart](#) available at [teachergeek.com](https://www.teachergeek.com).



CUT



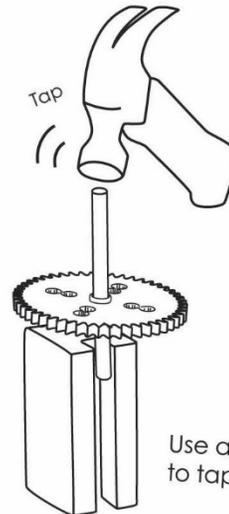
Multi-Cutters cut wood & plastic (like **dowels** and **connector strips**). They do not cut metal.



PUSH, WIGGLE, TAP



Push, wiggle or tap **dowels** into holes.



Use a **hammer** and **slider block** to tap **dowels** farther through holes.

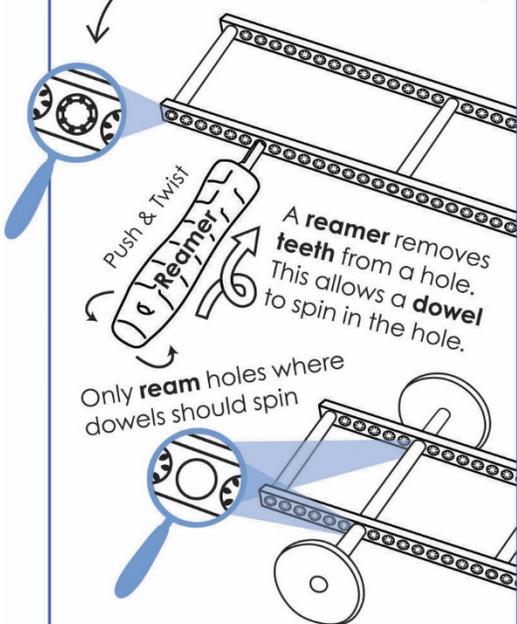
QUICK TIP!



Use a **crayon** or **soap** on the end of a **dowel** to make building easier.

REAM

Most parts have holes with **teeth**. The **teeth** hold **dowels** (keep dowels from falling out).



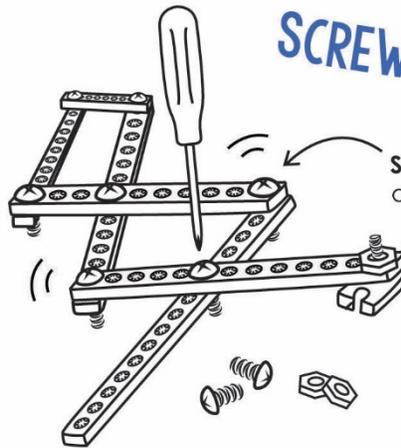
A **reamer** removes **teeth** from a hole. This allows a **dowel** to spin in the hole.

Only **ream** holes where dowels should spin

Never **ream** pulleys, gears, wheels, or any hole a **dowel** stays stuck into.

SCREWS & NUTS

Do not **ream** holes you will put **screws** into.



Screws (without nuts) can connect parts, and allow them to rotate.

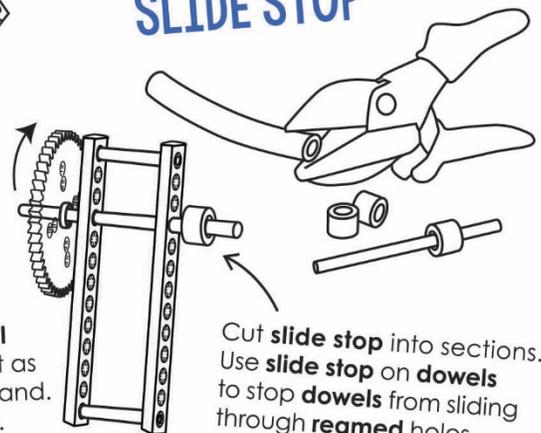
Screws (with a nut) can connect parts, and keep them from rotating.

STOP CLIP



Press a **stop clip** onto a **dowel** to keep it from sliding or use it as a hook for a string / rubber band. It takes little force to get it on.

SLIDE STOP



Cut **slide stop** into sections. Use **slide stop** on **dowels** to stop **dowels** from sliding through **reamed** holes.

TEACHERGEEK COMPONENTS

Below is the list of "ingredients" you'll need for one Judo-Bot.

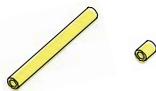
Available as single: SKU 1824-72 or 10 pack: SKU 1824-62. Both include extra parts for your own innovative creations!



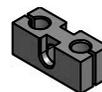
6 - Connector Strips



6 - Dowels
300mm (12')



1 - Slide Stop
76mm (3")



8 - Blocks



4 - 4.5mL Cylinders



4 - Cylinder Screws



6 - 25mm Screws
#10 25mm (1")



6 - Nuts
#10



4 - Zip Ties



If using the Maker Cart vinyl tubing roll, cut two sections, 2 ft. in length each.

2 - 2 ft. Vinyl Tubing

TEACHERGEEK TOOLS

This isn't a kit. You're going to really build (cut, ream, screw) your Judo-Bot. Here are tools you'll need to get started:

- Reamer
- Multi-Cutter
- Tapping Block
- Hammer
- Pliers
- Screwdriver



Or get the complete
TeacherGeek / Maker Tool Set
Single [SKU 1823-24](#)
Class Set [SKU 1823-85](#)

MATERIALS YOU SUPPLY



Tape



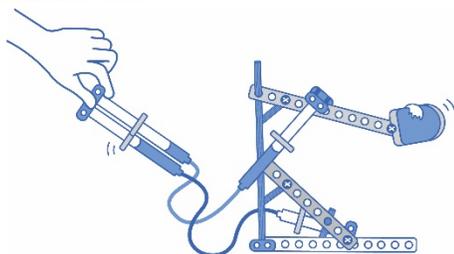
Recycling Materials

What else could you use for a Judo-Bot base?



