ULTIMAKER ACADEMY

PC Mouse: Instructor Guide

Toolkit for Continuing Professional Development for Teachers

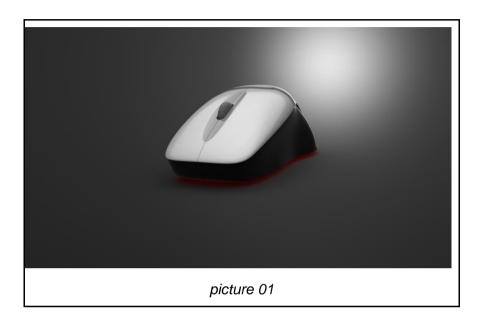


Pc Mouse

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PC MOUSE



Getting Started

The tools and the process are the most important.

The skills of the students in designing can be developed when they think about function, form and creation of products. The students have to think about design steps, the functional requirements and technology for manufacturing (3D printing). Every student begins by answering some questions:

- What is the main function of the Mouse?
- What are the design features that will support the basic function of the product?
- What is the ideal size, shape, and weight of the pc Mouse?
- What materials are the best to make this product?
- What time period, geographic location, and people is your Mouse designed for?

Project brief:

If you want to start this project, your first task is to develop some skills in using Solidworks software to create the Mouse. After completing the basic product, the students are encouraged to create and design their own products and they have to apply their knowledge of the software Solidworks to generate multiple concepts. With this project the students will increase their ability to work with the software, and they will develop the power of the design thinking process. They will also learn how to work with 3D printers.

Design considerations used this project are as follows:

- Design goal: Is the Mouse a practical design that could achieve its function?
- Design appearance: What does it look like? What is it made of? What are the measurements?
- Target: Who will be using the product? What is important to them?
- Mass production: Can the PC Mouse design scale up to mass production?

Project Overview

Make an organic shaped PC Mouse (see picture 01) that has double curved surfaces. The student can make the Mouse by making use of the Surfaces features in Solidworks

Software: SOLIDWORKS

Time: 5-10 hours

Difficulty: Intermediate / EXPERT Subject: Mechanical Engineering

earning Outcomes

After this project, students will be able to:

- Demonstrate skills in using Solidworks to create products for Mechanical Engineering.
- Create their own 3D products
- See how the product from Solidworks will look like in real life.
- Demonstrate skills related to incorporating virtual and physical representations of mechanical engineered products into a variety of presentation formats that can include written essays, and oral and visual presentations.

Prerequisites

If you are not familiar with the Solidworks software, we recommend that you view the online tutorials, to increase your knowledge:

https://www.solidworks.com/sw/resources/solidworks-tutorials.htm

Project Discussion Guide

Essential Project Conceptual Questions

- Why is the study of a PC Mouse considered to be a valuable project for teaching Mechanical Engineering or industrial Design?
- Why do you build a Mouse?

Essential Project Design Questions

- What type of material is used to the PC Mouse?
- What are the design features the Mouse should have to serve?
- What are the measurements of the product?

Teacher Preparation

- Be prepared to help the students with questions in Solidworks.
- Show and learn students how to work with new software techniques.
- Show students where they can use the software Help feature.
- Make a list of videos where the students can take a look at when they need reference for their project.

Day-to-Day Plans

We divide the designing process in 7 phases.

- Understand
- Explore
- Define
- Ideate
- Prototype
- Refine
- Solution

Understand: Watch the students

To establish a solid foundation for the PC Mouse, students need to have a clear understanding about the project and what is asked from them. The best point to start is to review the project design brief. The second action is to distribute the student pre-test and give students 10 to 20 minutes to answer the questions. Your next job is to facilitate a student discussion built around the pre-test questions.

Explore: Develop a knowledge base

In this phase you want students to develop an understanding of the function of the Mouse. A good start is to form teams where students can discuss the project and the project design questions listed above.

Define: Clarify Requirements

This is a very important stage where the students have to establish the criteria for the project. You will need to understand specific parameters related to factors such as Solidworks, product dimensions, materials used and construction techniques.

deate: Creativity

In this phase the students must base their design on the criteria that they have made in the previous stage. They have completed their research and they can justify why specific choices are made. Students can justify their choices in a number of ways, sketches on paper, study models (out of simple materials) or by using Solidworks. Students will be able to communicate visually to others what they made and what they are going to refine in the next phase.

Prototype: Test

In this phase, students make a prototype of the product. They will print the parts for their pc Mouse. Students learn the skill to make their designs reality. Your job is to encourage students to assist each other in learning the software.

Refine: Almost There

Almost done with the project. The students will criticize their prototype, and refine them to a better product. When the students are proceeding this phase, it is your job to remind them to keep referring to the criteria they have established at the beginning.

Solution: Final Presentation

The last phase is also very important. In this stage you ask your students to give a presentation about how it helped them expand the four C's of their learning skills.

- Critical thinking
- Communication
- Collaboration
- Creativity

The presentation should be about the most important aspects of each of the previous phases. Students should be aware from the beginning of the project that the results in design phases 1-7 will culminate in a final presentation. Stress the importance of using tools to visualize and present in the same way professionals do. When time is limited, it is also possible to let students share their presentations electronically.

Differentiation

- Let students view some relevant videos in small groups.
- Let students work together to complete one design.
- Show the students websites that can help them in the Define and Explore stages.
- Make small teams collaborate on the last four design phases. Some students will focus on the sketches and others will focus on digital prototyping. I large students groups, some student might be involved in documenting the whole process with photos and video's
- Let students evaluate each other and themselves at the end of every phase.
- Give the students some models of successful student presentations, so they can see what is needed to complete the project.

