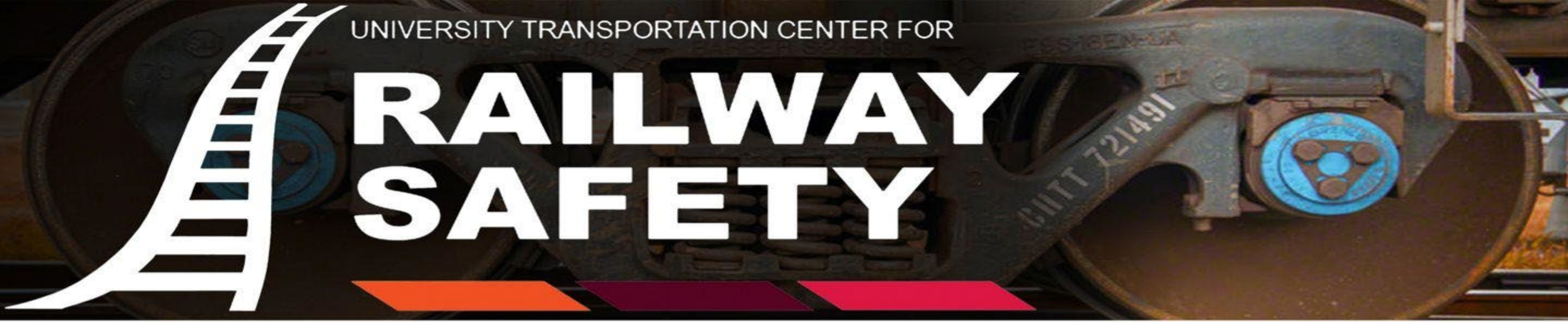


UNIVERSITY TRANSPORTATION CENTER FOR

RAILWAY SAFETY



Day 1

WELCOME ABOARD!



UTRio Grande Valley

Housekeeping Rules

Safety and **respect** is our priority, please adhere to the following rules so that we can have a fun and engaging experience.



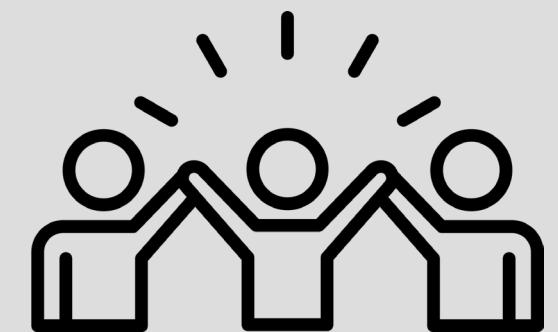
Must wear designated shirt every day.



Restroom only when accompanied by an adult.



Use of electronic devices is only for instructional purposes.



Be active, engaged, and participate in your group.

A large version of the railway safety logo, enclosed in an orange border. It features a stylized black ladder-like graphic on the left, with the text "UNIVERSITY TRANSPORTATION CENTER FOR RAILWAY SAFETY" in black and orange to its right.

UNIVERSITY TRANSPORTATION CENTER FOR
**RAILWAY
SAFETY**

- 30 second silent observation
- What do you see?
- What do you think the focus of this camp is?
- What do you wonder about what is in store for the week?

I see... I think... I wonder...

Goals and Objectives

- Understand how engineers work in teams to achieve a common goal
- Learn about the different containers on trains
- Explore and practice the engineering design process

Railway Systems 101

Intro to Locomotive Science

01

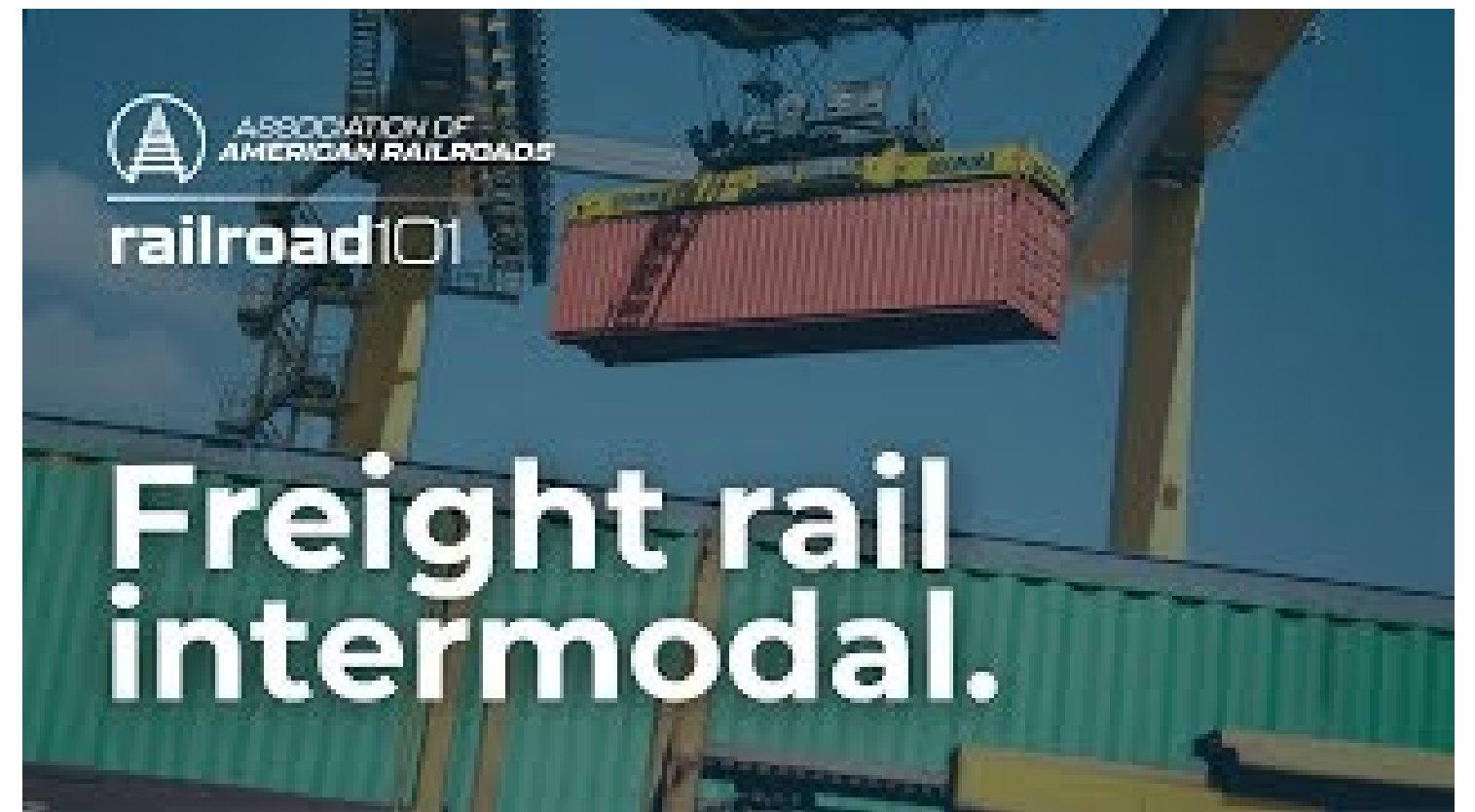
How do trains help move freight?

02

Why use trains instead of just trucks?

03

What are some innovative tools that enhance train operations?



https://youtu.be/qU-_otA075A

Cargo Containers Types

Dry Container

(Box Containers)

Carry clothes, toys, books,
tools and things that don't
need to be cold.

Refrigerated

(Reefers) Carry food like
fruits, veggies, meat or
medicine that must stay
cold.

Tank

Carry liquids like milk, oil
or chemicals, think of it like
a soda on wheels!

Conductors in Training

Team Huddle & Collaboration Lab

Team Building Activity



01

10-15 cups

02

1 Rubber band

03

4-6 yarn strings

<https://www.windsorcharteracademy.org/cup-stacking-tournament>

Let's Reflect...

1. What worked for your group? What didn't? How did you know?
2. What was challenging? How did you deal with those challenges?
3. How do you feel about your finished tower?
4. How does this activity demonstrate how to work in a team?

What is Engineering?

Think, Pair, Share

Engineering Is....

- **Engineering** is the application of science and mathematics to improve society.
- Engineers exist to **design** , **construct** , **operate** , or **maintain systems** and devices that drive our society, making them as effective and efficient as possible.
- **Bottom line:** Engineering is problem solving.

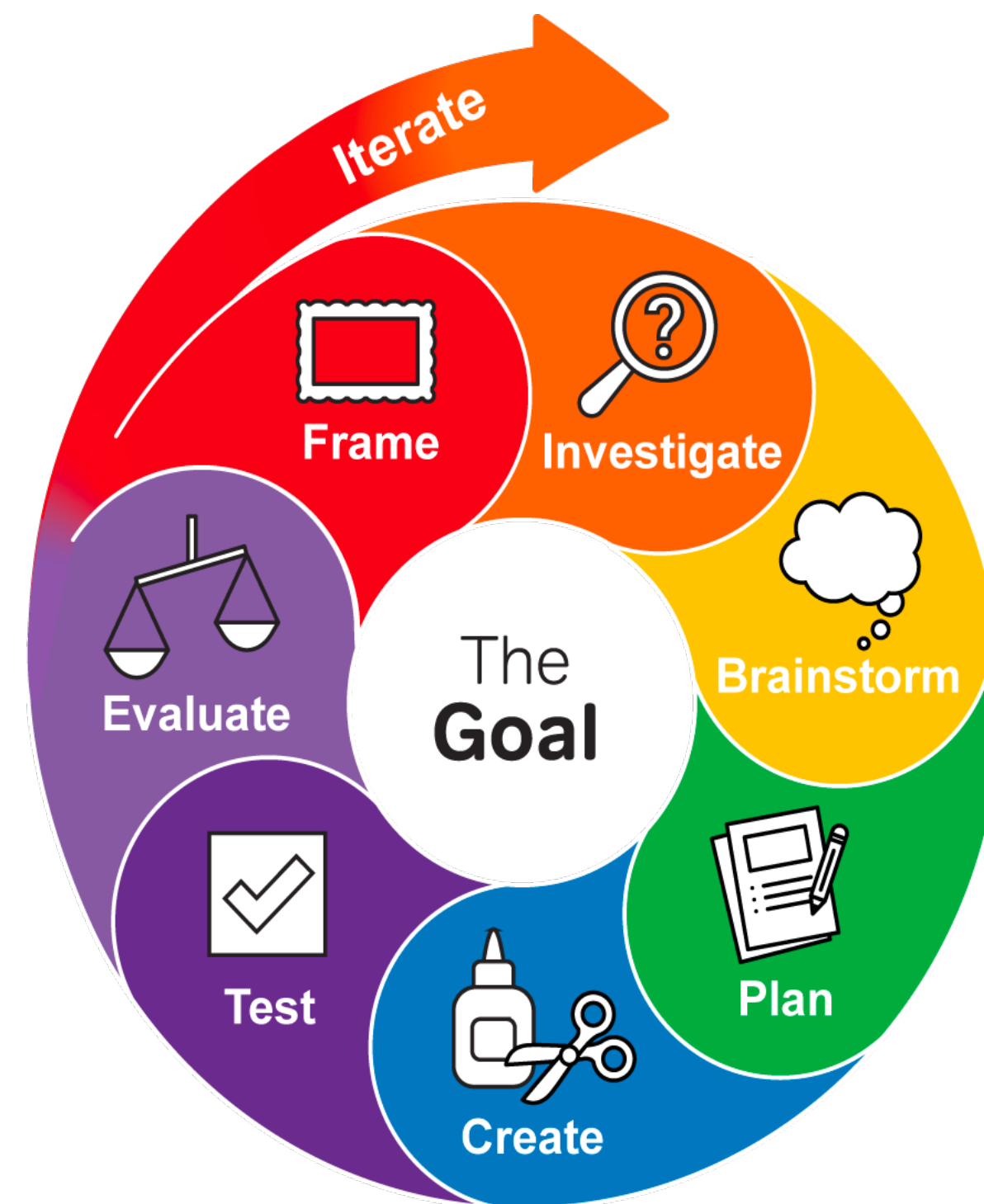
Characteristics of Engineering:

- Strong STEM background
- Effective communication
- Effective Listening Skills
- Creativity
- Team Player
- Problem Solver

Trackside Theory 121

Engineering Principles in Action

Engineering Design



<https://yes.mos.org/impact/engineering-design-process/>

Signals and Systems 131

Robotics and Code Lab

Engineering Roles

- Lead Engineer (communicates with teacher)
- Systems Engineer (iPad)
- Mechanical Engineer (keeps parts organized)
- Mechatronics Engineer (builder)

Please find
this icon on
your iPad.



<https://spike.legoeducation.com/>

Select your SPIKE™ solution



SPIKE
Essential >




SPIKE
Prime >

×SPiKE Prime▼

Get started with SPIKE™ Prime

Learn to use SPIKE Prime in 6 easy steps!

START




Recent projects SHOW ALL

+ < >


- New Project
- Project 3
a year ago
- Training Camp ...
a year ago
- Going the Dista...
a year ago
- Hopper Race
a year ago
- Hopper Race
a year ago
- Hopper Race
a year ago

Unit Plans



All of the SPIKE Prime lessons, grouped into themed units to actively engage middle school students in STEAM learning.

