Fe Maidens Design

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Tryouts & Preseason Agenda

We're so glad to have you join the team! This guide is meant to provide team specific information to help us get off to a great and productive start.

"Pre-Tryouts"

Have them memorize and inspect parts while logging it in a special spreadsheet

Have them take home a packet of important parts and test them the next 2 meets later

Introduce to them the important parts of designing while testing who is adept (how to measure, which materials or parts to use, and other skills like creativity through discussing in accordance to a video (like this year).

Try-Outs Schedule	**Day(s)/Meeting**
Intro to design + parts + physics (Intro using Steamworks video)	
Robot Parts And Mechanisms in Design Powerpoint	1
Inspect-a-chassis + CAD a chassis https:/bn/goo.gl/yJWeKT*	2
Inspect-a-mechanism + CAD a mechanism	3
Test: Designer's Character https://goo.gl/forms/rjys6w49CyeO2rOy1 + Designer's Arsenal* + Rubric https://goo.gl/anxP7W	4

Accepted Recruits' Tasks	
Refer to "existing veterans' tasks" below*	Throughout
Lessons to help integrate physics, important mechanisms, and parts	3
Have them pair up, discuss, and CAD different mechanisms for their shooter bot	3-4
Robot Parts & Mechanism Powerpoint	Throughout

Existing Veterans' Tasks

Veterans are to make the Fusion 360 Guide (due by the first Robotics meeting)

*To review parts of the Fusion360 Guide with the rookies every day (and practice these skills multiple times when they first get introduced to the skills)

To brainstorm and CAD their own shooter bot apart from what leadership has done Preseason

Our mission

To recruit rookie Fe Maidens with promising qualities and/or existing skills from FLL. We are seeking out girls who redeem a certain passion and pride in designing for the Fe Maidens and pushing their own (and our) creative and robotic limits. + Refer to rubric