

CURRICULUM GRID

Objective Number	KEY LEARNING OUTCOMES	Chapters					
		Getting Started	Intro to Mechatronics	Drawing Robot	Webcam Controlled Rover	Self-balancing motorcycle	
Mechat	ronics						
1	Basics of the Arduino environment						
2	Introduction to microcontrollers with the Nano 33 IoT board and Nano Motor Carrier						
3	Characteristics of different types of motors: DC motors and servo motors						
4	H-bridge fundamentals: Driving and controlling the speed of a DC motor						
5	Motor Characterization: dead zone and saturation						
6	Application of encoders for speed and position monitoring						
7	Use of Pulse Width Modulation (PWM) for speed control of DC motors						
8	Acceleration and angular rotation measures using IMU Sensor						
9	Working with li-ion batteries						
10	Communicate with the robots ´various sensors and actuators to analyze data or control						
11	Use of wireless communication to control robots						
12	Integration of different subsystems to build a complex project						
13	Dynamic system modeling with Simscape						
14	Proportional Derivative control						
15	Real time data visualization and monitoring						
Engine	ering Skills						
1	Application of geometry, physics, calculus, symbolic math, and image processing concepts						
2	Development of a complete application workflow from start to finish						
3	Collaboration and team work for speed up development						
4	Troubleshooting and problem solving skills						
5	Application of safety mechanisms in your design						
6	Familiarity with professional softwares used in many fields of engineering						
7	Work with datasheets						
8	Embedded software design		_				
9	Learn good coding practices						
MATLA	B						
1	Introduction to MAILAB user interface						
2	Basics of MATLAB programming language						
3	Connect to an Arduino and Arduino-based robots from MAILAB				-		
4	Control robots by writing MAILAB apps, functions, and scripts						
5	Deal time image adquisition from websom				-		
6	Real unite image auguisition from webcam				-		
7	convert, inter, and analyze images using infage processing functions						

		Chapters				
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8	Data conversion from pixels to physical distances					
9	Calculating distance and motor position using trigonometry					
10	Conditionals and loops					
11	Manipulate data in a cell array					
Simulin	k					
1	Introduction to visual programming with Simulink					
2	Basics of creating Simulink models					
3	Visualizing simulation data in the Simulink environment					
4	Visualizing deployed data in embedded hardware in the Simulink environment					
5	Use Simulink for rapid prototyping and controller design					
6	Control robots through Simulink					
7	Reading values from encoders and IMU sensor					
8	Open-loop and closed-loop motor control					
9	Applying geometry and physics concepts to code					
10	Modelling basic mathematical functions in blocks					
11	Simulate motion using kinematic equations					
12	Performing calibration procedures					
13	State logic design: model reactive systems via state machines and flow charts with Stateflow					
14	Design feedback control algorithms					