Non-Native Speakers

- Provide English dictionaries or electronic translation devices.
- Allow the student to create presentations in their primary language and have it translated later.
- Pair ELL students (English Language Learners) with students that speak English very well.

Special Needs Students

- Show the student prefabricated models.
- Let assistants help the students in sketch modeling and prototypes.
- Make it possible for the students to work with larger font sizes, speech recognition and alternative input devices.

STEAM Connections

Science

The chemical part of this project is the material. What happens at the atomic level when the plastic is heated and melted to be used in a 3D printer? Is it possible to use other materials than PLA or ABS, e.g. bronze filament, copper filament or carbon?

echnology

What does the choice of material tell you about the technology? What technologies can you use to manufacture the PC Mouse? What are the pros and cons of the production techniques?

Engineering

What properties do the materials that you use in this project that make them well-suited to being used as a Mouse? In which other applications is this material used? How would you manufacture this product if you did not have a 3D printer?

Art

How can you make the PC Mouse in such way that it fits in a designer room? Which shapes, materials and colors do you use? What other kind of art can you make with a 3D printer?

Math

What is the volume of the Mouse? And what is the surface area of the object?

Produce It

Activities where you have to produce something can take some time, but the benefits are worth it. When you ask former students what they remember about their school period, the answer often refers to something they made, wrote, or performed.

Assessment Processes

For each project, students complete a self-evaluation and peer evaluation. These are accompanied by the evaluation that the teacher has made.

The STEAM questions, Extension Ideas, and the Build It activity offer students an opportunity to use what they learn in the process and apply the knowledge to increase the quality of their work and increase their scores.

Design Criteria Worksheet

In this challenge, students have to apply their technical skills to use Solidworks to create a 3D model of the Mouse. It is very important that you develop an understanding of all relevant design criteria. This chapter helps you with the developing by prompting a response to questions in four categories: Who, What, Where and Why.

Who?

- Who will buy the Mouse?
- Who will use it?
- Who will design it?
- Who will mass-produce the product?
- Who is involved with the discovery, extraction, and transport of materials used in the PC Mouse?

What?

- What design features are crucial to the functionality?
- What materials will it be made of?
- What ways of manufacturing do you use?

Where?

- Where will the Mouse be used?
- Will the product be used by more than one people or object?
- Where can the materials required to create the Mouse be found?

Why?

- Why are you designing a PC Mouse? What are the functions that it has to fulfill?
- Why are the specific materials you choose well-suited to produce this product?

Pre-Test

Discussion Why is the Mouse created? What are the design features a PC Mouse should have to serve not only its primary functional purpose, but other purposes as well? Why should we print this product instead of melt in into a mold? Teachers know their students best. Below, every teacher can add more questions that are relevant for their students. Extra question 1 Extra question 2 Extra question 3

Survey

Fill in the survey visualized in table PC Mouse 1

To what extent do you agree/ disagree with the following sentences:

- 1. Strongly disagree
- 2. Disagree
- 3. Neutral
- 4. Agree
- 5. Strongly agree

| | 1 | 2 | 3 | 4 | 5 |
|---|---|---|---|---|---|
| I understand what a pc Mouse does, why it was introduced, and how people use it. | | | | | |
| I understand the most important functional as well as other design features of the product. | | | | | |
| I understand the importance of appropriate material choice. | | | | | |
| I have used Solidworks before and understand the program. | | | | | |
| I understand the seven phases of design thinking. | | | | | |

Post-Test

| Discussion Why is the Mouse created? |
|--|
| Describe how your response to this question changed as a result of your experience with this project. |
| What are the design features a PC Mouse should have to serve not only its primary functional purpose but other purposes as well? |
| Describe how your response to this question changed as a result of your experience with this project. |
| Why should we print this product instead of melt in into a mold? |
| Describe how your response to this question changed as a result of your experience with this project. |
| Extra question 1 |
| |
| Describe how your response to this question changed as a result of your experience with this project. |
| Extra question 2 |
| Describe how your response to this question changed as a result of your experience with this project. |
| Extra question 3 |
| Describe how your response to this question changed as a result of your experience with this project. |
| |

Survey

Fill the survey visualised in table *PC Mouse 2*

To what extent do you agree/ disagree with the following sentences:

- 1. Strongly disagree
- 2. Disagree
- 3. Neutral
- 4. Agree
- 5. Strongly agree

| | 1 | 2 | 3 | 4 | 5 |
|---|---|---|---|---|---|
| I understand what a pc mouse does, why it was introduced, and how people use it. | | | | | |
| I understand the most important functional as well as other design features of the product. | | | | | |
| I understand the importance of appropriate material choice. | | | | | |
| I have used Solidworks before and understand the program. | | | | | |
| I understand the seven phases of design thinking. | | | | | |

Pre- and Post-Test Evaluation Rubric

See the tables PC Mouse 3-11

| | Excellent 4 points | Good 3 points | Fair 2 points | Poor 1 points |
|-----------|---|---|--|--|
| Pre-Test | Great care was taken in reading and answering all questions. Maximal engagement in group sessions. A leadership role assumed. | Care was taken in reading and answering all questions. Demonstrated a willingness to engage in group discussions. | A minimal amount of care was taken in reading and answering all questions. Minimal engagement in group discussions. | No care was taken in reading and answering all questions. No engagement at all in group discussion. |
| Post-Test | Great care was taken in reading and answering all questions. Maximal engagement in group sessions. A leadership role assumed | Care was taken in reading and answering all questions Demonstrated a willingness to engage in group discussions. | A minimal amount of care was taken in reading and answering all questions Minimal engagement in group discussions. | No care was taken in reading and answering all questions. No engagement at all in group discussions. |