Building Instructions



A library of building instructions for all of the SPIKE Prime models.

?⚙️

<https://spike.legoeducation.com/>



Unit Plans

[VIEW LESSON PLANS AND TEACHER SUPPORT](#)



STEAM, Engineering

 Word Blocks

Invention Squad

Inventing stuff? Fixing stuff? Always helping people with your ideas? Then you might be an elite member of the Invention...



STEAM, Computer Science, Coding

 Word Blocks

Kickstart a Business

You've come up with an amazing idea and you want to share it with everybody. Entrepreneurship can strike at any moment,...

<https://spike.legoeducation.com/>



02

Hopper Race

Creating prototypes

> MORE

<https://spike.legoeducation.com/>

START

🕒 30-45 min.



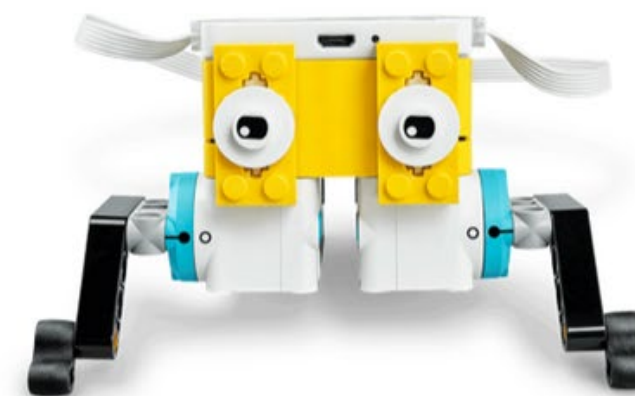
Based on the video,
what do you think we
are going to be doing?

A Hopper Race!

<https://spike.legoeducation.com/>

Click Build and follow the instructions!
(No modifications, only Hopper.)

02 / 07



Build your Hopper.

You'll start here.

You'll test this one and then modify it to (hopefully) create the fastest hopper!

<https://spike.legoeducation.com/>



Follow on
screen
directions.

Hopper Race

Light

MOVEMENT

turn on [motor icon] for 2 seconds

LIGHT

Events

EVENTS

when program starts

set movement motors to E+F

set movement speed to 50 %

turn on [motor icon] for 1 seconds

turn on [motor icon] for 1 seconds

turn on [motor icon] for 1 seconds

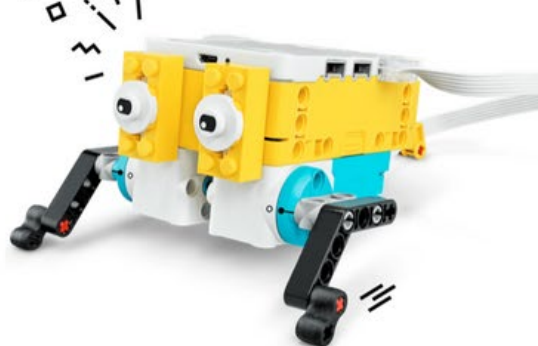
move [direction icon] for 10 seconds

Adjust this to change the distance your Hopper will move.

Press to connect to your Hub

Lesson

03 / 07



Alright, Test Your Hopper!

Play the program and watch your hopper move!

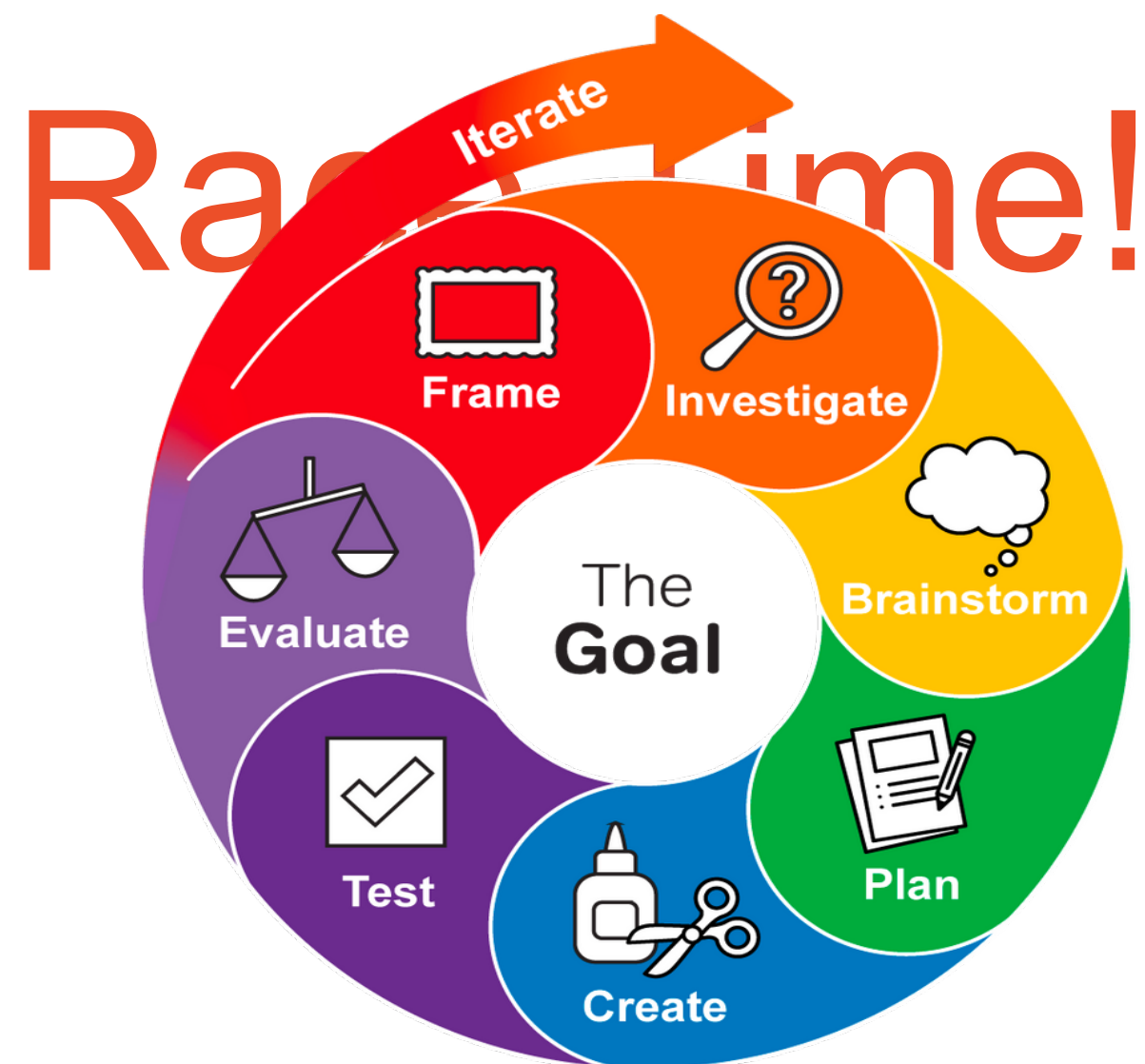
<https://spike.legoeducation.com/>

when program starts

- set movement motors to E+F
- set movement speed to 50 %
- turn on [motor icon] for 1 seconds
- turn on [motor icon] for 1 seconds
- turn on [motor icon] for 1 seconds
- move [direction icon] for 10 seconds

Navigation icons: back, forward, search, zoom, undo, redo, refresh, stop, play.





<https://yes.mos.org/impact/engineering-design-process/>

06/07



On your mark, get set, go!

Which team built the fastest legs? Explain the mechanics of your prototype.

! HINT

<https://spike.legoeducation.com/>



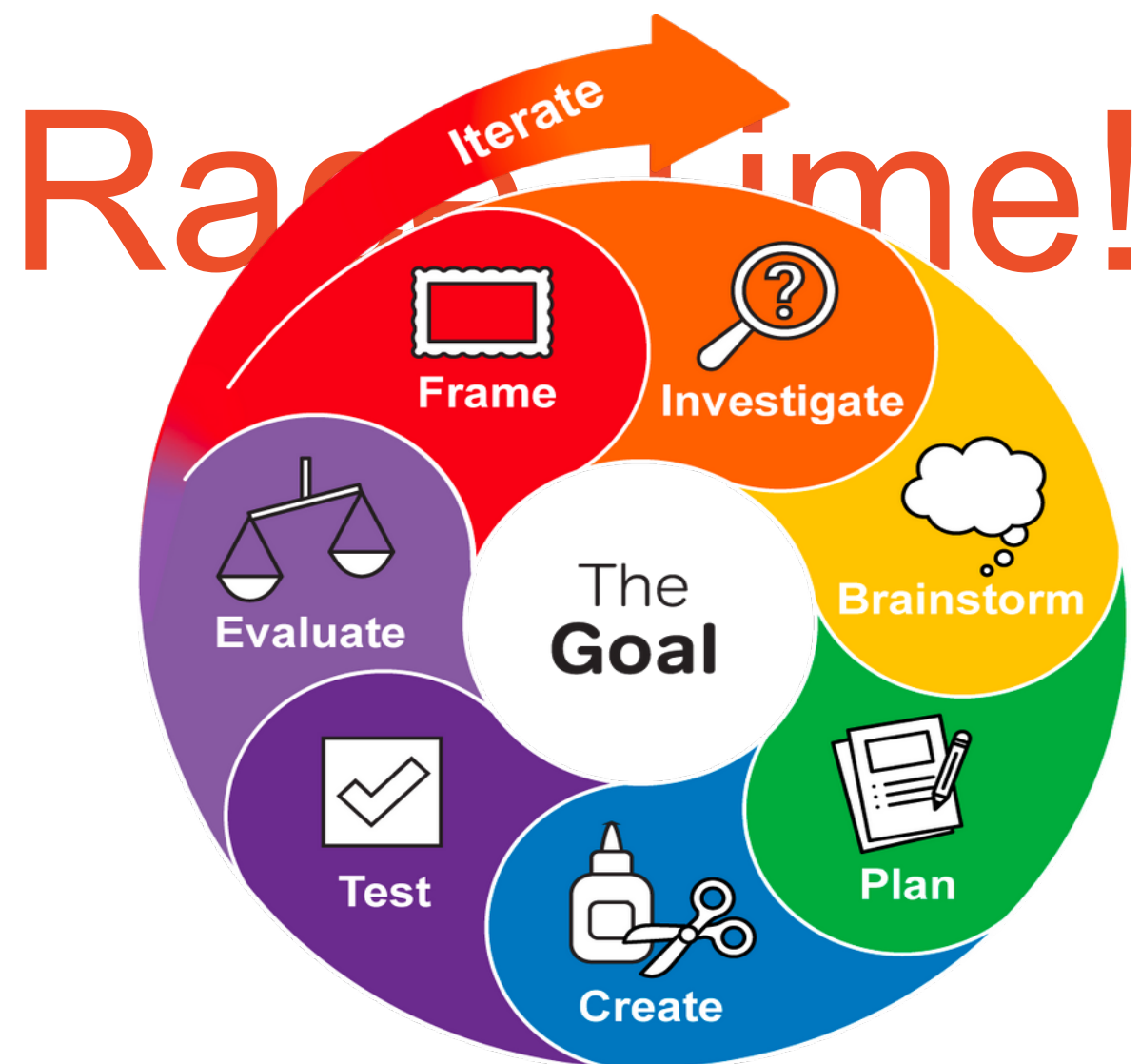
<https://yes.mos.org/impact/engineering-design-process/>

Iterate

Test out your design, document your observations, and as a team, decide if you would like to make any improvements. (without wheels.)

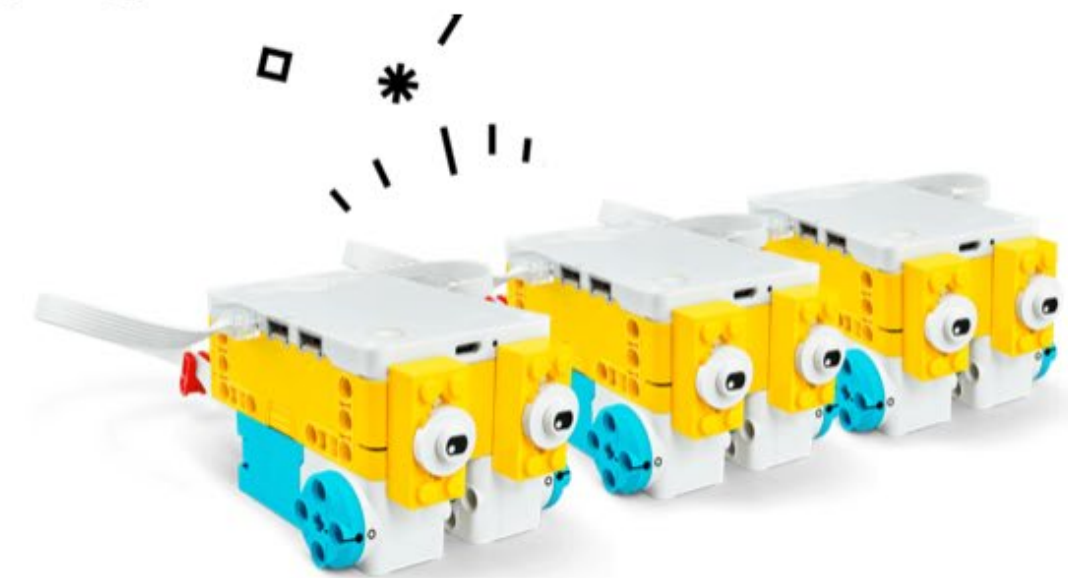
The screenshot shows a programming environment with a sequence of blocks. The first block is a yellow "when program starts" block. This is followed by a pink "set movement motors to" block with "E+F" selected. Next is a pink "set movement speed to" block with "50 %" selected. Then there are three purple "turn on" blocks, each set for "1 seconds". The final block is a pink "move" block set to move "10 seconds" in the "up" direction.