Crayon

Rub on dowels to make sliding them easier into holes of components.



Are you ready to R-U-M-B-L-E?!

In this guide, you will build an example **Judo-Bot**.

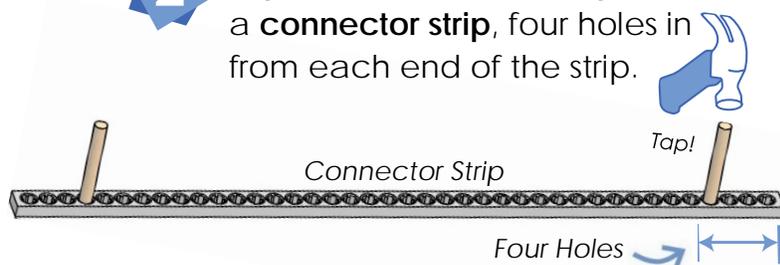
Design a bot-for-battle using **levers** and **fluid power**.

CONSTRUCTING THE UPRIGHT

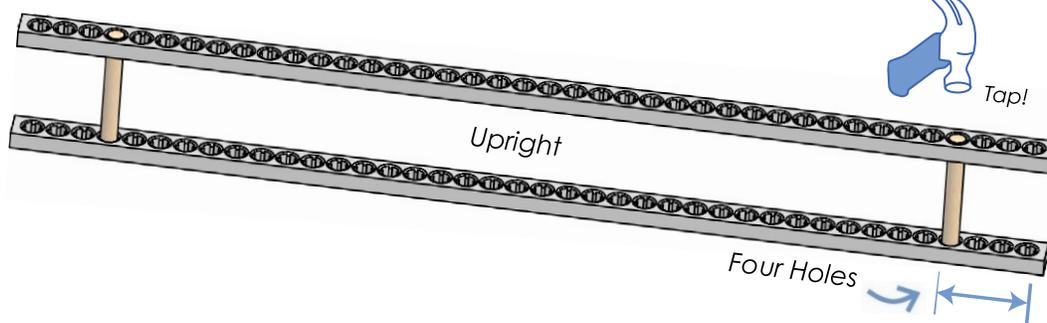
1 Cut two 4 cm (1.5") and one 15 cm (6") dowels.



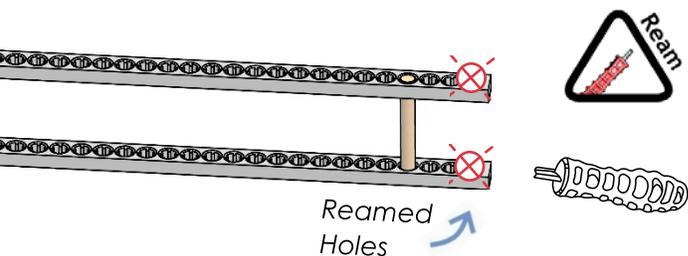
2 Tap the **dowels** from **Step 1** into a **connector strip**, four holes in from each end of the strip.



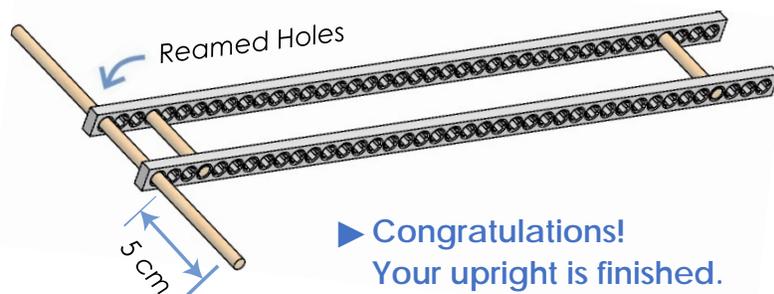
3 Push or tap a connector strip onto the **dowels** from **Step 2**. This will be your **upright**.



4 Ream the top two holes at one end of your **upright**.



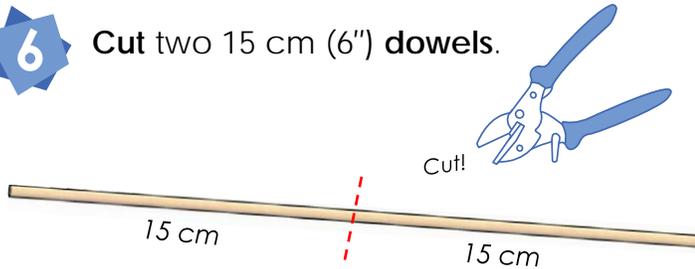
5 Insert the 15 cm (6") dowel from **Step 1** into the **reamed** holes from **Step 4**. Let 5 cm (2") hang off both sides.



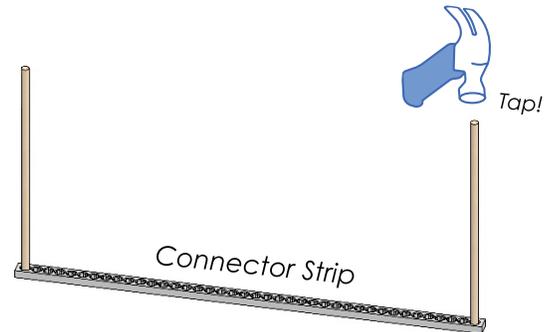
► **Congratulations!**
Your upright is finished.