Prerequisite Skills Preparation Evaluation

| | Excellent 4 points | Good 3 points | Fair 2 points | Poor 1 points |
|---------------------------------------|---|--|---|--|
| How-to Videos | The videos are used with great care to develop the skills that are necessary for the project. | The videos are used with care to develop the skills that are necessary for the project. | The videos are used with a minimal amount of care to develop the skills that are necessary for the project. | The videos are used with no care to develop the skills that are necessary for the project. |
| Collaboration and Participation | The student made exceptional effort to work with other students to improve competecies with the prerequisite skills | The student made reasonable effort to work with other students to improve competecies with the prerequisite skills | The student made minimal effort to work with other students to improve competecies with the prerequisite skills | The student made no effort to work with other students to improve competecies with the prerequisite skills |

Understand Phase Evaluation Rubric

| | Excellent 4 points | Good 3 points | Fair 2 points | Poor 1 points |
|---------------------------------------|---|--|--|---|
| Project Videos and Brief | The project videos and project brief are explored with great care | The project videos and project brief are explored with care | The project videos and project brief are explored with minimum amount of care | The project videos and project brief are explored with no care |
| Design Journal | In the Design Journal you can clearly see that the student attempted to improve the understanding of the project. | In the Design Journal you can see that the student attempted to improve the understanding of the project | In the Design Journal you can just see that the student attempted to improve the understanding of the project. | In the Design Journal you can not see that the student attempted to improve the understanding of the project. |
| Collaboration and Participation | The student made exceptional effort to clarify their understanding through discussion with others. | The student made effort to clarify their understanding through discussion with others. | The student made a minimum amount of effort to clarify their understanding through discussion with others. | The student made no effort to clarify their understanding through discussion with others. |

Explore Phase Evaluation Rubric

| | Excellent 4 points | Good 3 points | Fair 2 points | Poor 1 points |
|-------------------|---|--|--|--|
| Deeper Inquiry | The student made exceptional effort to expand their understanding of the challenge, the factors that are part of the project, or the types and quality of solutions. | The student made effort to expand their understandin g of the challenge, the factors that are part of the project, or the types of solutions. | The student made a minimal amount of effort to expand their understanding of the challenge, the factors that are part of the project, or the types and quality of solutions. | The student made no effort to expand their understanding of the challenge, the factors that are part of the project, or the types and quality of solutions |
| Design Journal | In the Design Journal you can clearly see that the student made excellent evidence of designing exploration. All the notes and sketches show an exceptional grasp of the project and the aspects that will have an impact on their own work | In the Design Journal you can clearly see that the student made evidence of designing exploration. Notes and sketches show a grasp of the project and the aspects that will have an impact on their work | In the Design Journal you can clearly see that the student made a minimum amount of evidence of designing exploration. All the notes and sketches show a minimum amount of grasp of the project and the aspects that will have an impact on their own work | In the Design Journal you can clearly see that the student made no evidence of designing exploration. All the notes and sketches show no grasp of the project and the aspects that will have an impact on their own work |
| Collaboratio n | The collaboration is excellent. The students listens very well and supports the other students. | The collaboration is good. The student does not create conflicts. | The collaboration is fair. The students listens sometimes and supports the other students, but sometimes isn't a good team member | This student never listens and never helps other people. The student is not a good member for the team. |

Table: PC Mouse 6

Define Phase Evaluation Rubric

| | Excellent 4 points | Good 3 points | Fair 2 points | Poor 1 points |
|---------------------------------|---|---|---|--|
| Design Criteria Worksheet | The student made exceptional effort to use the worksheet to expand their understanding of the challenge, the factors that are part of the project, or the types and quality of solutions. | The student made effort to use the worksheet to expand their understanding of the challenge, the factors that are part of the project, or the types and quality of solutions. | The student made a minimum amount of effort to use the worksheet to expand their understanding of the challenge, the factors that are part of the project, or the types and quality of solutions. | The student made no effort to use the worksheet to expand their understanding of the challenge, the factors that are part of the project, or the types and quality of solutions. |
| Design Journal | From the design journal becomes very clear that the student has identified the critical criteria for their project | From the design journal becomes clear that the student has identified the critical criteria for their project | From the design journal becomes just clear that the student has identified the critical criteria for their project | From the design journal becomes not clear that the student has identified the critical criteria for their project |
| Collaborati on | The collaboration is excellent. The students listens very well and supports the other students. | The collaboration is good. The students listens well and supports the other students. He does not create conflicts. | The collaboration is fair. The students listens sometimes and supports the other students, but sometimes isn't a good team member | This student never listens and never helps other people. The student is not a good member for the team. |

Ideate Phase Evaluation Rubric

| | Excellent 4 points | Good 3 points | Fair 2 points | Poor 1 points |
|-------------------|---|---|---|---|
| Ideation | The student made excellent effort to create concepts and solutions. | The student made effort to create concepts and solutions. | The student made a minimum amount effort to create concepts and solutions. | The student made no effort to create concepts and solutions. |
| Design Journal | From the design journal becomes very clear that the student has explored multiple design solutions. | From the design journal becomes clear that the student has explored multiple design solutions | From the design journal becomes just clear that the student has explored multiple design solutions | From the design journal becomes not clear that the student has explored multiple design solutions |
| Collaboratio n | The collaboration is excellent. The students listens very well and supports the other students. | The collaboration is good. The students listens well and supports the other students. He does not create conflicts. | The collaboration is fair. The students listens sometimes and supports the other students, but sometimes isn't a good team member | This student never listens and never helps other people. The student is not a good member for the team. |

