TSC Robotics Program Guide
9/16/2018

Program Code	Program Title and Description	Intended Audience and Other
ER_L1	Introduction to Robotics for Libraries	
	This presentation with hands-on demonstrations will help answer such questions as: "What is a robot?", "Where are robots used today?", "What are some types of robots?", and "What is the field of robotics?" This program typically lasts around 75 minutes.	Suitable for children ages 4 through 14; also suitable for adults and seniors. Groups up to 20 can be accommodated with hands-on experience.
ER_S1	Introduction to Robotics for Schools	
	This presentation with hands-on demonstrations will help answer such questions as: "What is a robot?", "Where are robots used today?", "What are some types of robots?", and "What is the field of robotics?" This program typically lasts around 75 minutes per session. Multiple sessions are conducted to accommodate larger groups.	Suitable for children ages 4 through 14. Groups up to 20 can be accommodated with hands-on robot experience. Sequential sessions can be conducted to handle larger groups.
ER_S1A	Introduction to Robotics for After-school Programs	
	This presentation with hands-on demonstrations will help answer such questions as: "What is a robot?", "Where are robots used today?", "What are some types of robots?", and "What is the field of robotics?" This program typically lasts around 75 minutes per session. Multiple sessions are conducted to accommodate larger groups.	Suitable for children ages 4 through 14. Groups up to 20 can be accommodated with hands-on robot experience. Sequential sessions can be conducted to handle larger groups.
ER_MRC_WSn	Modular Robotics Cubelets Workshop – n Parts	n Parts means a series of days, weeks, or months for sessions each with more details about the same robots.
	Exploring the award-winning Cubelets robot-building blocks: review of the robot function diagram, how do the blocks work, using basic blocks to build a simple robot, adding more complex function blocks, introduction to programming Cubelets using Blockly visual programming language and the Bluetooth Cubelet, and open tinkering time. Content of workshop depends on the number of parts contracted. This workshop typically lasts around 75 minutes per session. Multiple sessions are conducted to accommodate larger groups.	Suitable for children ages 4 through 14; from 8 years old and up for programming; adults and seniors. Groups up to 20 can be accommodated with hands-on robot experience. Sequential sessions can be conducted to handle larger groups.

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9/16/2018

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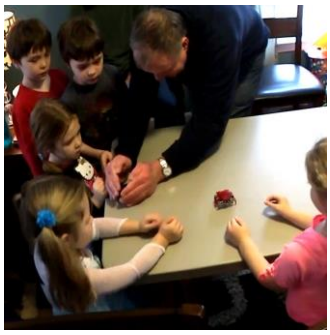
ER_KBRK_WSn 	KinderLab Robotics Kibo Workshop – n Parts Exploring the award-winning KinderLab Robotics Kibo Robot: review of the robot function triangle, assembling a Kibo robot, some of the Kibo programming blocks and what they do, learning how to program the Kibo, creating and running simple programs to operate Kibo, additional Kibo programming blocks and what they do, creating and running more complex programs to operate Kibo, using more Kibo accessories, group challenges, and open tinkering time. Content of workshop depends on the number of parts contracted. This workshop typically lasts around 75 minutes per session. Multiple sessions are conducted to accommodate larger groups.	n Parts means a series of days, weeks, or months for sessions each with more details about the same robots. Suitable for children ages 4 through 14; also suitable for adults and seniors. Groups up to 20 can be accommodated with hands-on robot experience. Sequential sessions can be conducted to handle larger groups.
ER_LMEV3_WSn 	Lego Mindstorms EV3 Workshop – n Parts Exploring the award-winning Lego Mindstorms EV3 robot: review of the robot function diagram, configuring a simple robot from a pre-assembled EV3 basic robot platform as well as using pre-programmed robot behavior to further understand how EV3 is controlled, using the EV3 "smart brick" user interface and controls, creating and running simple and complex programs to operate the EV3 using a laptop computer. Content of workshop depends on the number of parts contracted. This workshop typically lasts around 75 minutes per session. Multiple sessions are conducted to accommodate larger groups.	n Parts means a series of days, weeks, or months for sessions each with more details about the same robots. Suitable for children ages 8 through 16; also suitable for adults and seniors. Groups up to 12 can be accommodated with hands-on robot experience. Sequential sessions can be conducted to handle larger groups. Clients must have laptops capable of running Lego Education Mindstorms programming software.
ER_BBK_WS  	Brush Bot Kit Workshop Transforming a toothbrush head into a simple robot: review of the robot function diagram, assembling the brush bot kit, decorating the brush bot, and brush bot tinkering time and competition. Note: There is a separate brush bot kit fee of $10 payable by each participant. This workshop typically lasts around 60 minutes per session. Multiple sessions are conducted to accommodate larger groups. May be combined with other program offerings.	Suitable for children ages 5 through 14 years old. Adult supervision during kit assembly and operation is suggested for younger participants. Groups up to 16 can be accommodated with hands-on robot experience. Sequential sessions can be conducted to handle larger groups.