CONSTRUCTING THE BASE

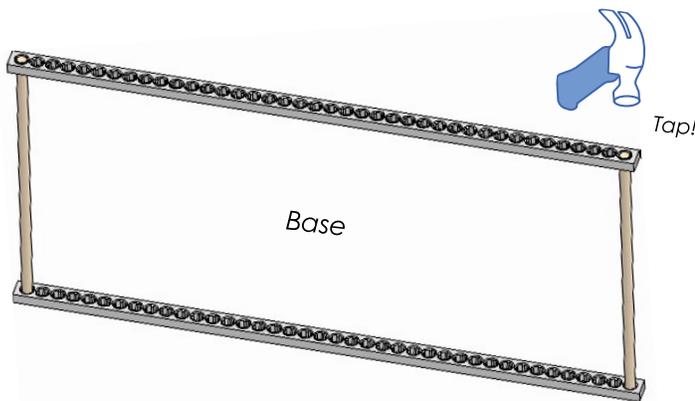
6 Cut two 15 cm (6") dowels.



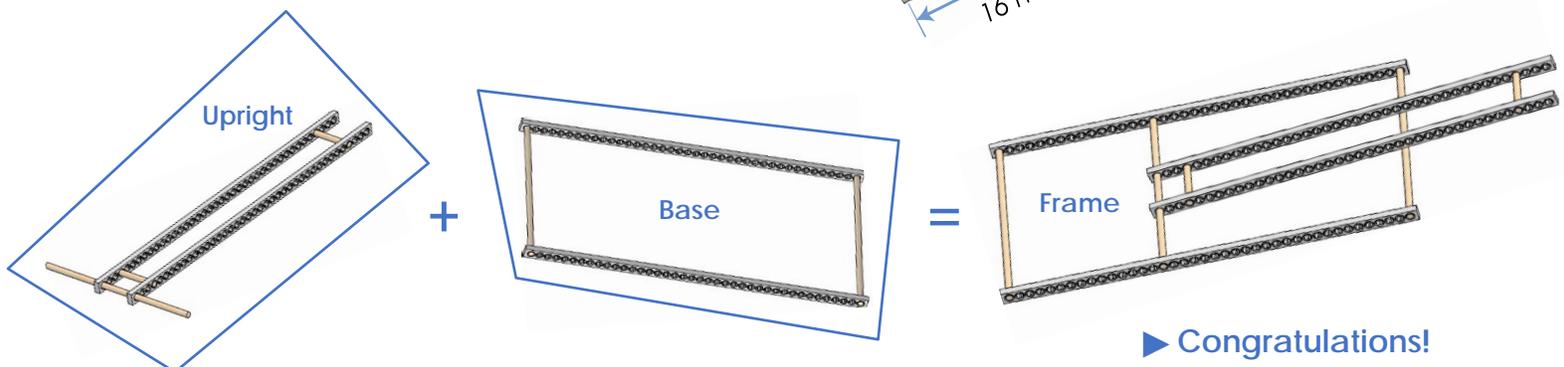
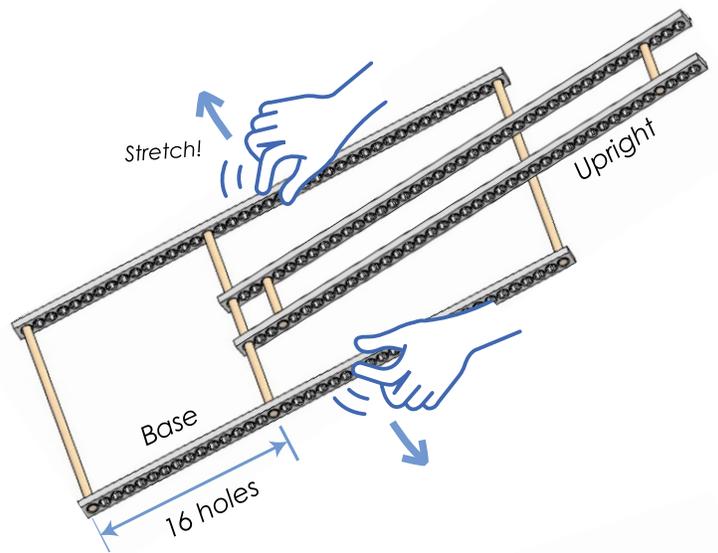
7 Tap the dowels from Step 6 into the first hole on each end of a connector strip.



8 Push or tap a connector strip onto the dowels from Step 7. This is your Bot's base.



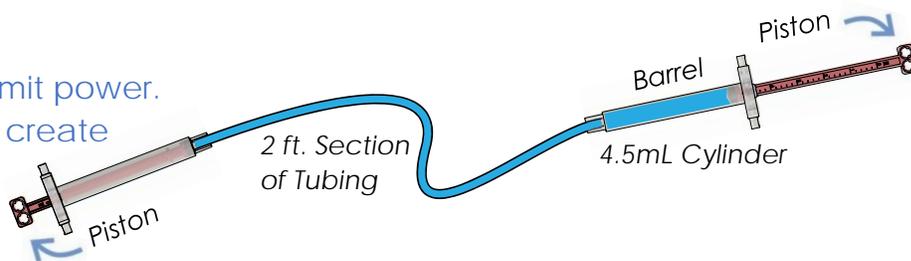
9 Place the upright from Step 5 in the base. Stretch the base to align the dowel with the 16th hole of the strips.



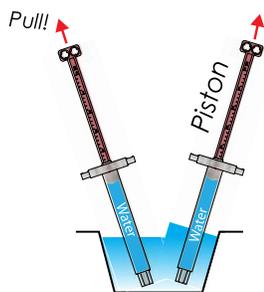
► **Congratulations!**
Your frame is finished.

HYDRAULIC SYSTEMS

Hydraulic systems use fluid to transmit power. Using cylinders and tubing, you will create a hydraulic "control" system to move your Judo-Bot.



- 10** Fill two 4.5 ml **cylinders** with water. **Submerge** the cylinder **barrel** in water. Pull the **piston out** to fill the barrel completely with fluid.