Prototype Phase Evaluation Rubric

| | Excellent 4 points | Good 3 points | Fair 2 points | Poor 1 points |
|---|--|---|---|---|
| Prototype Developme nt and Testing | The student made excellent effort to visualize and test prototypes. | The student made effort to visualize and test prototypes. | The student made a minimum of effort to visualize and test prototypes. | The student made not effort to visualize and test prototypes. |
| Design Journal | From the design journal becomes very clear that the student has documented and evaluated prototype(s). | From the design journal becomes clear that the student has documented and evaluated prototype(s). | From the design journal becomes just clear that the student has documented and evaluated prototype(s). | From the design journal becomes not clear that the student has documented and evaluated prototype(s). |
| Collaborati on | The collaboration is excellent. The students listens very well and supports the other students. | The collaboration is good. The students listens well and supports the other students. He does not create conflicts. | The collaboration is fair. The students listens sometimes and supports the other students, but sometimes isn't a good team member | This student never listens and never helps other people. The student is not a good member for the team. |

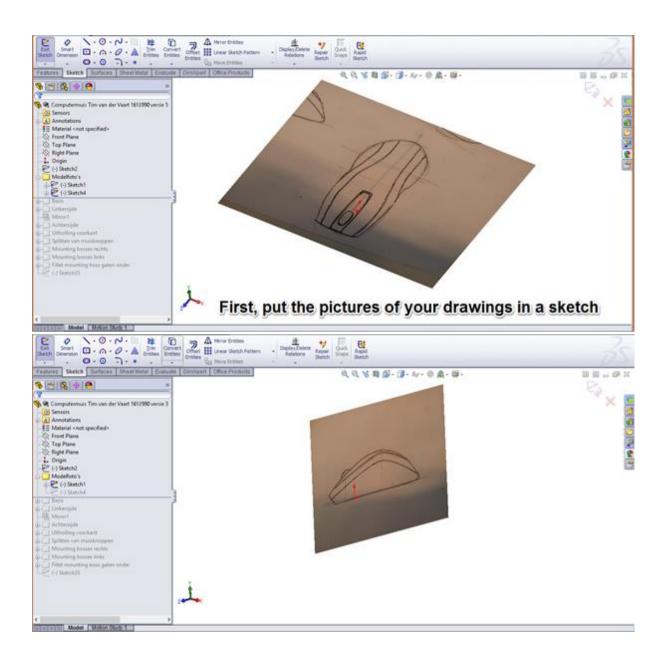
Refine Phase Evaluation Rubric

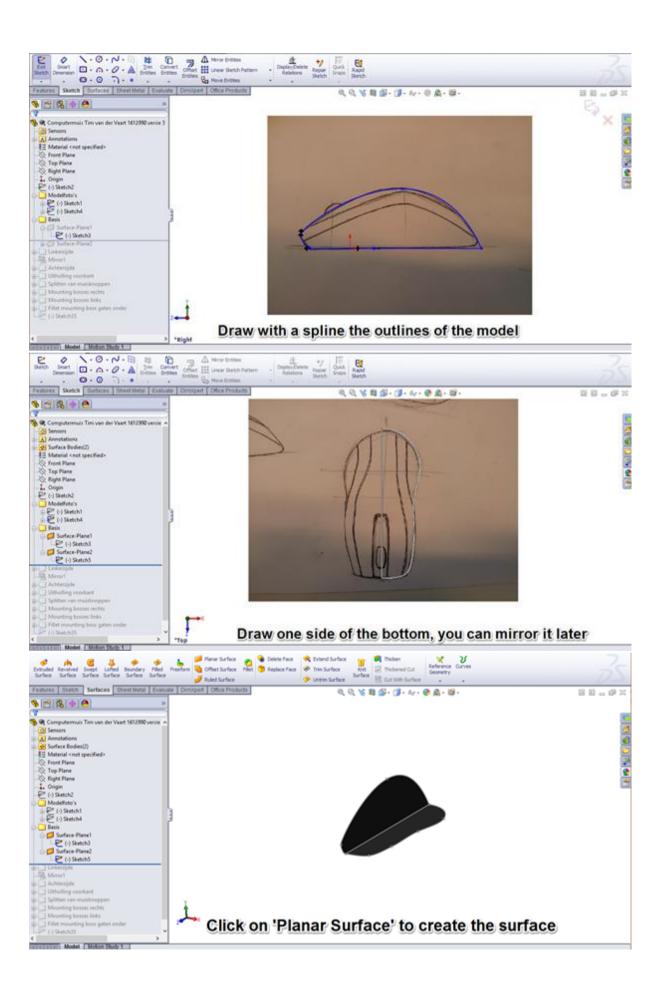
| | Excellen t 4 points | Good 3 points | Fair 2 points | Poor 1 points |
|---------------------|---|---|--|--|
| Refine Solutions | The student made excellent effort to refine ideas. The solutions are very closely aligned to the design criteria. | The student made effort to refine ideas. The solutions are aligned to the design criteria | The student made a minimum amount of effort to refine ideas. The solutions are somewhat aligned to the design criteria | The student made no effort to refine ideas. The solutions are not aligned to the design criteria |
| Design Journal | From the design journal becomes very clear that the student has significantly enhanced the design through the use of the software | From the design journal becomes clear that the student has significantly enhanced the design through the use of the software. | From the design journal becomes just clear that the student has significantly enhanced the design through the use of the software. | From the design journal becomes not clear that the student has significantly enhanced the design through the use of the software |
| Collaborati on | The collaboration is excellent. The students listens very well and supports the other students. | The collaboration is good. The students listens well and supports the other students. He does not create conflicts. | The collaboration is fair. The students listens sometimes and supports the other students, but sometimes isn't a good team member | This student never listens and never helps other people. The student is not a good member for the team. |