The screenshot shows a lesson page with the title "Lesson" and a progress indicator "05/07". Below the progress indicator is an image of a LEGO Hopper robot. The main heading is "Test Your Prototype". The instructions read: "Place 4 bricks of 2 different colors about **d=50 cm (20 in.)** apart to create a starting line and a finish line. Place your Hopper at the starting line and play the program." There is a "HINT" icon and a URL at the bottom: <https://spike.legoeducation.com/>.



<https://yes.mos.org/impact/engineering-design-process/>

06/07



On your mark, get set, go!

Which team built the fastest legs? Explain the mechanics of your prototype.

! HINT

<https://spike.legoeducation.com/>

Observations

- Did your robot navigate effectively?
- What improvements would you consider incorporating into your design?

Iterate

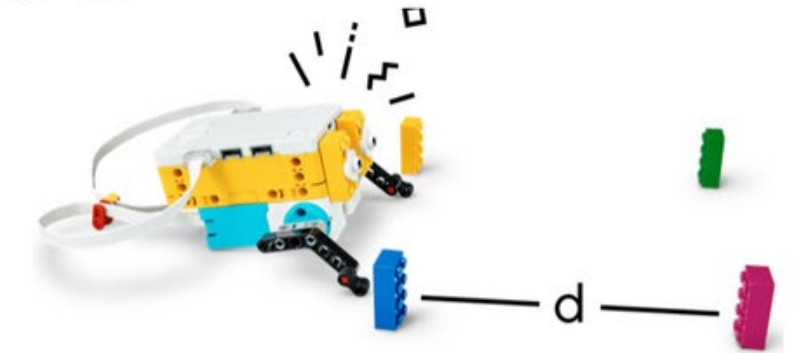
Test out your design, document your observations, and as a team, decide if you would like to make any improvements. (You can now add wheels.)

```

when program starts
  set movement motors to E+F
  set movement speed to 50 %
  turn on [ ] for 1 seconds
  turn on [ ] for 1 seconds
  turn on [ ] for 1 seconds
  move [ ] for 10 seconds
  
```

Lesson

05 / 07

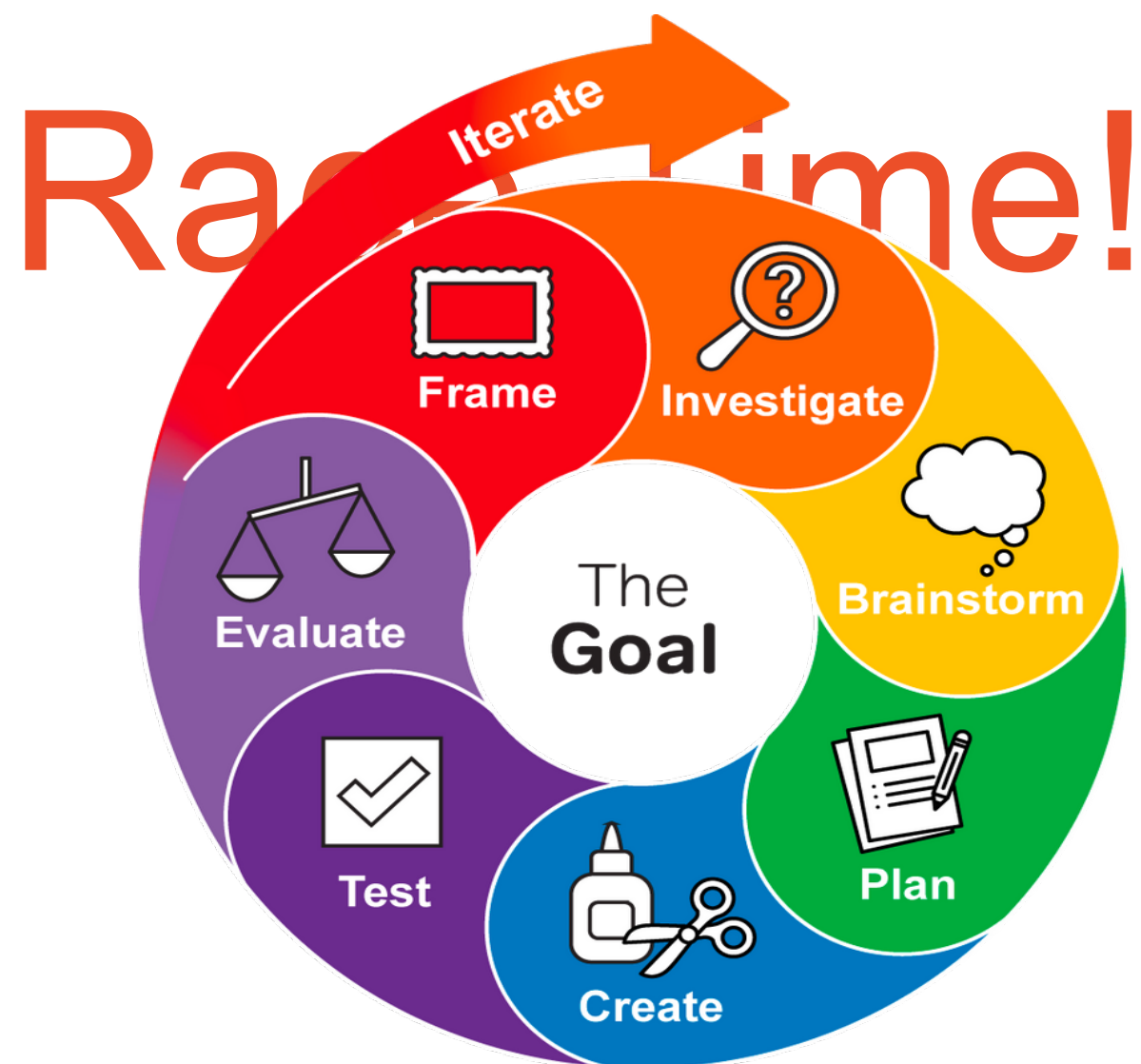


Test Your Prototype

Place 4 bricks of 2 different colors about **d=50 cm (20 in.)** apart to create a starting line and a finish line. Place your Hopper at the starting line and play the program.

! HINT





<https://yes.mos.org/impact/engineering-design-process/>

06 / 07



On your mark, get set, go!

Which team built the fastest legs? Explain the mechanics of your prototype.

! HINT

<https://spike.legoeducation.com/>

Innovation Depot 141

Engineering Design Challenge

Scenario

Challenge: Transporting Cargo

Apple is tasked with transporting 1,000 new iPhones and watches over 1,000 miles. They are seeking to hire a new transportation company and are currently conducting live trials. Will your company secure the contract?

Task

Challenge Transport Cargo

- To gauge the distance you will be traveling, we will utilize a meter stick.
- A meter stick measures 1000 millimeters (mm).

Conversion Facts:

- 1 meter = 1000 mm
- For today's activity, 1 mm will represent 1 mile.

Equivalents:

- 1 mm = 1 mi
- 1000 mm = 1,000 mi

Task

Develop a “train” designed to transport this technology securely and efficiently.

Final Stop

Debrief, Clean Up, and Departure

Clean up and take apart Spikes.

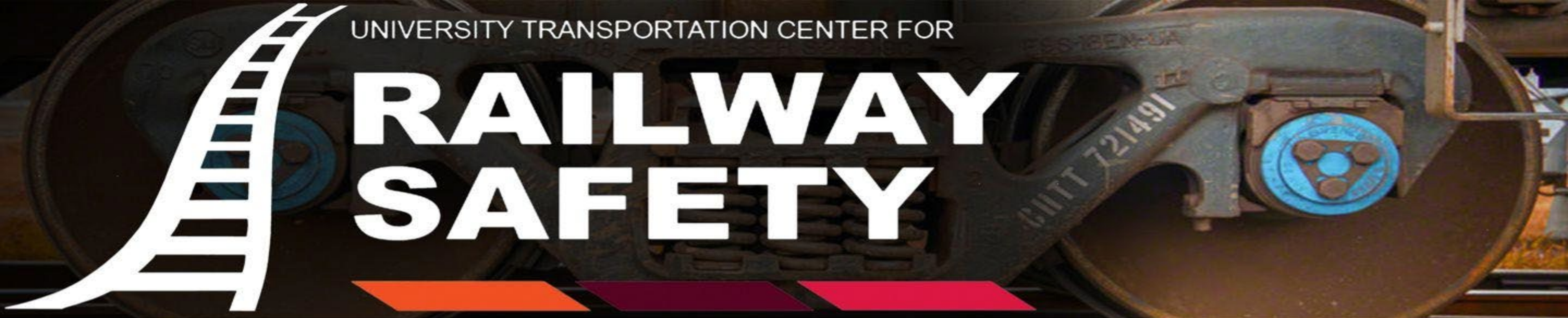
Closing Discussion

1. How was today's challenge applicable to Railway Engineering?
2. What are some challenges engineers face?
3. What are some of your team's strengths and weaknesses?



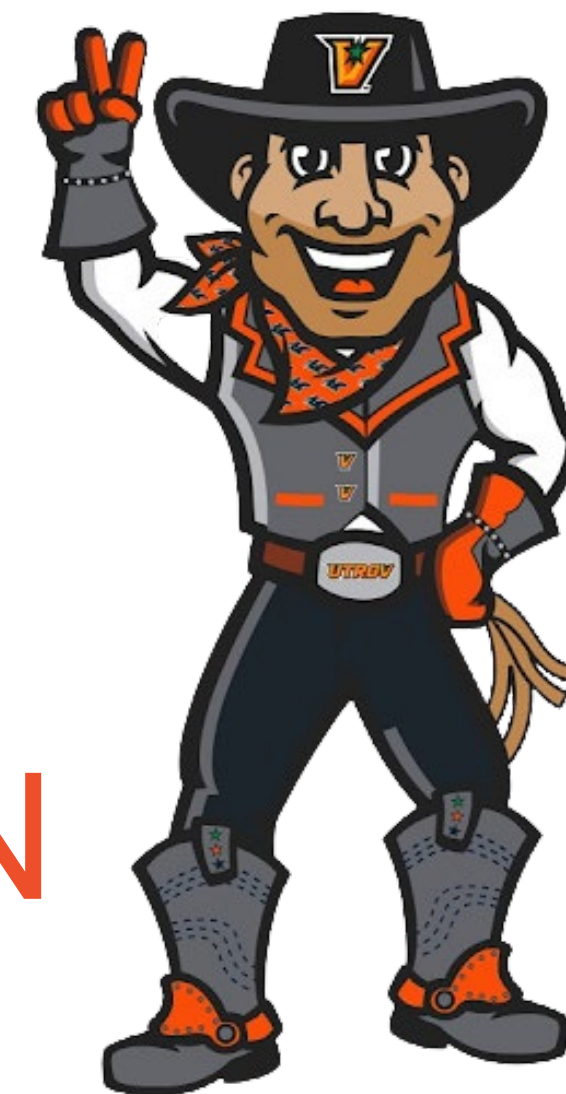
UNIVERSITY TRANSPORTATION CENTER FOR

RAILWAY SAFETY



Day 2

NEXT STOP: VAQUERO STATION



Housekeeping Rules

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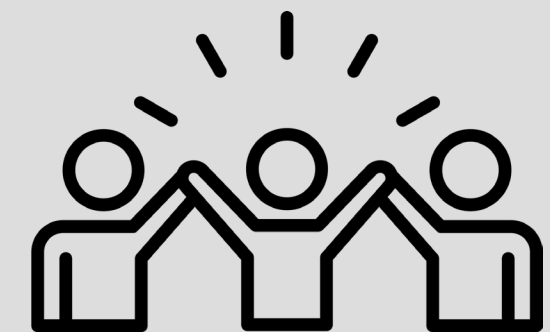
Must wear designated shirt every day.



Restroom only when accompanied by an adult.



Use of electronic devices is only for instructional purposes.



Be active, engaged, and participate in your group.

Goals and Objectives

- Understand how engineers work in teams to achieve a common goal.
- Learn about the different railroad classes
- Explore and practice the engineering design process.

Railway Systems 101

Intro to Locomotive Science



<https://youtu.be/9polmReDFeY>

01

What kinds of goods do freight trains commonly transport, and why are trains an efficient method for moving these items?