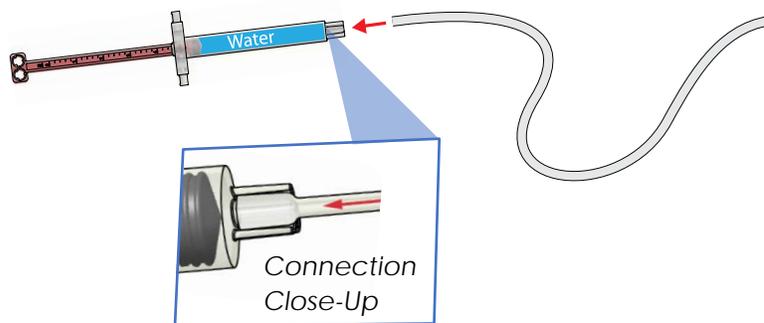


Tip: to work properly, no air bubbles should be in the cylinders or tubes.

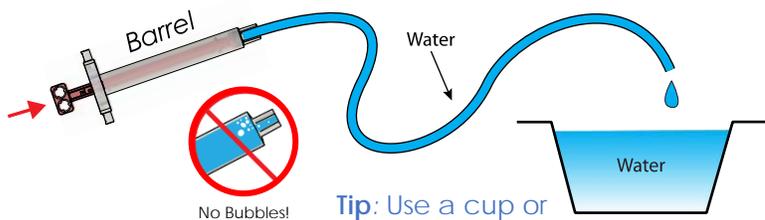


No Bubbles!

- 11** **Attach** a 2 ft. **tubing** section to one filled **cylinder** from **Step 10**.

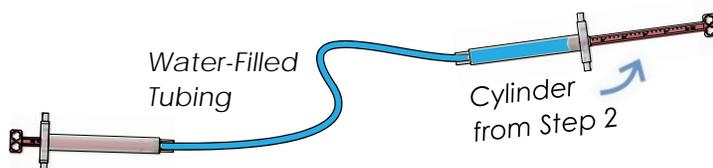


- 12** Fill the **tubing** from **Step 11** with water. **Pull** the **piston** back, then **push** in to fill the tubing with fluid. The **barrel** will be **empty**.

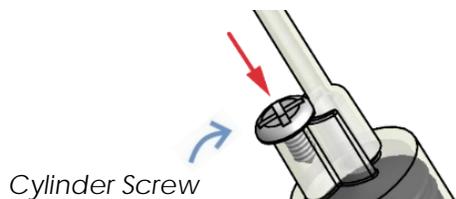


Tip: Use a cup or glass to catch fluid.

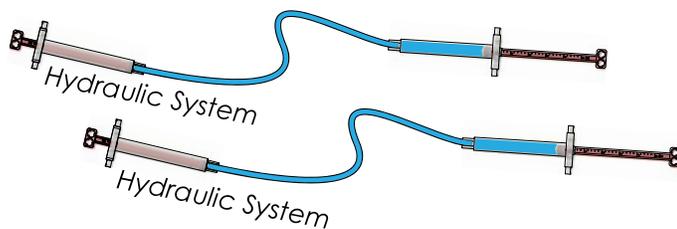
- 13** **Attach** the water-filled **tubing** from **Step 12** to the second cylinder from **Step 11**.



- 14** Keep the **tubing attached** with a cylinder **screw**. Insert the screw into the **hole** aside each cylinder's **tip**.

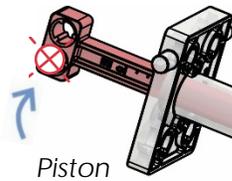
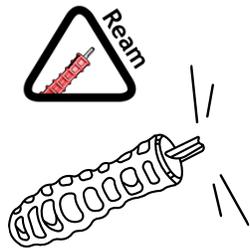


- 15** **Repeat Steps 10-14** to create another **hydraulic system**. **These will power your Judo-Bot.**



ADDING CYLINDERS

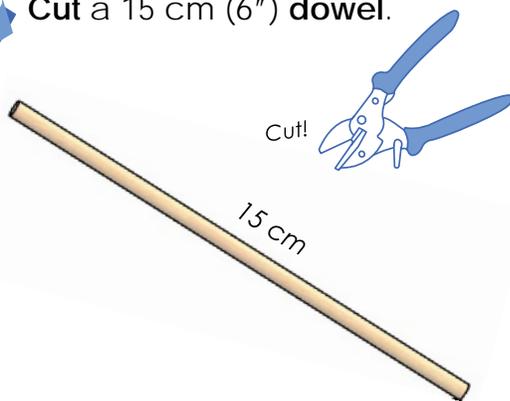
16 Ream one of the holes on one cylinder's piston from a hydraulic system from Step 15.



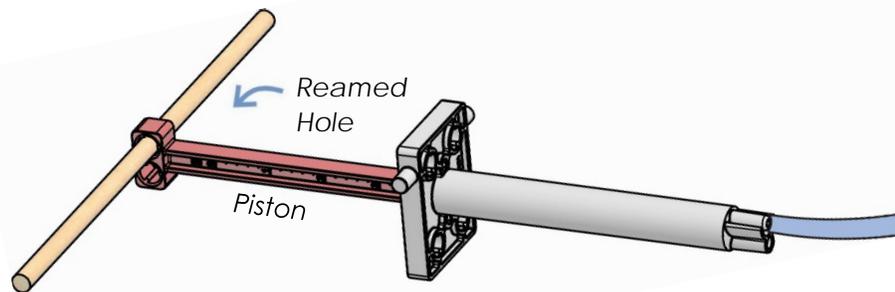
If you are going to do the optional *Fluid Power Lab*, now's the time!