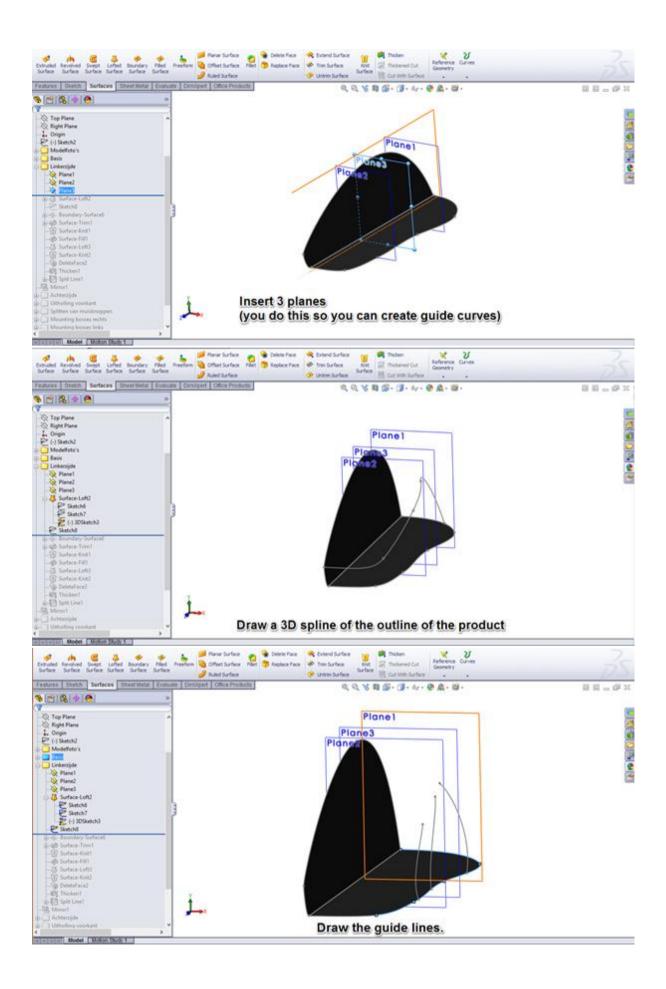
Solution Phase Evaluation Rubric

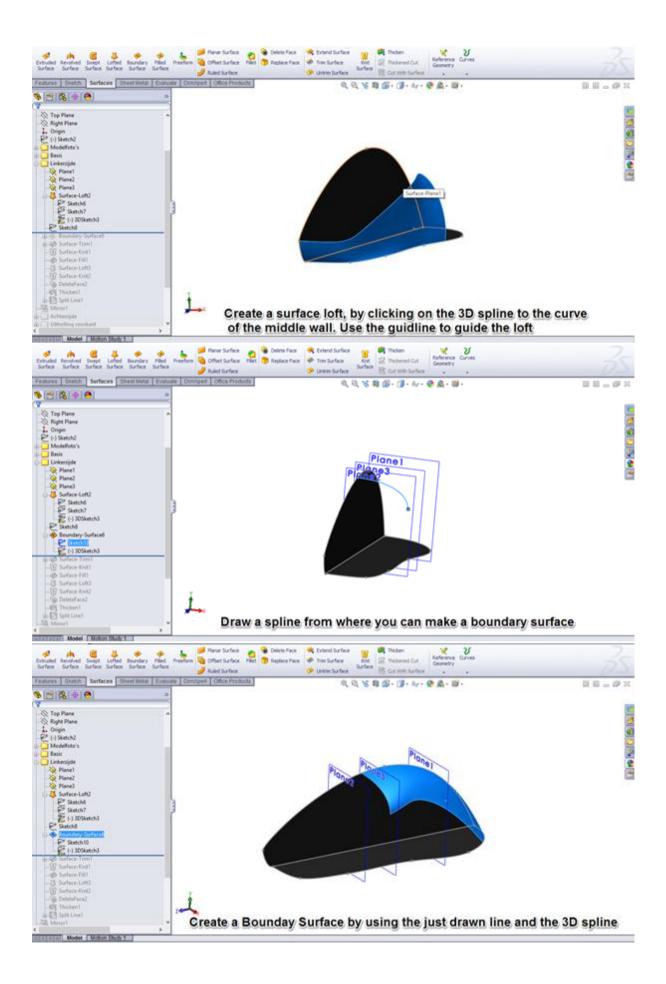
| | Excellent 4 points | Good 3 points | Fair 2 points | Poor 1 points |
|--|--|---|---|--|
| Preparation of Presentation | The student made excellent effort to make a perfect presentation. | The student made effort to make a good presentation. | The student made a minimum amount of effort to make a presentation. | The student made no effort to make a presentation. |
| Communicati on and Team Dynamics | Maximal effort was made to help the team conduct the final presentation. | Effort was made to help the team conduct the final presentation. | A minimum amount of effort was made to help the team conduct the final presentation | No effort was made to help the team conduct the final presentation. |
| Presentation Content | The student made exeptional effort to create and present a solution that is aligned to the criteria for the project. | The student made effort to create and present a solution that is aligned to the criteria for the project. | The student made a minimum amount of effort to create and present a solution that is aligned to the criteria for the project. | The student made no effort to create and present a solution that is aligned to the criteria for the project. |