TSC Robotics Program Guide
9/16/2018

Program Code	Program Title and Description	Intended Audience and Other
ER_BPR	Birthday Party Robotics Funfest This special program can combine elements of our introductory robotics programs as well as Cubelets or Kibo or Brushbot Kit robotics workshops suitable for the party participants' age group to create a perpetual festival of fun. Celebrate and learn while playing with robots. Adult participation is encouraged. This program typically lasts from 60 to 120 minutes depending on the level of interest and attention spans of participants as well as content chosen.	Suitable for children ages 4 through 10 years old. Adult supervision is required at all times. Groups up to 20 maximum can be accommodated with hands-on robot experience. A suitably large indoor venue with tables and chairs must be available to conduct this program.
 (Cake not included)		 (Brush Bot kits not included)

Contact Information:	
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General Terms & Conditions:	
Visit Details:	Once a quotation is accepted, we will arrange for a pre-visit to confirm facilities and to perform a technology check as required by the program type.
Program Fees and Bookings:	Fees are determined on a case-by-case basis depending the program type and the number of program sessions as well as additional mileage beyond TSC Robotics home base location, 02026. Always make an inquiry for a no-obligation quotation to be certain your requirements will be met. Bookings are not final until an invoice has been approved by the client.
Payments:	Invoices are due upon program delivery and paid by check drawn in favor of "Michael A. Marks d/b/a/ TSC Robotics". For certain venues that require final approval of payment before issuing a check, like municipalities, payment is due 10 days net after program delivery.
Other Fees:	An administrative fee applies to any program that requires more than three hours of written or verbal communications to finalize program details. These are billed hourly.
Cancellations:	Cancellations require 72 hours notice and a $50 fee applies. If the program can be rescheduled, then the fee is waived. In case of emergencies such as weather conditions, power outages, etc., the program may be rescheduled at no charge when the client provides timely notice. TSC Robotics reserves the right to cancel, without refund, any session during which unruly and disruptive behavior persists.
Equipment and Resources:	All robotic equipment, resources, and material used in programs remain the property of TSC Robotics except for the Brush Bot Kit workshop when kits are purchased by the participants. The client is responsible for costs associated with missing or damaged equipment used during the program as reported by TSC Robotics. The Lego Mindstorms EV3 and Modular Robotics Cubelets (for older participants) workshops require laptops capable of running the Lego Education Mindstorms EV3 programming environment and Blockly visual programming language, respectively. Blockly requires laptops with Bluetooth wireless connectivity. These computers are provided by the client.
Supervision:	Adult supervision must be present at all times during programs. Programs may be postponed or cancelled without refund if supervising adults are not present.
Unscheduled Programs:	Unscheduled programs shall incur additional charges. An unscheduled program involves a request to do a session for a special group or an additional session not previously agreed upon and contracted.