02

How do different railroads work together when cargo travels across the country or internationally?

03

What role do freight trains play in connecting ports, warehouses, and consumers across the world?

Business Classifications

(Class 1, 2, 3 Railroads)

These classifications are based on annual operating revenue, not on infrastructure or train speed.



Freight Rail Overview. (n.d.). FRA. <https://railroads.dot.gov/rail-network-development/freight-rail-overview>

Conductors in Training

Team Huddle & Collaboration Lab

Railroad FREIGHT Classes

Class 1: Are the **largest**, national railroad companies that move freight or passengers across long distances at a faster speed than Class 2 and Class 3. **Ex: Union Pacific**

Class 2: Are **medium-sized** regional railroads that connect towns or cities across one or more states. **Ex: Florida East Coast Railway**

Class 3: Also called **short-line** railroad, are small, local railroads that connect factories or towns to bigger railroad networks.

Ex: Hondo Railway in Texas

Class 1 Railroads

- BNSF Railway: Western and Central U.S
- Union Pacific Railroad: 23 states west of Chicago/New Orleans
- CSX Transportation: Eastern U.S Ontario, Quebec
- Norfolk Southern Railway: Eastern/Midwestern U.S
- Canadian National Railway (CN): Canada/Plus north-south U.S Routes
- Canadian Pacific Kansas City (CPKC): Canada-U.S-Mexico

Class 2 Railroads

21 active Class 2 Railroads

Alabama & Gulf Coast Railway (AGR) in the South,

- Transports forest products and industrial goods

Buffalo & Pittsburgh Railroad (BPRR) in Northeast,

- Specializes in coal and chemicals

Florida East Coast Railway (FEC) in Florida

- Transports intermodal containers and aggregates

Wisconsin & Southern Railroad (WSOR) in the Midwest

- Moves agricultural products like paper, and chemicals

Class 3 Railroads

- Nearly 500 Class 3 Railroads across the U.S
- Local connectors, where class 1 and 2 can't reach.

Check Point

Class 1

01

- Major national freight railroads
- Operate across multiple states and even internationally
- Move massive volumes of cargo

Class 2

02

- Regional railroads
- Operate within a specific region
- Connect rural or mid-sized areas to Class 1
- Handle medium-distance freight

Class 3

03

- Short line & local railroads
- Often within cities or short rural stretches
- Serve vital role moving goods to and from Class 1 or Class 2 railroads

Check for Understanding

1. What is a key characteristic of a Class 1 Railroad?
2. Class 2 railroads are also known as what type of railroad?
3. Class 3 railroads are also known as?
4. Which type of railroads would you commonly find here in the RGV?

Trackside Theory 121

Engineering Principles in Action

Ramp Railways

Modeling Train Speed by Class

Track maintenance, signaling systems, and infrastructure determine what class I section qualifies for.

(note: this is different from the business classification of railroads like Class 1, 2, and 3 based on revenue).



<https://rstrackinc.com/rail-maintenance/>

Let's Reflect...

1. Which track class allowed for the fastest/smoothest trip?
2. Why do you think trains on Class 3 tracks move more slowly in real life?
3. What might be the risks of traveling too fast on lower-quality tracks?
4. How does infrastructure investment affect shipping times and safety?

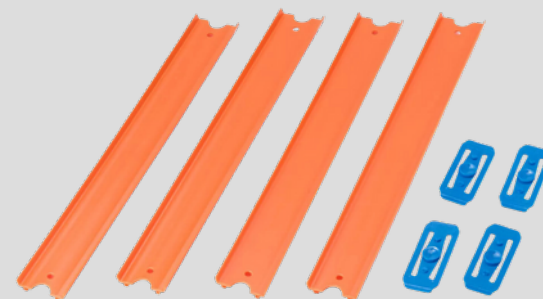
Energies

- **Potential energy** is stored energy due to position.
 - **Example:** The higher an object is, the more potential energy it has.
- **Kinetic energy** is energy in motion.
 - **Example:** The faster it moves and the heavier the object, the more kinetic energy it has.

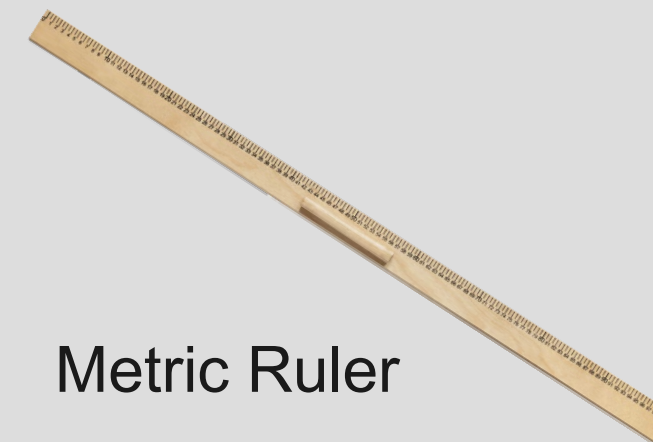
Materials Per Group



Hot Wheels Car



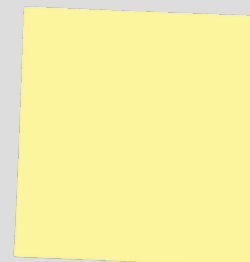
Ramps and Connectors



Metric Ruler



Stopwatch or timer



Sticky Notes label Class
1, 2, and 3



Recording sheet

Ramp Setup

Three ramp setups of different lengths
and angles, labeled as:

Class 1

Smoothest, steepest, longest
ramp (fastest/highest quality)

Class 2

Medium quality ramp

Class 3

Short, bumpy, or less
inclined ramp
(slowest/roughest track)

You will create a “Cargo Delivery Station” at the end of each ramp indicating how far the car travels.

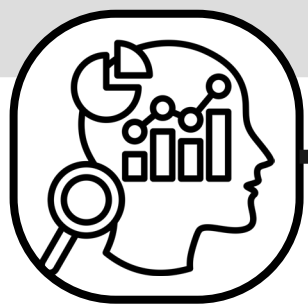
Procedures

1. Create a model of a Class 3 railroad using only 5 tracks.
2. Create a model of a Class 2 railroad using 10 tracks.
3. Create a model of a Class 1 railroad using all tracks.

Challenge 1 - Model the 3 classes

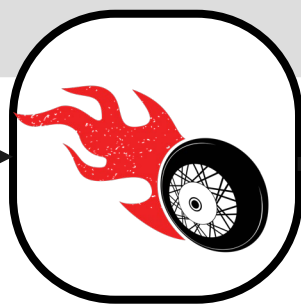
Prediction

predict how far each car will travel on different "track classes."



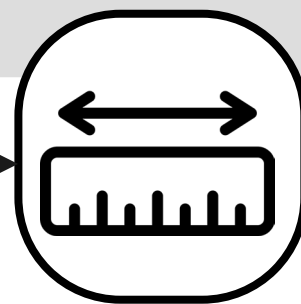
Launch

rolls their Hot Wheels car from the top of each ramp.



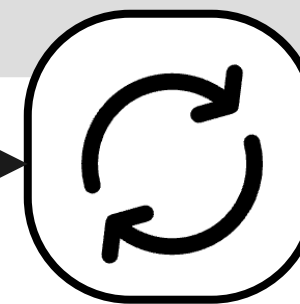
Measure

Record the distance traveled and/or time taken to reach the end.



Repeat

Test multiple times for each class and average the results.



Data Analysis

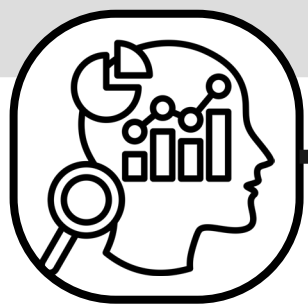
Compare how ramp angle/smoothness (infrastructure quality) influences speed/distance



Challenge 2 - Loop

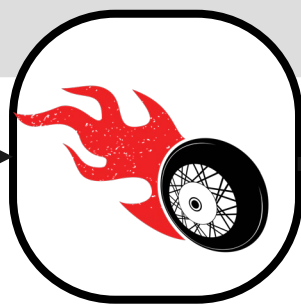
Prediction

Can a hot wheel car travel through a loop?



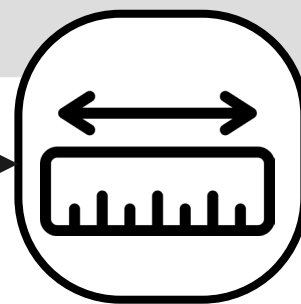
Launch

Rolls their Hot Wheels car from a ramp with a loop included.



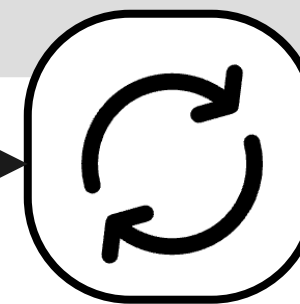
Measure

Record the distance traveled and/or time taken to reach the end.



Repeat

Test multiple times for each class and average the results.



Data Analysis

Compare how ramp angle/smoothness (infrastructure quality) influences speed/distance



Things to think about...

- What should be your starting point, and why?
- Ensure your car makes it through the loop.



https://www.istockphoto.com/vector/roller-coaster-in-flat-design-extreme-attraction-at-amusement-park-vector-gm2153923237-574829090?irclid=yq7W86RfoycRRIUK3Q6hQbnUkp31Q2K0Urf0o0&irgwc=1&cid=IS&utm_medium=affiliate_SP&utm_source=Freelimages&clickid=yq7W86RfoycRRIUK3Q6hQbnUkp31Q2K0Urf0o0&utm_term=roller%20coaster&utm_campaign=srp_freeillustrations_top-thumbs&utm_content=270498&irpid=246195

Let's Reflect...

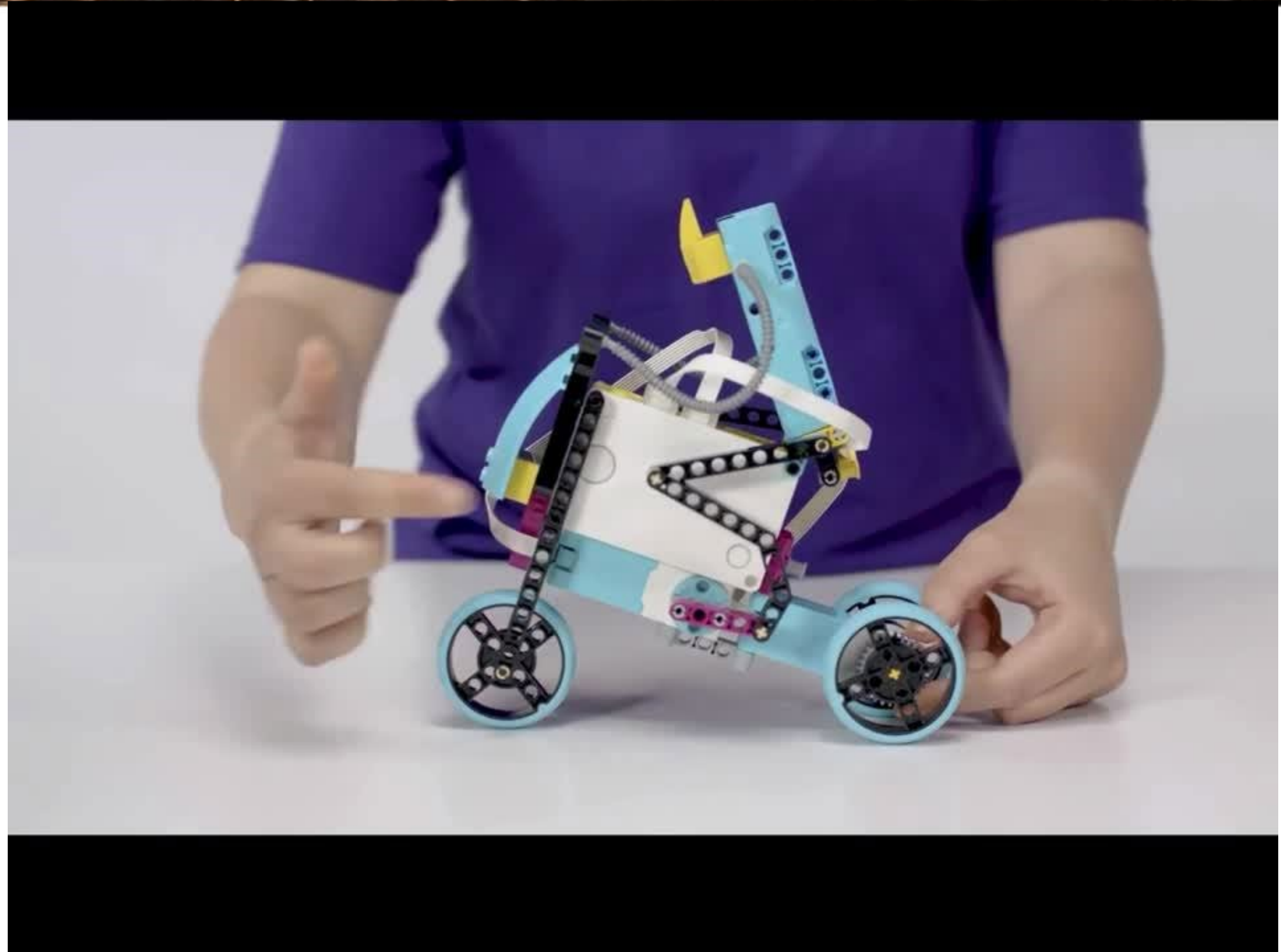
1. Where does the car experience the most potential energy?
2. What type of energy increases as the car goes down the ramp?
3. Why does the car need enough potential energy before it enters the loop?
4. What happens to the car's energy as it goes up the loop?