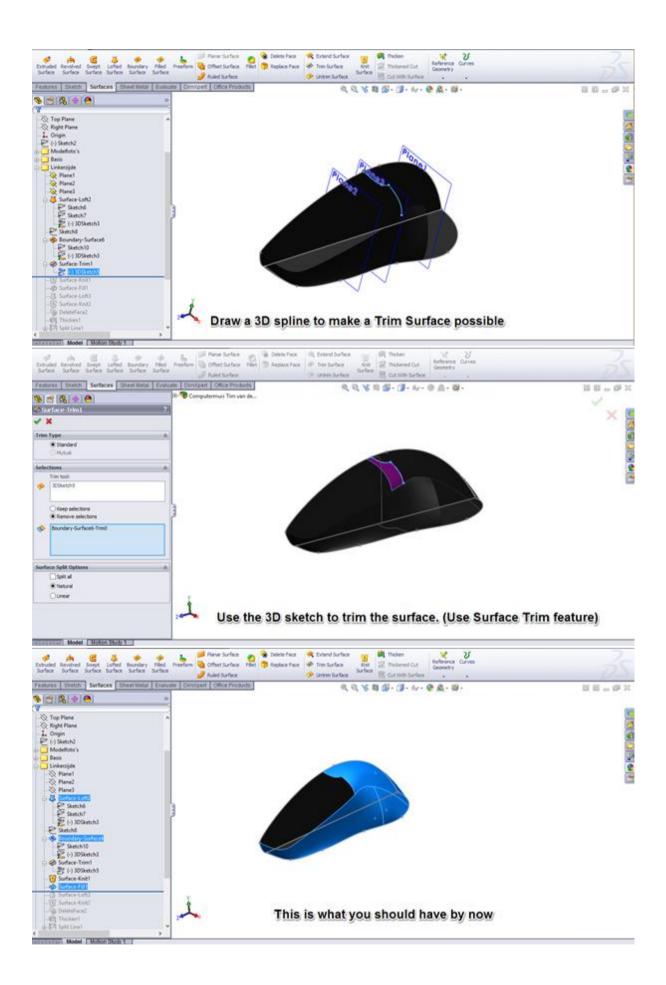
TUTORIAL

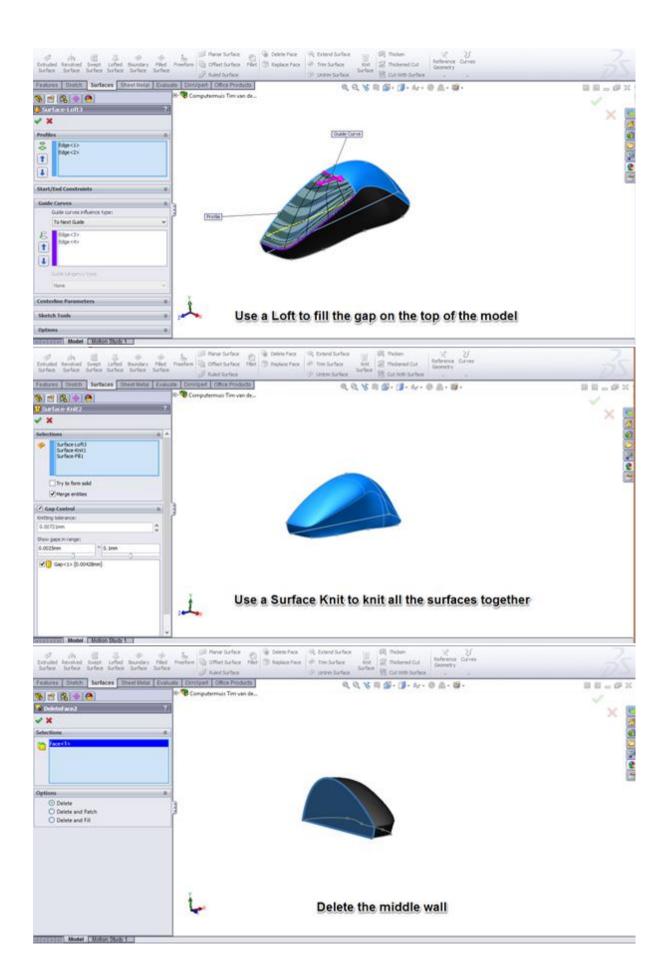


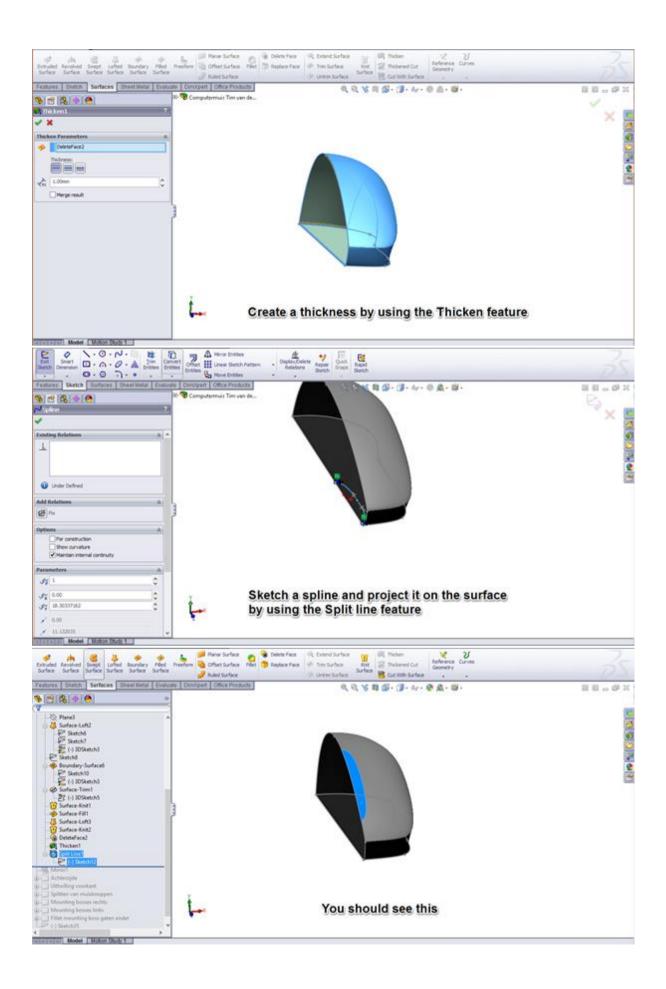


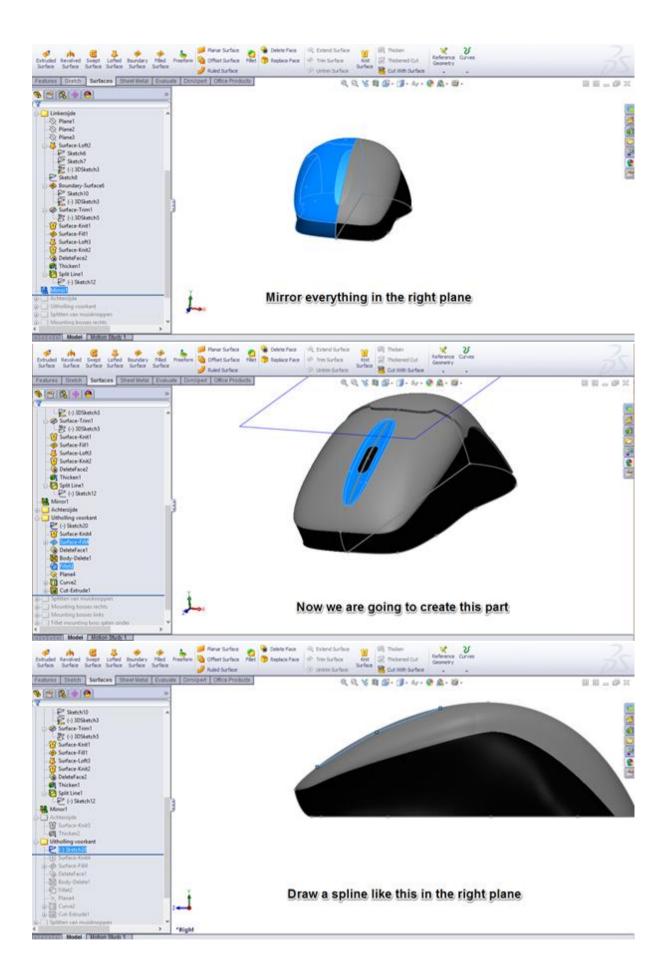


