Week	Торіс	Content	Activities	Assignment	<b>Remark/Resources</b>
1	1. Subject Introduction	<ul> <li>Introduction of the teaching syllabus</li> </ul>			<ul> <li>Presentation file</li> </ul>
		<ul> <li>Subject regulations</li> </ul>	-	-	<ul> <li>Students learning file</li> </ul>
		<ul> <li>Subject related activities</li> </ul>			
	2. 3D Computer Graphic (1)	• Concept of constructing 3D computer graphic	<ul> <li>Drawing practise</li> </ul>	• 2-D graphic exercises	<ul> <li>Worksheet</li> </ul>
		<ul> <li>Introduction to <sketchup 8=""></sketchup></li> </ul>			<ul> <li>Web-resources</li> </ul>
		<ul> <li>Basic 2-D drawing tools</li> </ul>			
		<ul> <li>Editing tools</li> </ul>			
		<ul> <li>Web-resources</li> </ul>			
2	3D Computer Graphic (2)	• From 2-D to 3-D	<ul> <li>Drawing practise</li> </ul>	<ul> <li>3-D graphic exercises</li> </ul>	<ul> <li>Worksheet</li> </ul>
		a. Projection and subtraction			
		b. Revolution			
		c. Shells			
		d. Fillets of corners			
3	3D Computer Graphic (3)	<ul> <li>Interception of components</li> </ul>	<ul> <li>Drawing practise</li> </ul>	<ul> <li>3-D robot design</li> </ul>	<ul> <li>Worksheet</li> </ul>
		<ul> <li>Apply textures</li> </ul>			
4	3D Computer Graphic (4)	• 3-D animation	<ul> <li>Design practise</li> </ul>	<ul> <li>3-D robot animation</li> </ul>	<ul> <li>Worksheet</li> </ul>
		<ul> <li>Editing and producing video file</li> </ul>			
5	3D Computer Graphic (5)	<ul> <li>Virtual reality and computer control method</li> </ul>	<ul> <li>Design practise</li> </ul>		<ul> <li>Worksheet</li> </ul>
		<ul> <li>Use of <sketch physics=""></sketch></li> </ul>			<ul> <li>Web-resources</li> </ul>
		a. Linear motions		-	
		b. Rotary motions			
		c. Different types of joints			

Design and Technology

Week	Торіс	Content	Activities	Assignment	Remark/Resources
6	3D Computer Graphic (6)	<ul> <li>Virtual Robot design</li> </ul>	<ul> <li>Design practise</li> </ul>	<ul> <li>Design project</li> </ul>	
		<ul> <li>Introduction to design project</li> </ul>			
7	Robot Design (1)	<ul> <li>Mechanical structure and Principles</li> </ul>	<ul> <li>Experiments</li> </ul>	<ul> <li>Robot outlook design</li> </ul>	• Learning kits
		a. Linkages	<ul> <li>Workshop Realization</li> </ul>	<ul> <li>Design folio</li> </ul>	
		b. Lever			
		<ul> <li>Six-legs robot assembling</li> </ul>			
8	Robot Design (2)	<ul> <li>Connection of electronic components</li> </ul>	<ul> <li>Workshop Realization</li> </ul>	<ul> <li>Assembled model</li> </ul>	• Worksheet
		<ul> <li>Basic craftsmanship</li> </ul>			Electronic components
		<ul> <li>Production of the mechanical body</li> </ul>			
9	Robot Design (3)	<ul> <li>Production of the mechanical body</li> </ul>	<ul> <li>Workshop Realization</li> </ul>		Worksheet
		<ul> <li>Outlook Design and Production</li> </ul>	<ul> <li>Experiments</li> </ul>		Wired control components
10	Robot Design (4)	<ul> <li>Production of the mechanical body</li> </ul>	<ul> <li>Workshop Realization</li> </ul>	<ul> <li>Mechanical base</li> </ul>	<ul> <li>Worksheet</li> </ul>
		<ul> <li>Outlook Design and Production</li> </ul>			<ul> <li>Wireless control components</li> </ul>
					- whereas control components
11	Robot Design (5)	<ul> <li>Wired control connection</li> </ul>	<ul> <li>Experiments</li> </ul>	<ul> <li>Outlook design</li> </ul>	<ul> <li>Worksheet</li> </ul>
			<ul> <li>Workshop Realization</li> </ul>		Computer controlled components
					- computer controlled components
12	Robot Design (6)	<ul> <li>Wireless Controlled robot</li> </ul>	<ul> <li>Workshop Realization</li> </ul>		
		<ul> <li>Realization of design project</li> </ul>			
13	Robot Design (7)	<ul> <li>Realization of design project</li> </ul>	<ul> <li>Workshop Realization</li> </ul>	<ul> <li>Final solution</li> </ul>	-
14	Competition	Class Competition	<ul> <li>Competition</li> </ul>		Self-evaluation form
		<ul> <li>Self-evaluation</li> </ul>		<ul> <li>Self-evaluation</li> </ul>	
		Course evaluation			