Signals and Systems 131

Robotics and Code Lab



<https://spike.legoeducation.com/>

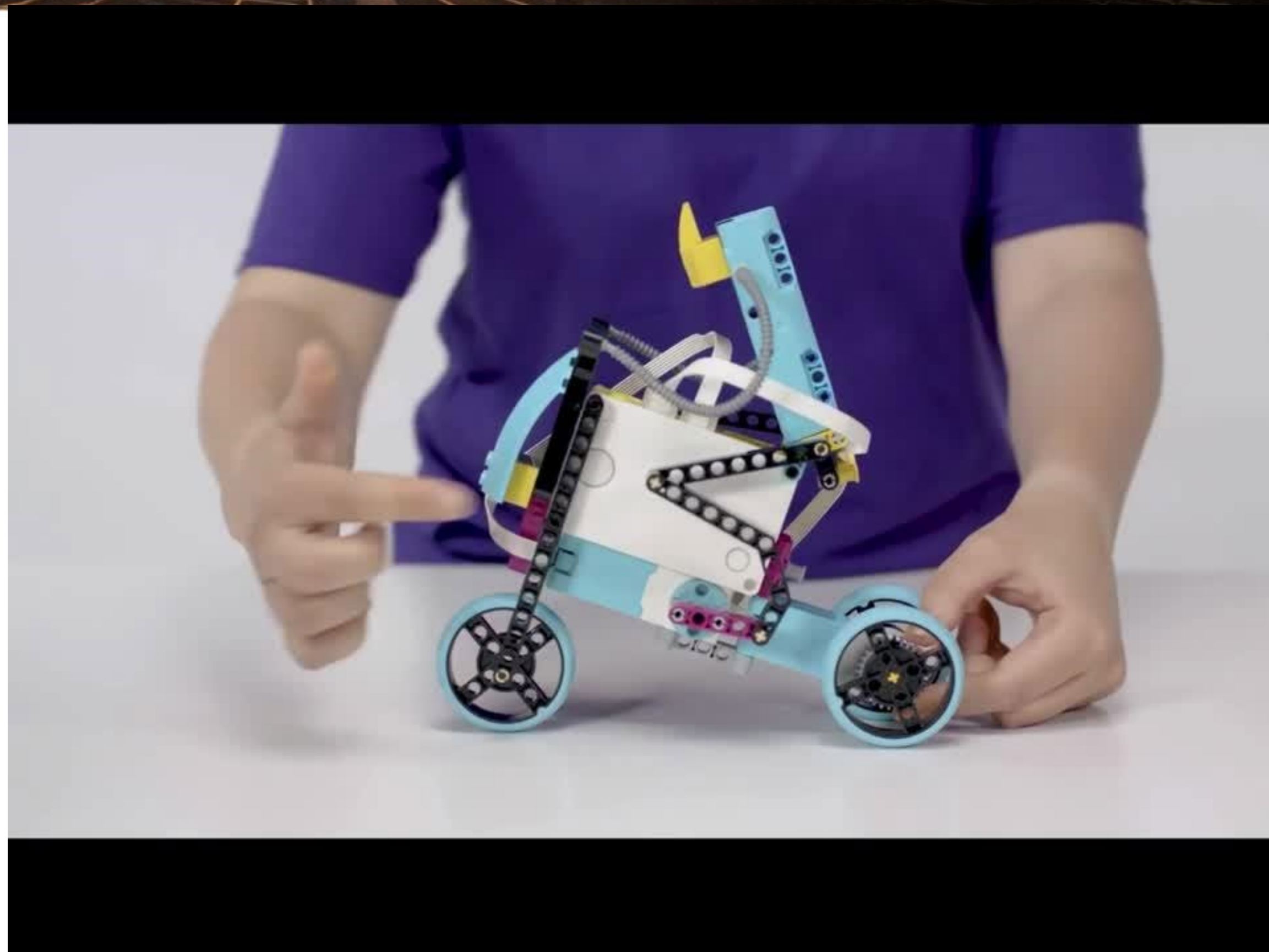


Engineering Roles

- Lead Engineer (communicates with teacher)
- Systems Engineer (iPad)
- Mechanical Engineer (keeps parts organized)
- Mechatronics Engineer (builder)



<https://spike.legoeducation.com/>



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<https://spike.legoeducation.com/>

Select your SPIKE™ solution



<https://spike.legoeducation.com/>



Get started with SPIKE™ Prime

Learn to use SPIKE Prime in 6 easy steps!

START



Recent projects

SHOW ALL



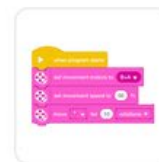
New Project



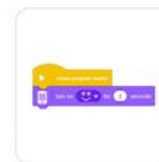
Project 3
a year ago



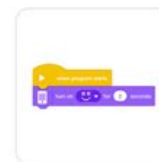
Training Camp ...
a year ago



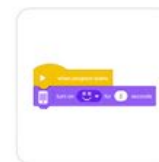
Going the Dista...
a year ago



Hopper Race
a year ago



Hopper Race
a year ago



Hopper Race
a year ago



Unit Plans



All of the SPIKE Prime lessons, grouped into themed units to actively engage middle school students in STEAM learning.

Building Instructions



A library of building instructions for all of the SPIKE Prime models.

<https://spike.legoeducation.com/>



Grades 6-8

STEAM, Computer Science, Coding

Word Blocks

Life Hacks

Is there anything in your life that could benefit from a hack? What if that hack could help you see data? Or train your body, plan yo...



Grades 6-8

Science, STEAM

Word Blocks

Training Trackers

You're active, in a smart way. You always want to track how many steps you've walked and how much energy you've burned. But



FIRST LEGO LEAGUE

STEAM, Engineering, Computer Science

Word

Competition Ready

Ready to expand your robotics skills? This unit also includes a guided FIRST® LEGO® League mission!



STEAM, Engineering, Computer Science

Word

Supplementary Lessons

Get ready to start your exciting learning journey! You'll have to rely on your communication and collaboration skills as you work



Stretch with Data

Match graph values and explore margins of error qualitatively.

> MORE

START

30-45 min.



This Is Uphill

Graph energy consumption to gain potential energy.

> MORE

START

30-45 min.



Time for Squat Jumps

Graph potential energy at the maximum height of a jump.

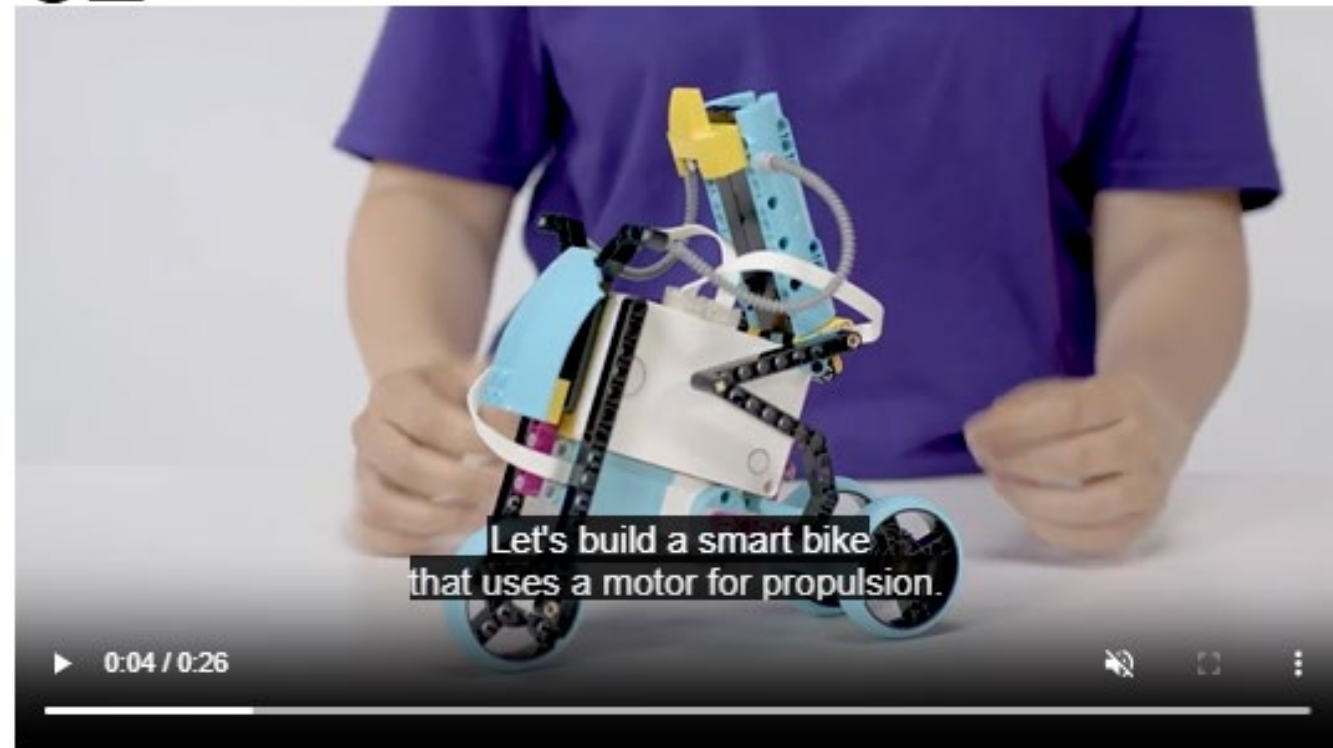
> MORE

START

30-45 min.

<https://spike.legoeducation.com/>

02 / 06



Lets build you, on a smart bike!

Done! I've built my bike.



BUILD



Building instructions

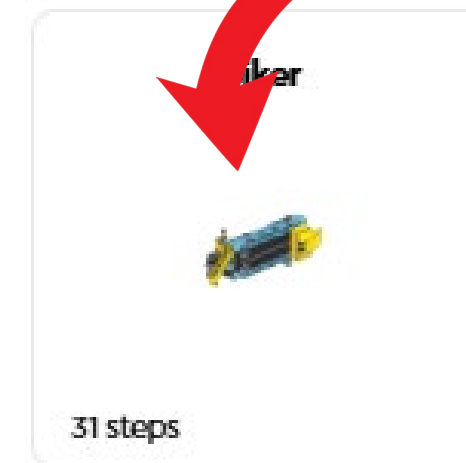
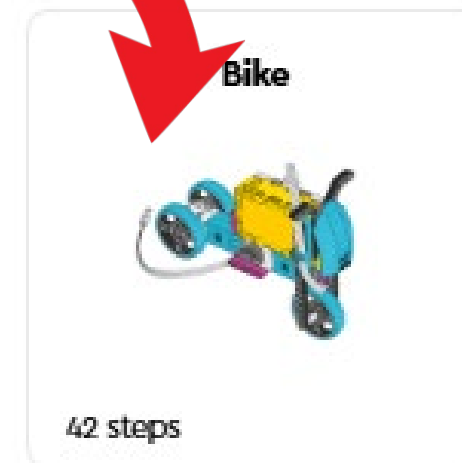


Smart Bike



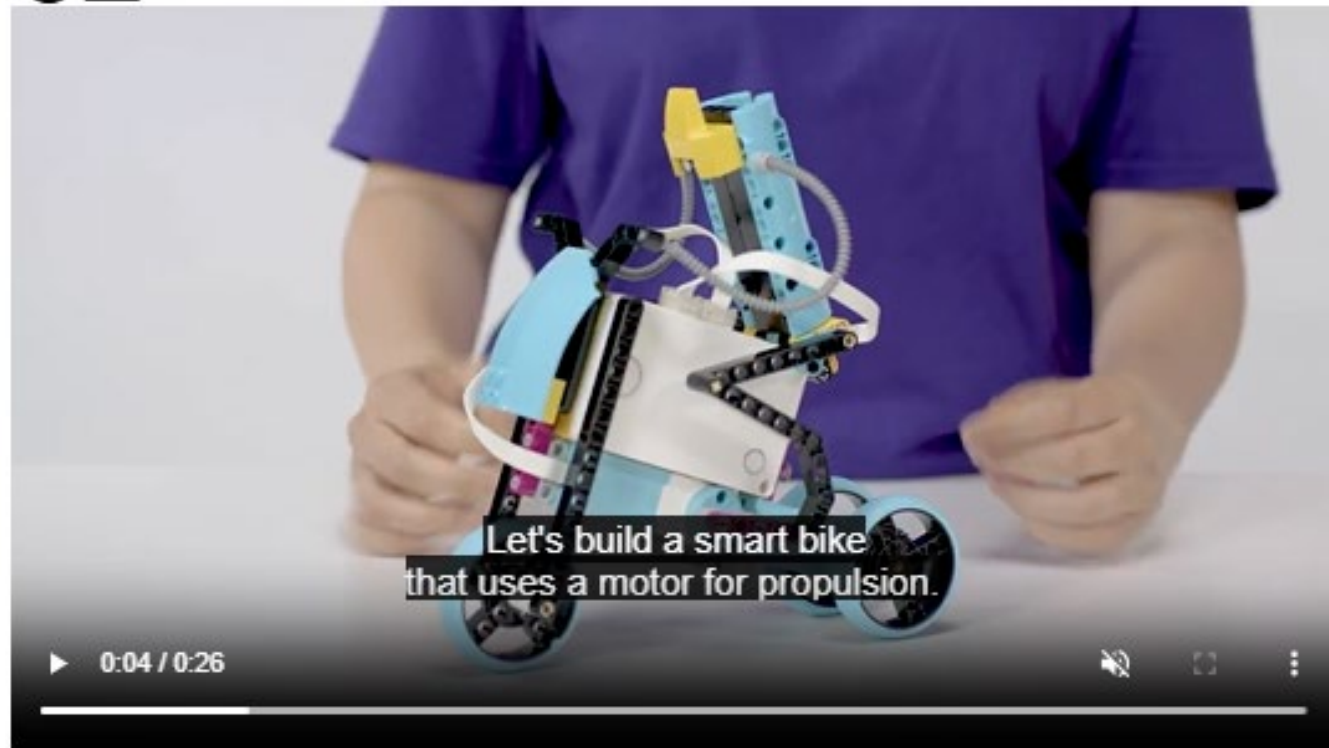
Then

First



<https://spike.legoeducation.com/>

02 / 06



Lets build you, on a smart bike!

