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Davenport West High INSPIRE

#6317 Disruptive Innovation

Moving Forward

The INSPIRE capstone class is now in its second term! We are shifting from the unknown FRC challenge preparation, to completely submerging ourselves in FRC Steamworks. The kickoff, on January 7th, started our six week build period. We now have until February 21st to finish our robot, package it up, and send it out. After receiving the Steamworks Challenge, our team, #6317 Disruptive Innovation, has hit the ground running. Already this term, the classes involved in the INSPIRE program have come together to brainstorm and decide on a strategy. Post brainstorming, the team has split into smaller groups to divide and conquer. One team works on the chassis, another works on the intake for gears, and others work to maintain our social media and public relations among other tasks.

Together, we have already made a great deal of progress, but we still have a long journey ahead of us.

As the term advances, we will not only continue developing our robot, but also maintain our business and outreach efforts. All the hard work will pay off at the regional competition on March 22nd-25th at the UNI Dome in Cedar falls, Iowa. Like us on Facebook; at Davenport West INSPIRE or follow us on twitter @West_INSPIRE

Important Upcoming Dates

1. 01/07/17 The season kickoff and game announcement. This is also the start of the build period.
2. 02/21/17 Robot building period ends.
3. 02/18/17 FIRST Scrimmage competition.
4. 03/22/17—03/23/17 FRC Iowa regional competition at the UNI Dome in Cedar Falls Iowa.

For more information about FIRST Steamworks go to firstinspires.org

The official team logo of #6317 Disruptive Innovation

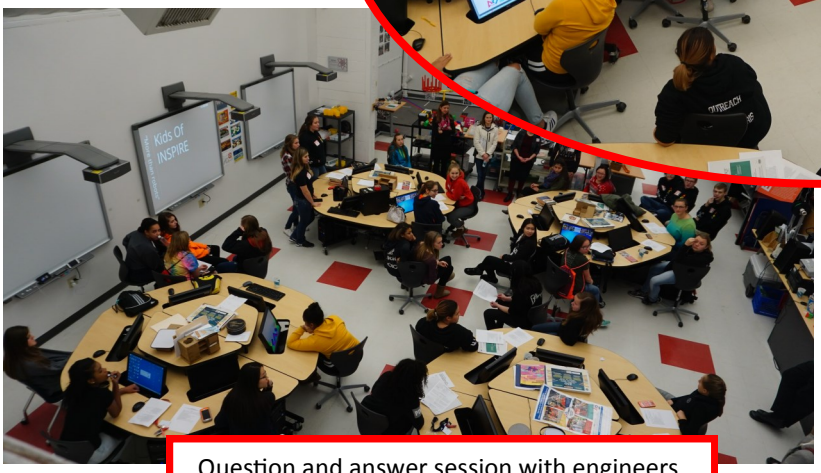
Did You Say Steamworks?

On Wednesday, the 22nd of March, #6317 Disruptive Innovation will battle in the FRC regional competition in Cedar Falls. This game, brought about by FIRST, is an alliance-based challenge composed of six robots, three on each faction. It is called “FIRST Steamworks”. In this timed game, robots will compete by depositing “fuel” into a boiler, and returning gears to an “airship.” A thirty second autonomous period of preprogrammed movement is followed by another two and a half minutes of competitor controlled play. This challenge uses logic, the engineering design process, teamwork, and gracious professionalism to promote students’ education. Such a program is a prodigious opportunity to be used as a vehicle of scientific and technological expansion and learning within schools.

The students who worked and planned the event.

Girls discussing college with one of the engineers.

Capstone students presenting about INSPIRE



Question and answer session with engineers.

Students talking with a PLTW teacher.

Women In Engineering Day

The Women In Engineering Day, on December 16th, was a complete success! A group of 55 girls, all interested in engineering, came and interacted with the engineers present. With presentations about each of the major denominations of engineering, the girls were exposed to many possible careers in the STEAM community.

We would like to thank the engineers from John Deere, Cobham, Missman, and J+M, who attended and made the event possible. This opportunity will be invaluable to girls who want to pursue careers in STEAM fields.