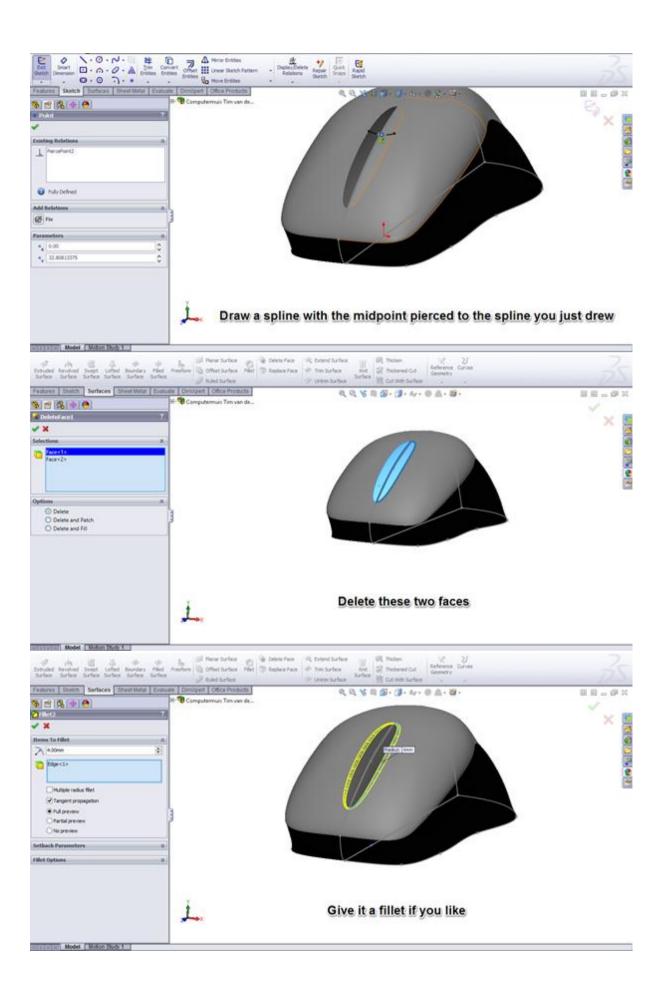


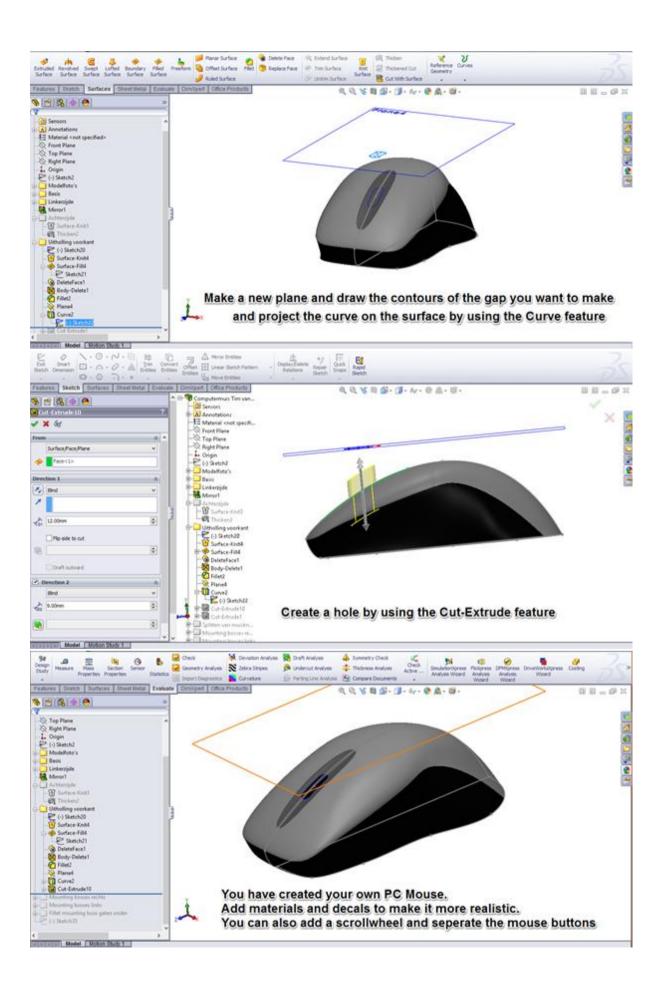


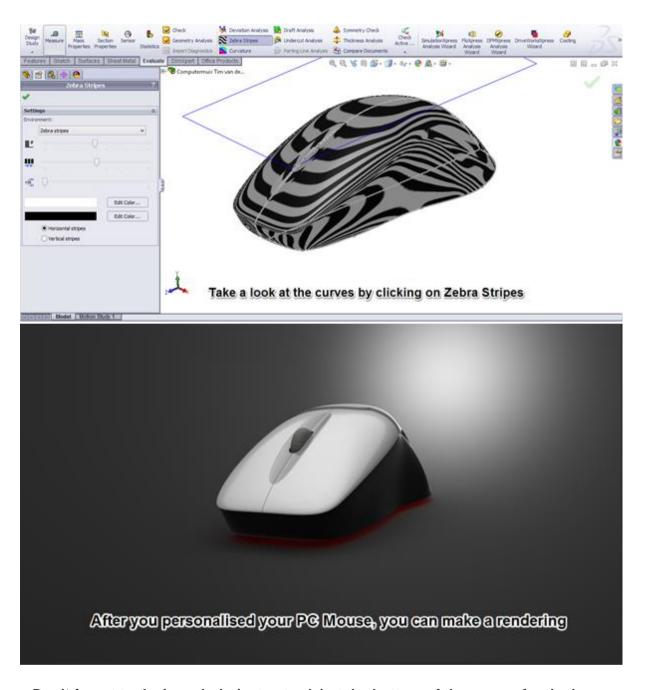