Done! I've built my bike.



BUILD



Movement

- move ↑ for 10 rotations
- set movement speed to 50 %
- set movement motors to A+B

Events

- when program starts

Control

- forever
- stop all

Sensors

- pitch angle

Operators

- abs of

Line Graph

- plot 0 to line
- clear line graph
- show line graph Fullscreen

Lesson

Connect

```

when program starts
  set movement motors to C+E
  set movement speed to 20 %
  move ↑ for 80 cm
  stop all

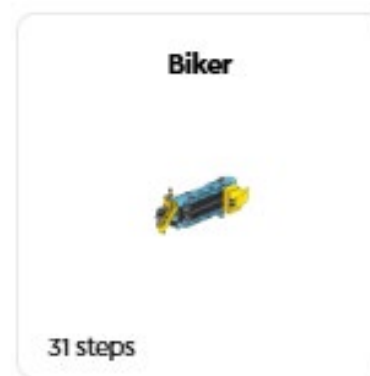
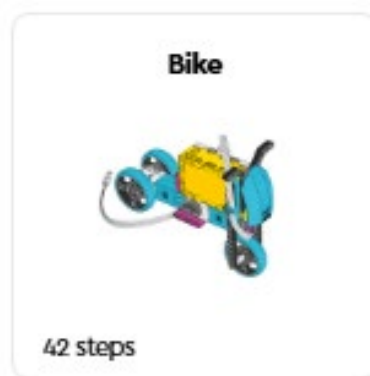
when program starts
  show line graph in window
  clear line graph
  forever
    plot abs of pitch angle to line
    plot E power to line
  
```

Navigation icons: Home, Search, Zoom, Undo, Redo, Back

This is Uphill

Building instructions

Smart Bike



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Disassemble

- Carefully disassemble your robot, do this on the lid, so that pieces will not fall to the ground.
- Work together to put the pieces back in their designated sections, as this will be critical upon building again.
- Take inventory of your parts



<https://spike.legoeducation.com/>

Let's Reflect...

1. Where does the bike experience the most potential energy?
2. What type of energy increases as the bike goes down the ramp?

Innovation Depot 141

Engineering Design Challenge

Scenario

Challenge: Transport Cargo From Coast to Country

You are the logistics engineer for a national shipping company. Your goal is to move a shipping container from:

- a major Class 1 National Hub,
- through a Class 2 Regional Center,
- and finally to a Class 3 Local Delivery Yard.

Task

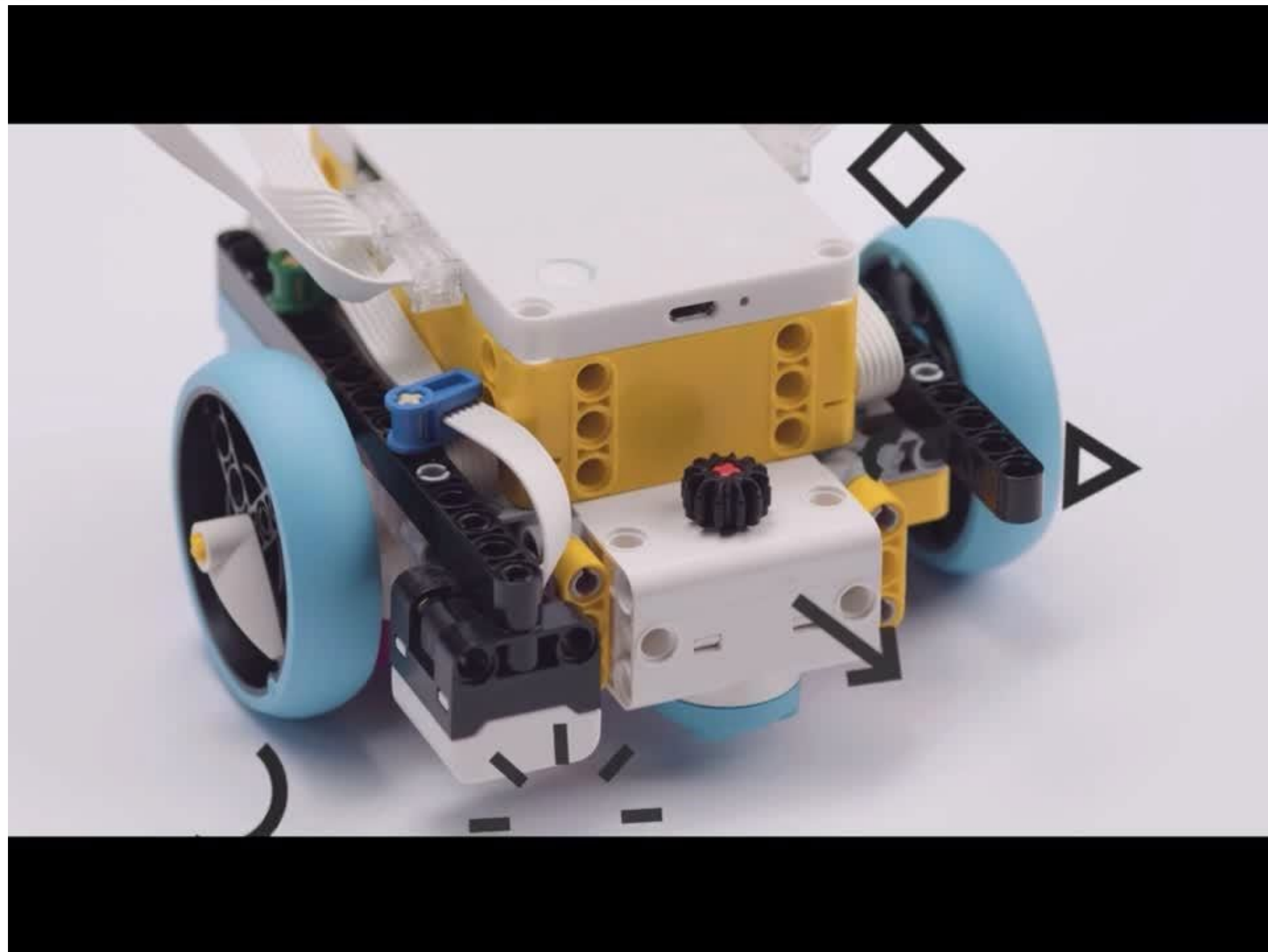
Challenge: Transport Cargo From Coast to Country

At each stop, you must:

- Pause to simulate unloading/loading
- Switch carriers (class handoff)
- Adjust for track class speed differences



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Please find this icon on your iPad



<https://spike.legoeducation.com/>

Select your SPIKE™ solution



SPIKE
Essential



SPIKE
Prime





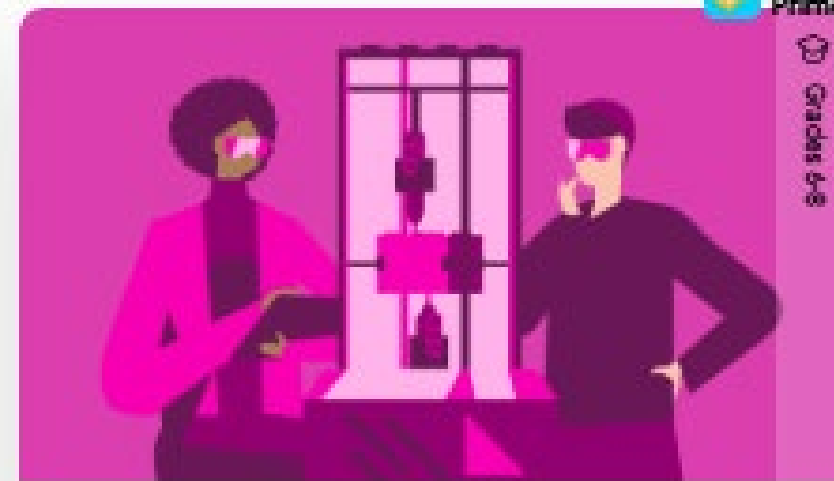
Grades 6-8

STEAM, Engineering

Word Blocks

Invention Squad

Inventing stuff? Fixing stuff? Always helping people with your ideas? Then you might be an elite member of the Invention...



SPICE
Prime

Grades 6-8

STEAM, Computer Science, Coding

Word Blocks

Kickstart a Business

You've come up with an amazing idea and you want to share it with everybody. Entrepreneurship can strike at any moment, s...



Grades 6-8

STEAM, Computer Science, Coding

Word Blocks

Life Hacks

Is there anything in your life that could benefit from a hack? What if that hack could help you see data? Or train your body...



Grades 6-8

STEAM, Engineering, Computer Science

Word Blocks

Competition Ready

Ready to expand your robotics skills? This unit also includes a guided FIRST® LEGO® League mission!

<https://spike.legoeducation.com/>



Home

Start

Units

Build

Help

Settings

< Units



01

Training Camp 1: Driving Around

Controlling Movements using the Gyro Sensor

START

🕒 30-45 min.

> MORE



02

Training Camp 2: Playing with Objects

Controlling Movements Using the Distance Sensor

START

🕒 30-45 min.

> MORE



03

Training Camp 3: Reacting to Lines

Control Movements Using the Color Sensor

START

🕒 30-45 min.

> MORE



04

The Guided Mission 2024-25

One of the missions in this year's challenge

START

🕒 45-90 min.

> MORE

<https://spike.legoeducation.com/>

02 / 06



Build this Driving Base with a Color Sensor.

Let's do this!

<https://spike.legoeducation.com/>



BUILD



The code consists of the following blocks in sequence:

- when left Button pressed** (yellow block)
- set movement motors to C+D** (pink block)
- set movement speed to 50 %** (pink block)
- start moving** with an upward arrow (pink block)
- wait until** block with a camera icon, **B** selected, **is color** selected, and a black circle with a question mark (orange block)
- stop moving** (pink block)

When the Left Button on the Hub is pressed, your Driving Base will move forward and stop when it detects a perpendicular line.

Let's read the code like we would read a paragraph.

<https://spike.legoeducation.com/>

Task

Students will code a robot train to simulate freight movement through three track classes making stops and handoffs at designated hubs using color sensors, loops, and delays.

Debrief Questions

1. How did the robot simulate real freight operations?
2. Why do speed and track quality matter in the real world?
3. What challenges do rail companies face with coordination?



Final Stop

Debrief, Clean Up, and Departure

Disassemble

- Carefully disassemble your robot, do this on the lid, so that pieces will not fall to the ground.
- Work together to put the pieces back in their designated sections, as this will be critical upon building again.
- Take inventory of your parts

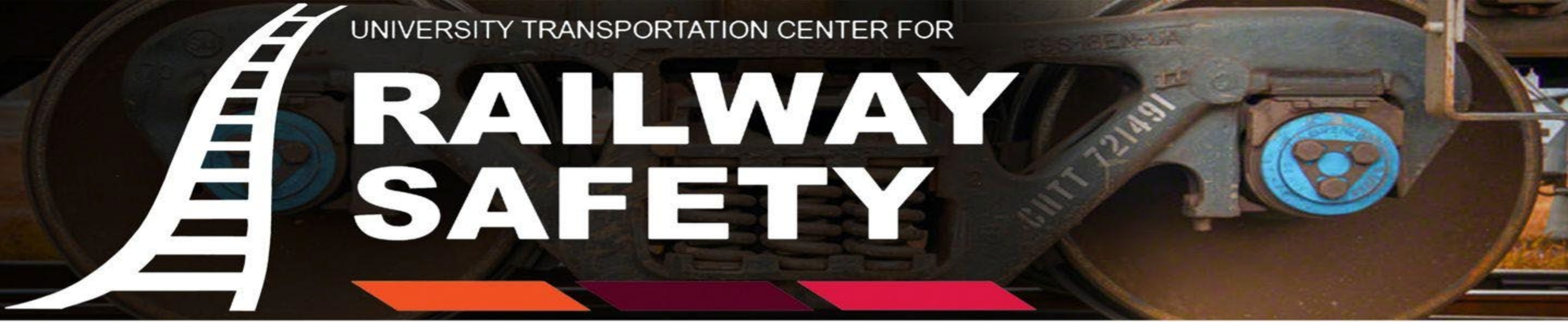


Ensure all pieces are accounted for.