Documents at teachergeek.com/learn

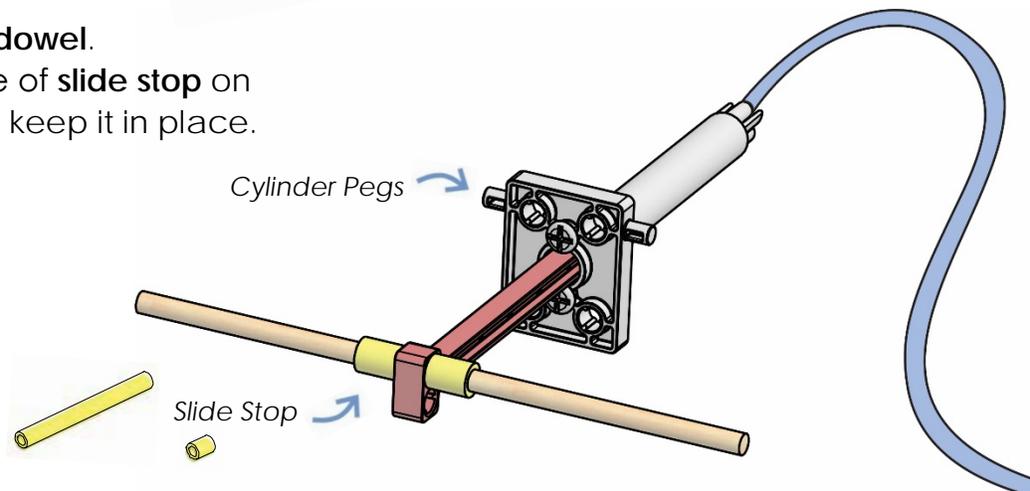
17 Cut a 15 cm (6") dowel.



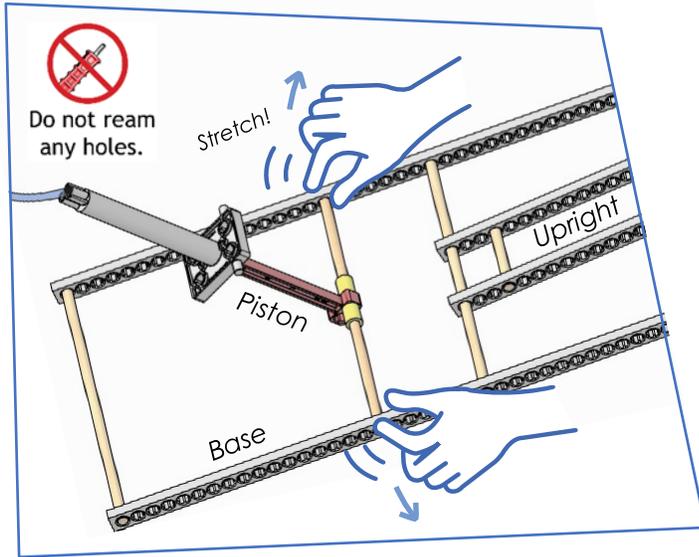
18 Insert the dowel from Step 17 into the reamed hole from Step 16.



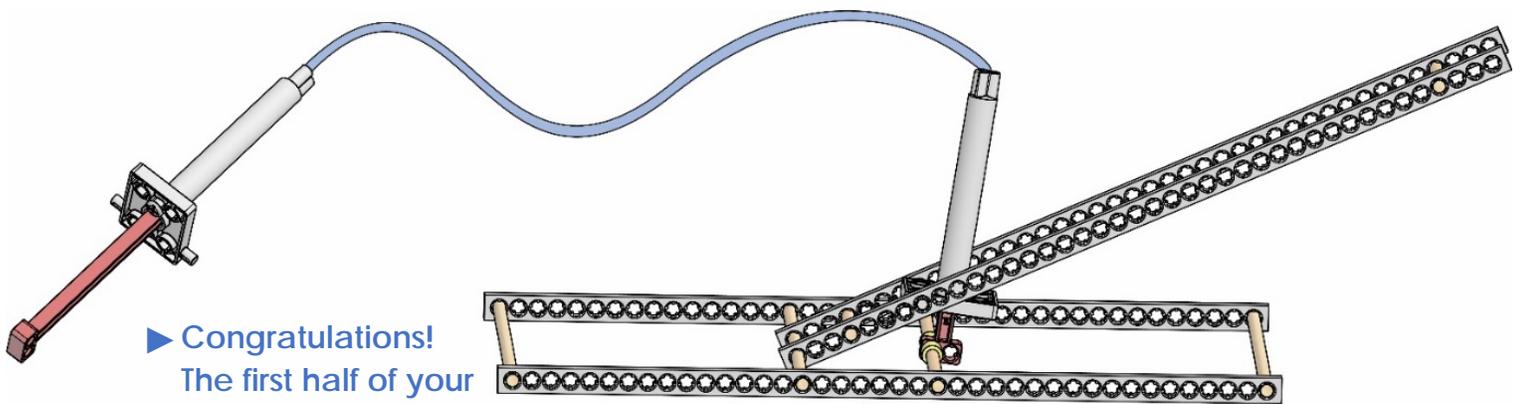
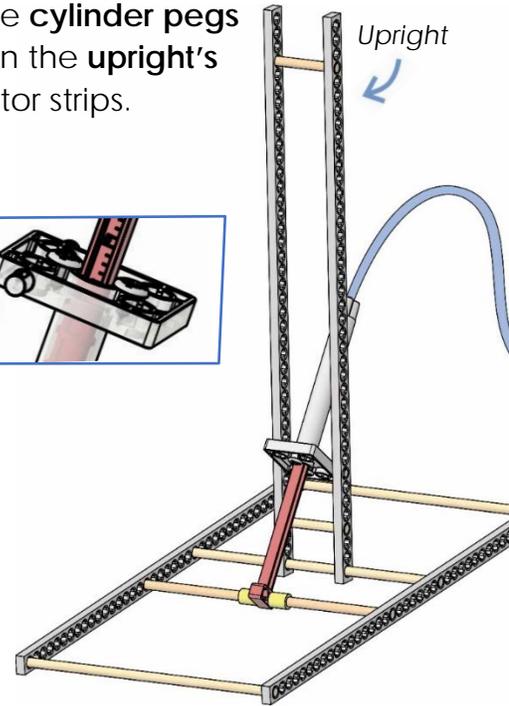
19 Center the piston on the dowel. Slide a 4 mm (0.15") piece of slide stop on each side of the piston to keep it in place.