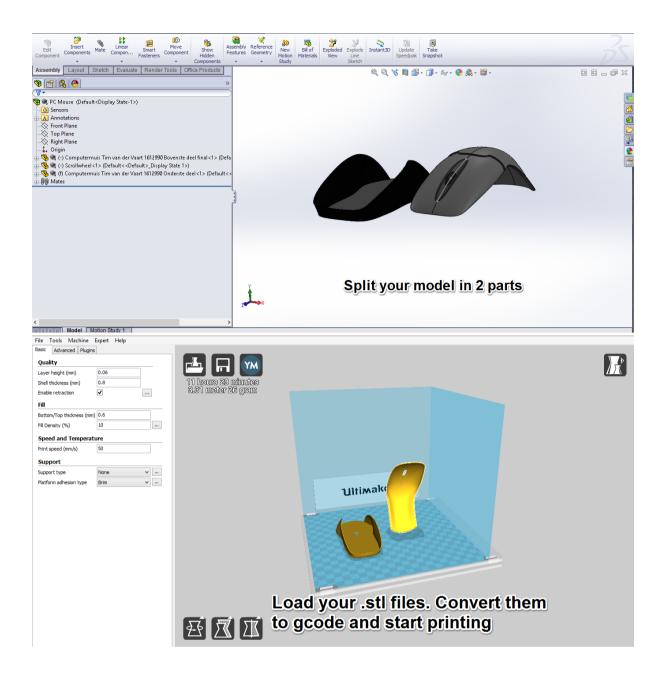








Don't forget to design a hole (cut-extrude) at the bottom of the mouse for the laser.



Now insert the accessories of the mouse.