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UNIVERSITY TRANSPORTATION CENTER FOR

RAILWAY SAFETY



Day 4

Smart Sensors, Safe Crossings



Housekeeping Rules

Safety and respect is our priority, please adhere to the following rules so that we can have a fun and engaging experience.



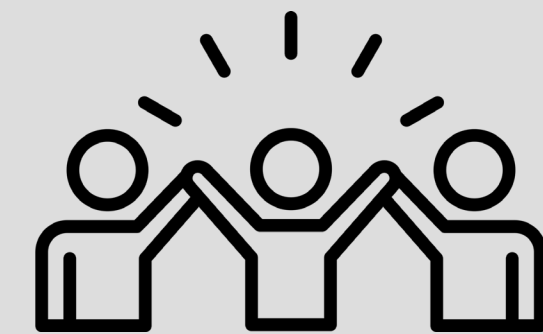
Must wear designated shirt every day.



Restroom only when accompanied by an adult.



Use of electronic devices is only for instructional purposes.



Be active, engaged, and participate in your group.

Railway Systems 101

Intro to Locomotive Science

Rural Grade Crossings



<https://thetracksidephotographer.com/2018/01/11/grade-crossings-3/>



<https://railroads.dot.gov/sites/fra.dot.gov/files/inline-images/0274.jpg>



<https://encrypted-tbn0.gstatic.com/images?q=tbn:ANd9GcQEa8R3KT5nLMbcFB0kC03U9OB8GrunNpJIQ&s>



<https://www.alamy.com/stock-photo/rural-railroad-crossing.html?sortBy=relevant>

Based on these images, can you determine what rural grade crossings are?

RURAL



**YOUR
DICTIONARY**

URBAN



SUBURBAN



<https://www.yourdictionary.com/articles/rural-urban-suburban-difference>

Stop and Think

01

What do you already know about railroad crossings in the country (rural areas)?

02

Have you ever crossed train tracks where there were no lights or gates? What did you do?

03

Why might people ignore warning signs at train tracks?
What could go wrong?

01

What clues in the video tell you something serious is about to happen?

02

How did the characters' choices impact the outcome?

03

What role does time and distance play in a train's ability to stop?

Stop and Think



https://youtu.be/G35Qu7H92_U

Stop and Think

01

What message was the video trying to send?

02

How could sensors or better technology have helped prevent what happened?

03

How could you help others understand the dangers of rural grade crossings?

Conductors in Training

Team Huddle & Collaboration Lab

How do trains move forward?



<https://www.shutterstock.com/shutterstock/videos/1028954141/preview/stock-footage-empty-train-track-camera-moving-backwards-webm>

Newton's 3rd Law

01

In the video, how did objects respond when a force was applied to them? How is this like how a train starts moving?

02

When a train pushes against the tracks what is the opposite reaction?

03

How might this law relate to safety systems like sensors or emergency braking?

How do trains move forward?



<https://youtu.be/mO1qtmFee-k>

Balloon Racer Activity

Students will observe and apply Newton's Third Law by building balloon-powered racers, then relate the action-reaction forces to how real trains move and stop, especially when using sensors.

Materials

Per Group



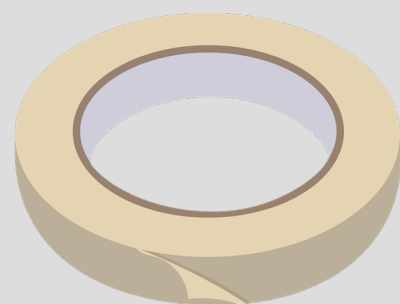
1 balloon



1 straw



String



Tape



2 chairs to
anchor string

Reaction:
Balloon accelerating upwards



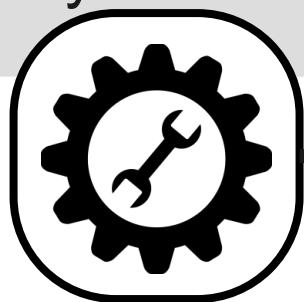
Action:
Air accelerating downwards

<https://www.spacecentre.nz/resources/learn/rockets/>

Experiment Steps

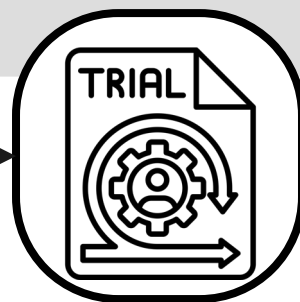
Build

- Thread the straw onto the string.
- Tape the balloon to the straw
- Inflate the balloon (don't tie it), hold it shut and get ready.



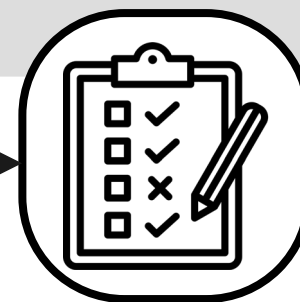
Test Run

Let go of the balloon and watch the racer fly forward.



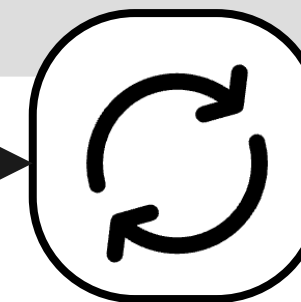
Evaluate

Make observations



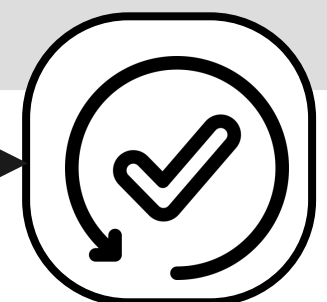
Modify

Complete 2-3 runs, adjust your design or launch method.



Final Run

After 2-3 attempts, each team does a final run for the class.



Trackside Theory 121

Engineering Principles in Action

Let's Reflect...

1. What was the action?
2. What was the reaction?
3. How is this like a train using its wheels to push on the track?
4. If a sensor tells the train to stop, what is the reaction?

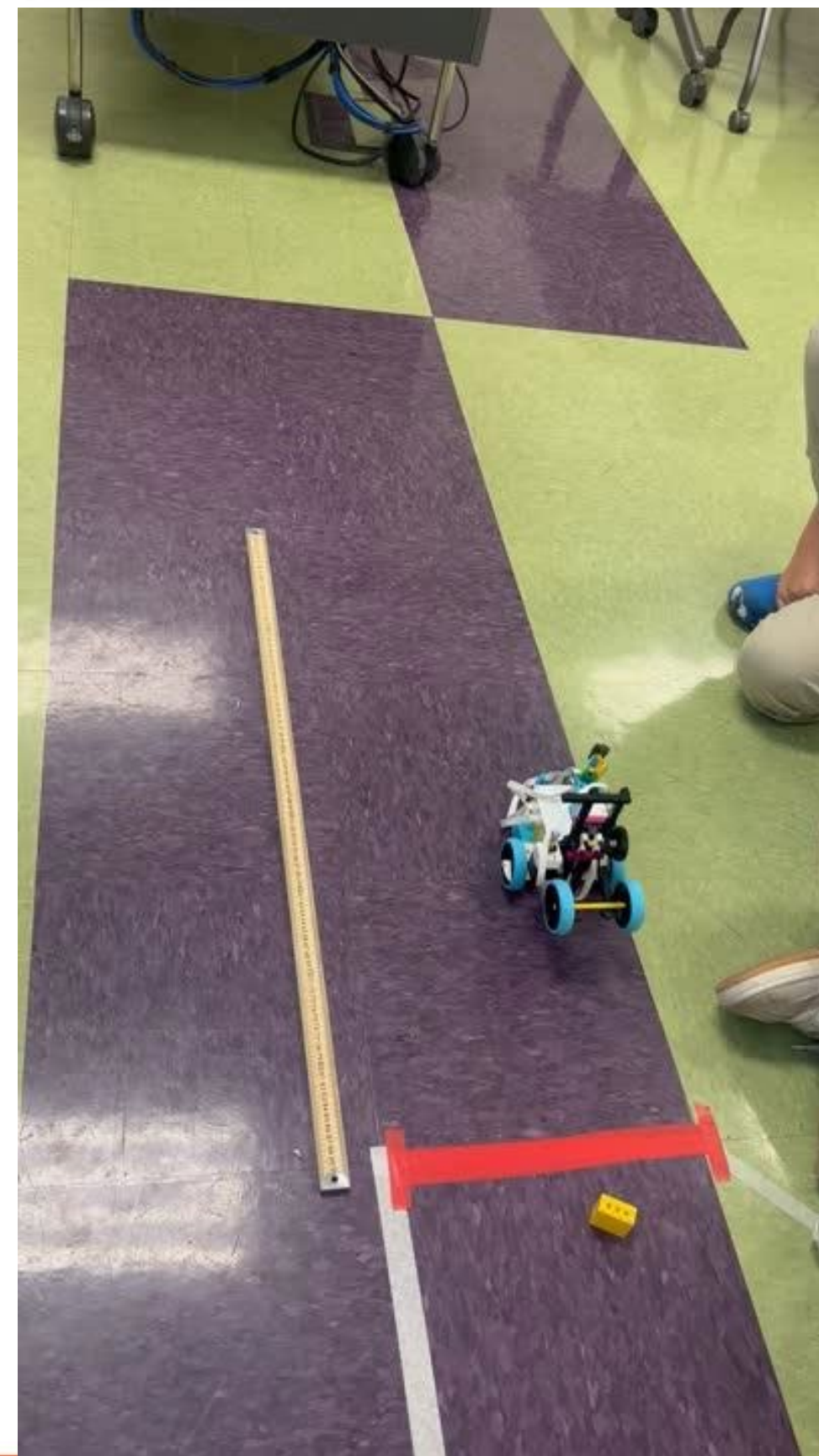
Signals and Systems 131

Robotics and Code Lab

Spike Prime Forklift

Robotics and Code Lab

Photo Credits: UTRGV Railway Camp



Innovation Depot 141

Engineering Design Challenge

Engineering Roles

- Lead Engineer (communicates with teacher)
- Systems Engineer (iPad)
- Mechanical Engineer (keeps parts organized)
- Mechatronics Engineer (builder)

Spike Prime Forklift



Forklift Schematics



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START



New Project



Open Project

<https://spike.legoeducation.com/>

New Project



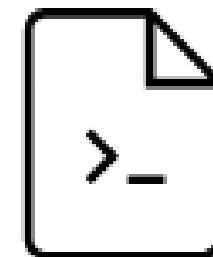
Project 1



ICON BLOCKS



WORD BLOCKS



PYTHON

CREATE

<https://spike.legoeducation.com/>

Challenge: Rural Tracks Alert! Scenario

Welcome to a quiet rural community where freight trains pass through open farmland. There's no fancy technology—just basic barriers and watchful eyes. Your engineering team has been hired to pickup and delivery a wheel an axle assembly. design a safety system for a rural grade crossing where cars, tractors, animals, and even people sometimes cross the tracks.

Task

Challenge: Inspection Detection

Your prototype must be able to:

- Detect an object (a cow, car, or tractor) near or on the crossing.
- If something is detected: stop the train automatically and remove the obstacle.
- Once the object has been removed, the train will continue its course.

Students will Program a LEGO Spike Prime train to detect an object on the railroad.

Debrief Questions

1. How did your sensor-based system help prevent a collision at the rural crossing?
2. Why is it especially important to have a reliable detection system at rural crossings?



Final Stop

Debrief, Clean Up, and Departure

Disassemble

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- Work together to put the pieces back in their designated sections, as this will be critical upon building again.
- Take inventory of your parts

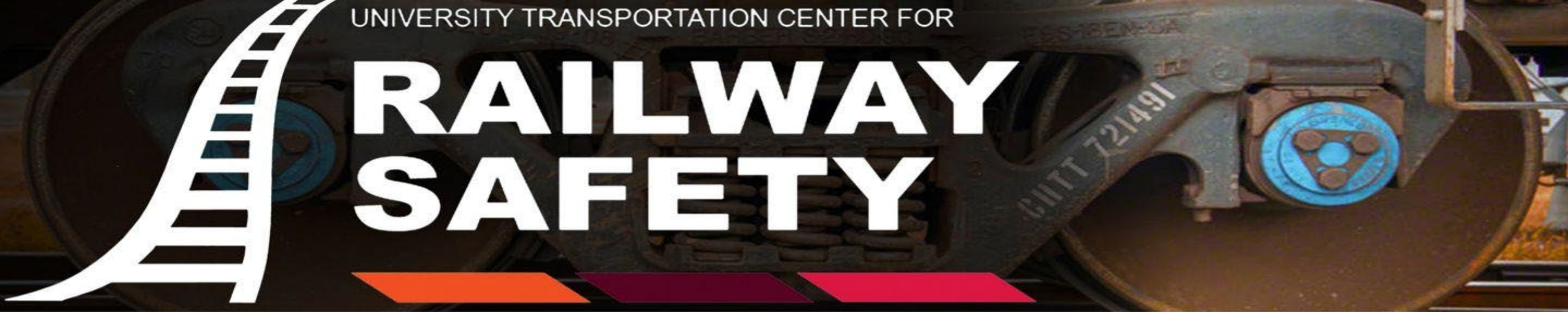


<https://spike.legoeducation.com/>

Ensure all pieces are accounted for.