20 Place the **cylinder** from **Step 19** into the **frame** from **Step 9**. Stretch the frame to **align** the dowel 8 holes from the **upright**.



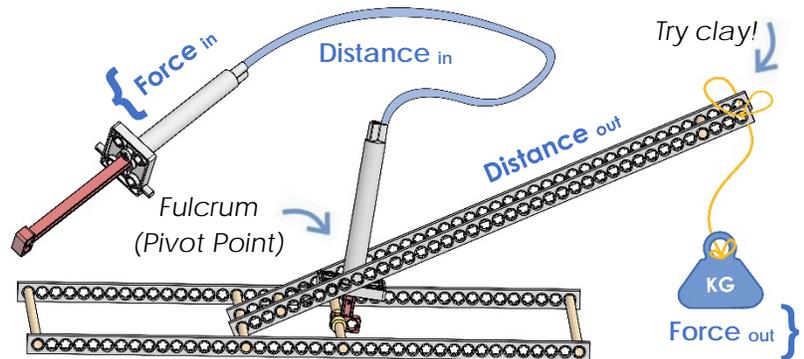
21 Insert the **cylinder pegs** between the **upright's** connector strips.



► **Congratulations!**
The first half of your Judo-Bot is finished.

Test how it moves – use the **hydraulic system** to move the upright up and down. Attach a weight to the upright's end (*piece of clay, cup of pennies*).

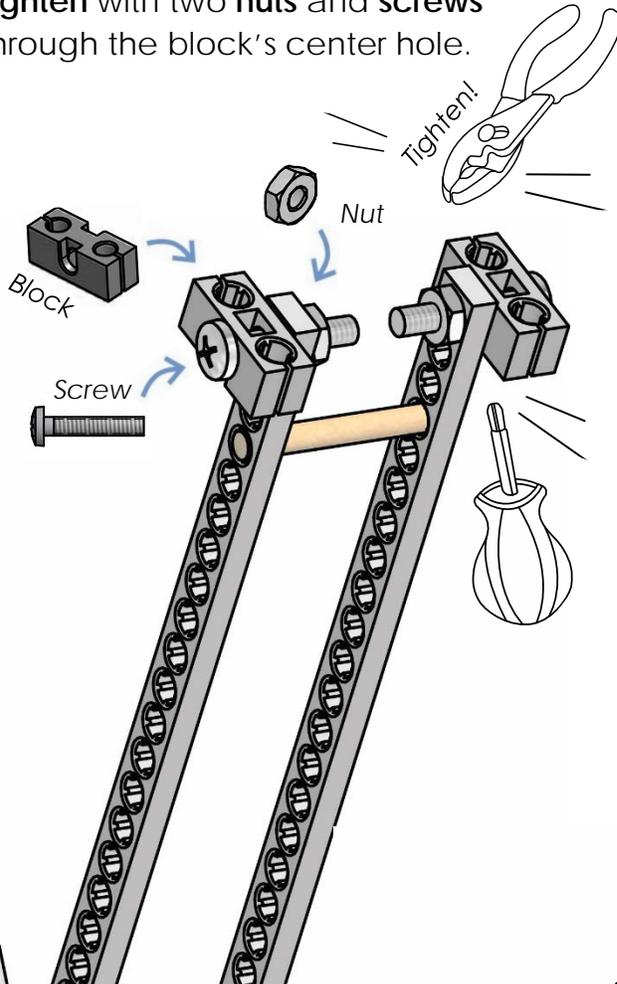
Change the **fulcrum** of your upright's cylinder – what height makes the weight easier to lift?



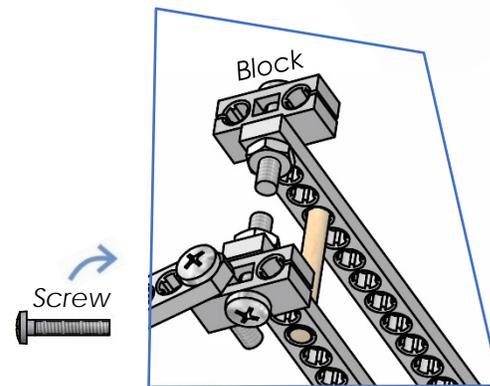
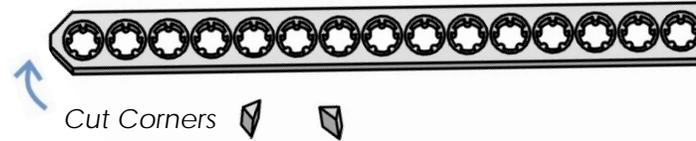
Mechanical Advantage: trading distance for force

LEVER ARM

22 Attach two blocks to the top holes of the upright from Step 21. Tighten with two nuts and screws through the block's center hole.

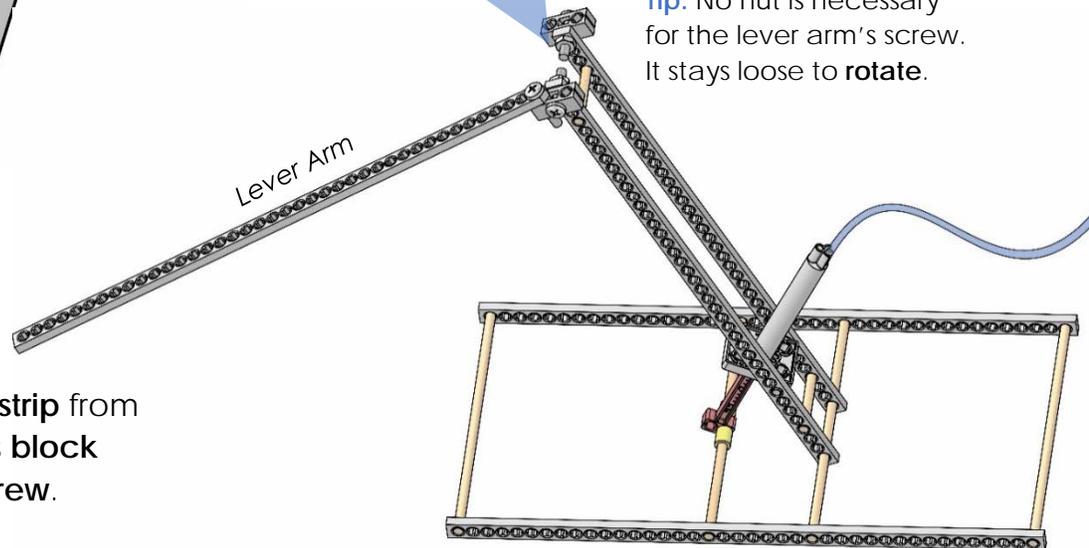


23 Cut the corners off one end of a connector strip.

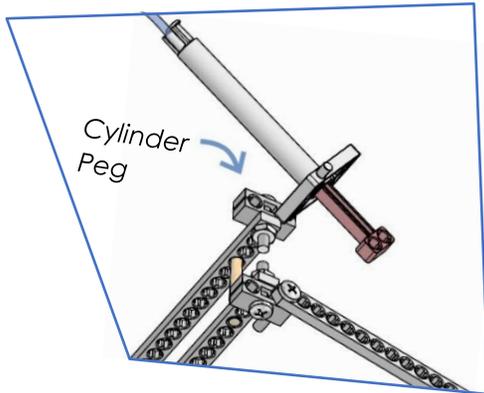


Tip: No nut is necessary for the lever arm's screw. It stays loose to rotate.

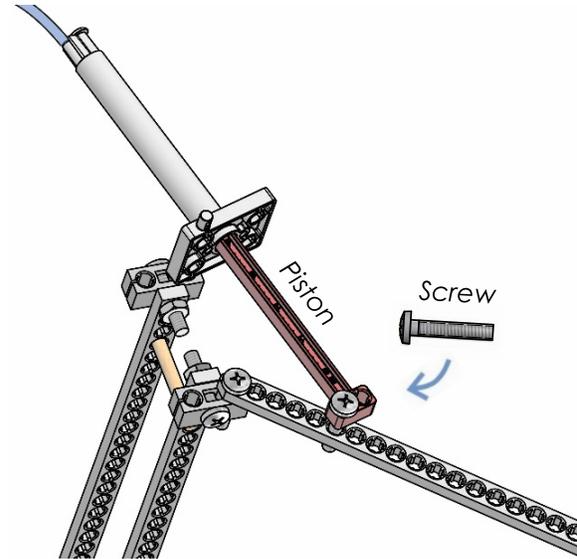
24 Attach the connector strip from Step 23 to an upright's block from Step 22 with a screw. This is your lever arm.



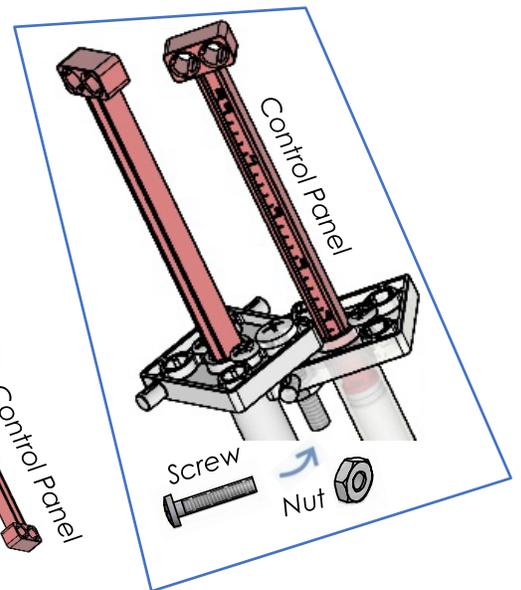
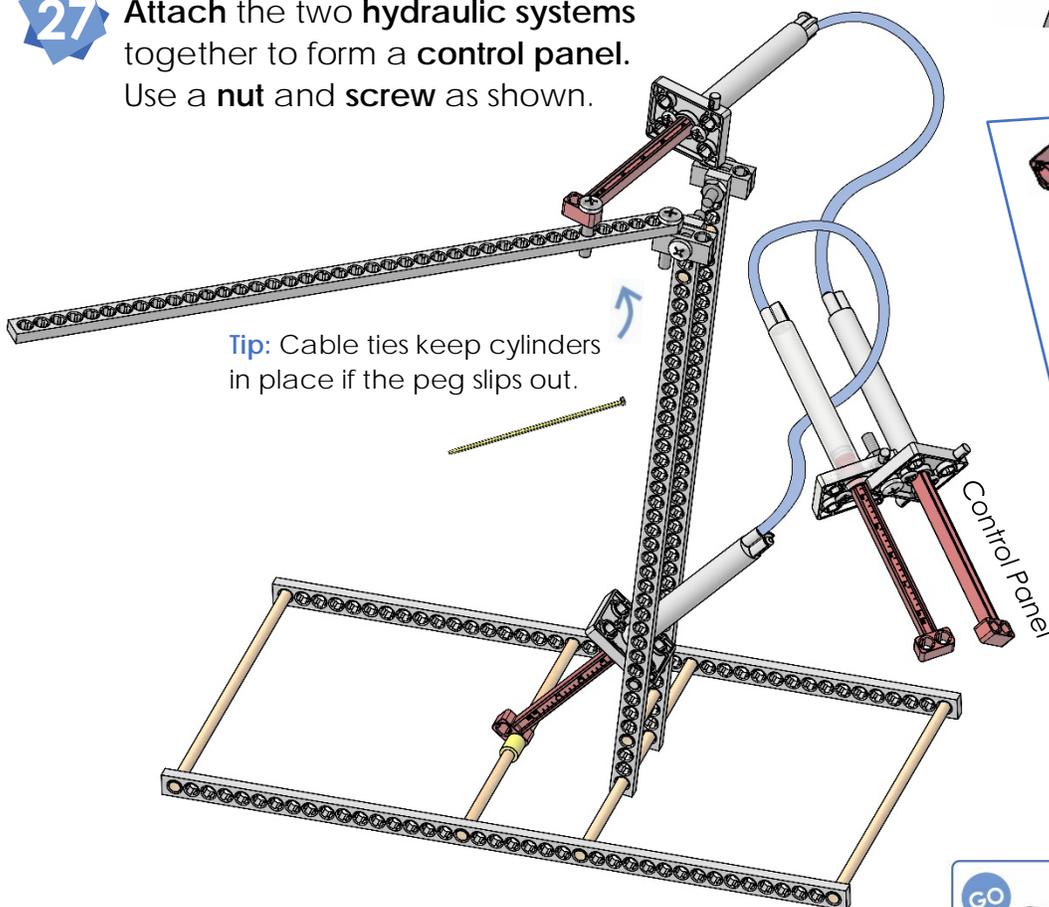
25 Attach a cylinder from the second hydraulic system from Step 15 to the upright. Insert the cylinder peg to the block as shown.