UNIVERSITY TRANSPORTATION CENTER FOR

RAILWAY SAFETY



Day 5

Full Steam Ahead



UTRio Grande Valley

Housekeeping Rules

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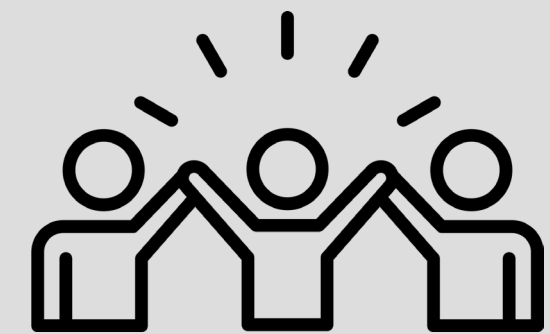
Must wear designated shirt every day.



Restroom only when accompanied by an adult.



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Railway Systems 101

Intro to Locomotive Science

Cargo Containers Types

Dry Container

(Box Containers)

Carry clothes, toys, books,
tools and things that don't
need to be cold.

Refrigerated

(Reefers) Carry food like
fruits, veggies, meat or
medicine that must stay
cold.

Tank

Carry liquids like milk, oil
or chemicals, think of it like
a soda on wheels!

Freight Classifications

01

Class 1

- Major national freight railroads
- Operate across multiple states and even internationally
- Move massive volumes of cargo

02

(Class 1, 2, 3 Railroads) Class 2

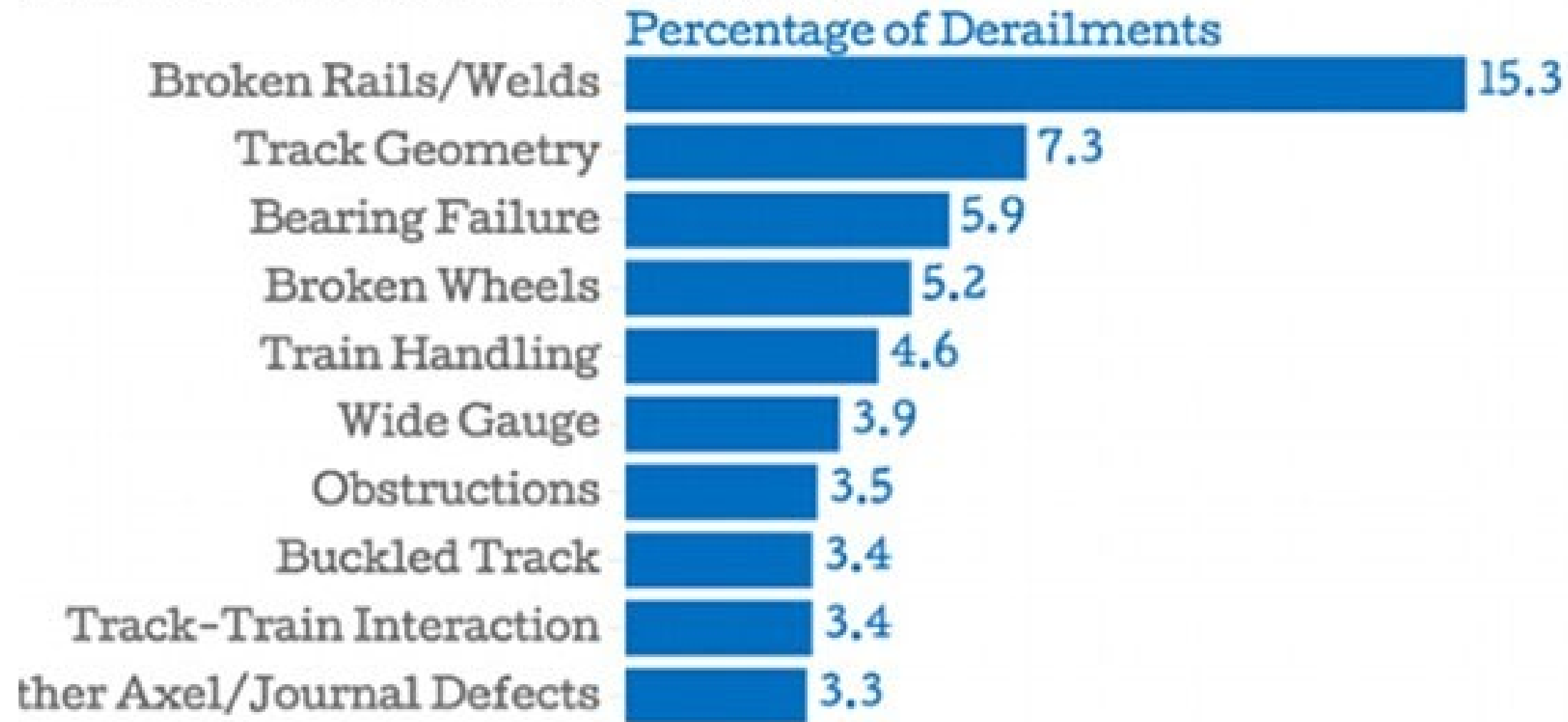
- Regional railroads
- Operate within a specific region
- Connect rural or mid-sized areas to Class 1
- Handle medium-distance freight

03

Class 3

- Short line & local railroads
- Often within cities or short rural stretches
- Serve vital role moving goods to and from Class 1 or Class 2 railroads

Causes Of Main Line Train Derailments



Based on this data, what are the primary reasons for derailments?

Created with Chartbuilder

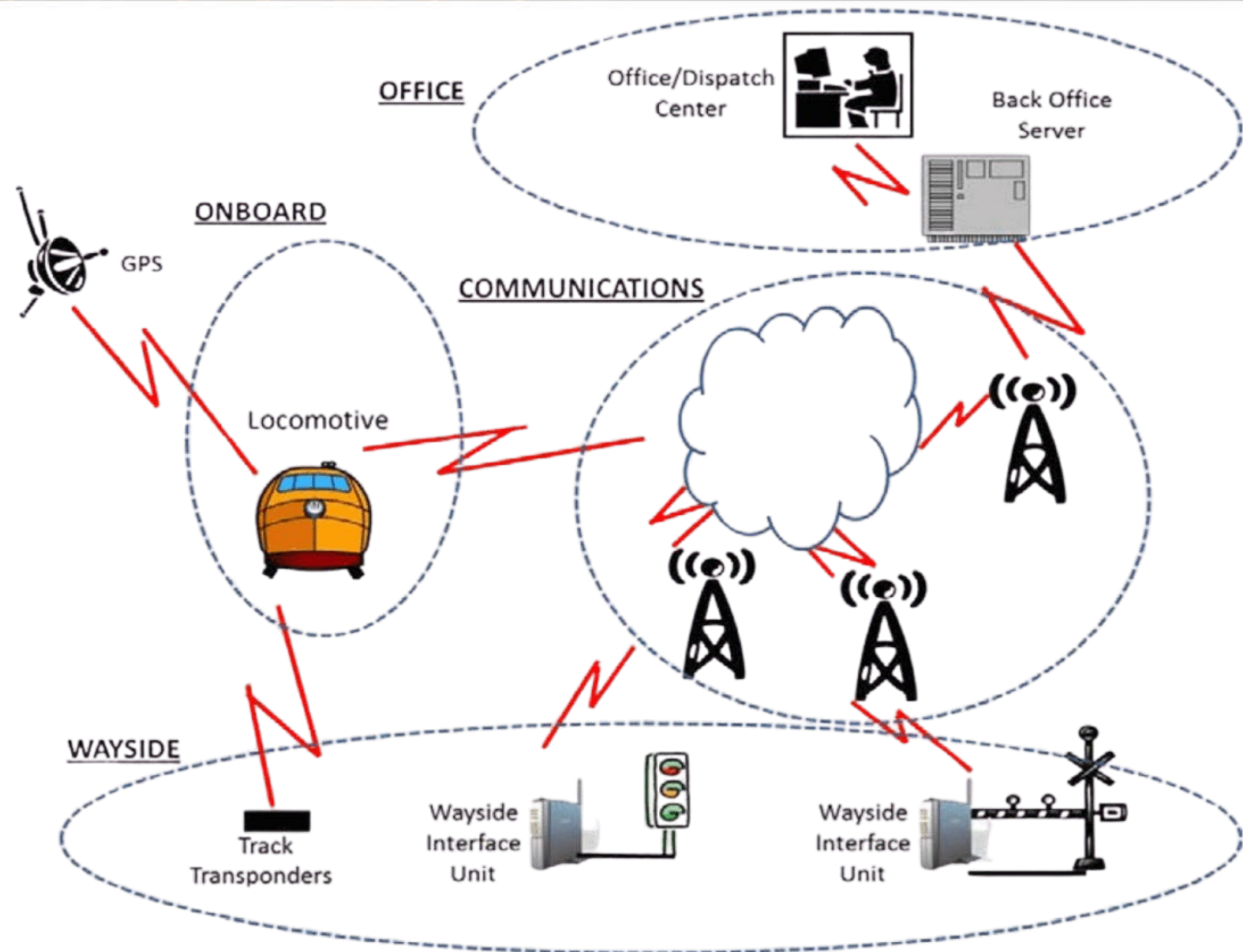
Federal Railroad Administration

Data: Federal Railroad Administration

Zolfagharifard, E. (2015, May 13). Broken rails and welds are the biggest causes of train derailments. Mail Online.

<https://www.dailymail.co.uk/sciencetech/article-3080438/What-biggest-causes-rail-derailments-Graphic-reveals-broken-rails-welds-main-culprits.html>

Signals and Sensors



<https://www.researchgate.net/profile/Daniel-Brod/publication/331134575/figure/fig1/AS:726625322799104@1550252385092/Generic-PTC-Architecture.png>

Rural Grade Crossings



<https://thetracksidephotographer.com/2018/01/11/grade-crossings-3/>



<https://railroads.dot.gov/sites/fra.dot.gov/files/inline-images/0274.jpg>



<https://encrypted-tbn0.gstatic.com/images?q=tbn:ANd9GcQEa8R3KT5nLMbcFB0kC03U9OB8GrunNpJIQ&s>



<https://www.alamy.com/stock-photo/rural-railroad-crossing.html?sortBy=relevant>

Based on these images, can you determine what rural grade crossings are?

Innovation Depot 141

Engineering Design Challenge

Winning Contract

The instructors will select a winning team that is successful in the challenge, demonstrates good teamwork, and shows determination despite minor issues.

Engineering Roles

- Lead Engineer (communicates with teacher)
- Systems Engineer (iPad)
- Mechanical Engineer (keeps parts organized)
- Mechatronics Engineer (builder)

Spike Prime Forklift



Forklift Schematics



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SPIKE
Essential



SPIKE
Prime



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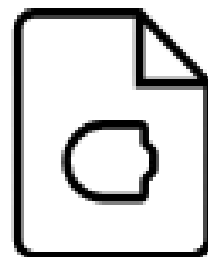
Open Project

<https://spike.legoeducation.com/>

New Project



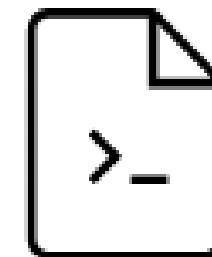
Project 1



ICON BLOCKS



WORD BLOCKS



PYTHON

CREATE

<https://spike.legoeducation.com/>

Scenario

Final Forklift Challenge

You are part of a transportation engineering team working for a national railway company. A freight train carrying refrigerated medical supplies must travel from a Class 1 (100%) rail line through Class 2 (40%) and Class 3 (25%) territories, pass through a rural grade crossing, and arrive safely at a distribution station.

Along the way, your train must stay on track, pick up a wheel and axle assembly, and relocate it. Respect the routing logic for each class of track.

Requirements

- use at least one sensor
- represent all 3 classes
- lift and relocate a wheel and axle
- stay on the track

Debrief Questions

1. How does your design use sensors to prevent accidents?
2. How does cargo type affect how fast or carefully the train should move?
3. What would happen if coordination between train companies failed?



Final Stop

Debrief, Clean Up, and Departure

Disassemble

- Carefully disassemble your robot, do this on the lid, so that pieces will not fall to the ground.
- Work together to put the pieces back in their designated sections, as this will be critical upon building again.
- Take inventory of your parts



Ensure all pieces are accounted for.

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