26 Attach the piston to the lever arm with a screw.



27 Attach the two hydraulic systems together to form a control panel. Use a nut and screw as shown.



► **Congratulations!**
You have built an example Judo-Bot. However, you can make it better!

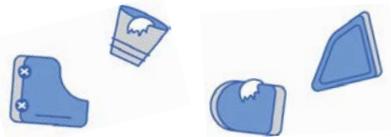


If you are going to do the optional *Judo-Bot Challenge*, now's the time!

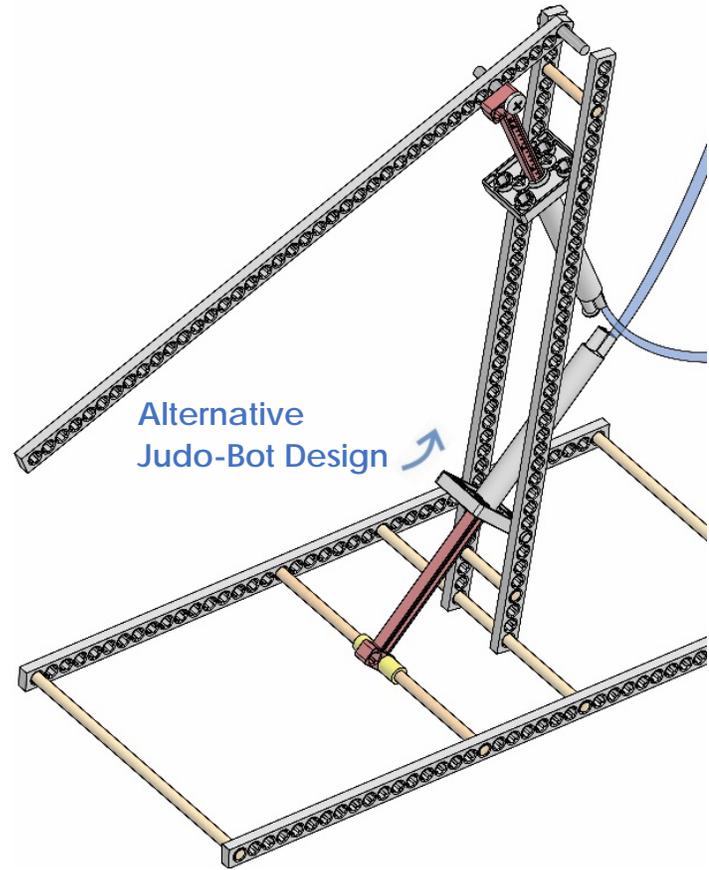
Documents at teachergeek.com/learn

DESIGN YOUR JUDO-BOT

This build guide is for an *example* **Judo-Bot** frame. In the Engineering Challenges, you can design and re-design your build and add end effectors for battle. Create the ultimate bot to compete in tournaments! *Will you win? Find out more:* teachergeek.com/learn

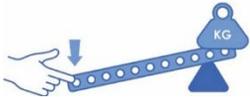


Use found and recycled materials to craft unique end effectors (detachable ends of robot or lever arms) for your Judo-Bot.

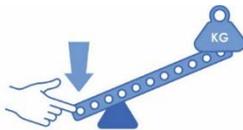


Design, Create, Innovate

Your example Judo-Bot doesn't have to look this way. Reposition the **lever arm-cylinder** from **Step 26** to fit in the **upright** or place the cylinder (**fulcrum**) closer or further up the arm. *The possibilities are endless!*



Applying force a long distance from the **fulcrum** allows just a *little* effort to lift a *large* load.



Applying force a short distance from the **fulcrum** means *more* effort to lift the load a *shorter* distance.

Levers trade distance for force.

The cylinder acts as the **fulcrum** (pivot point).

