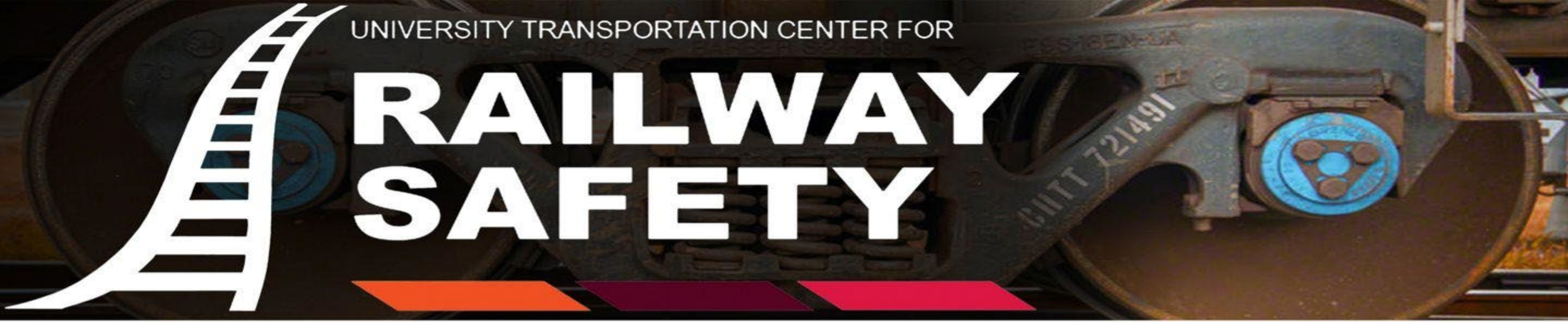


UNIVERSITY TRANSPORTATION CENTER FOR

# RAILWAY SAFETY



# Day 1

WELCOME ABOARD!



# Housekeeping Rules

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



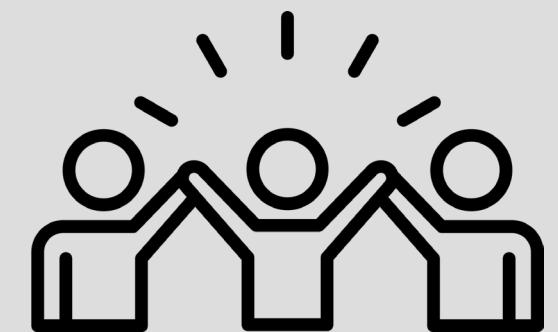
Must wear designated shirt every day.



Restroom only when accompanied by an adult.



Use of electronic devices is only for instructional purposes.



Be active, engaged, and participate in your group.



- 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

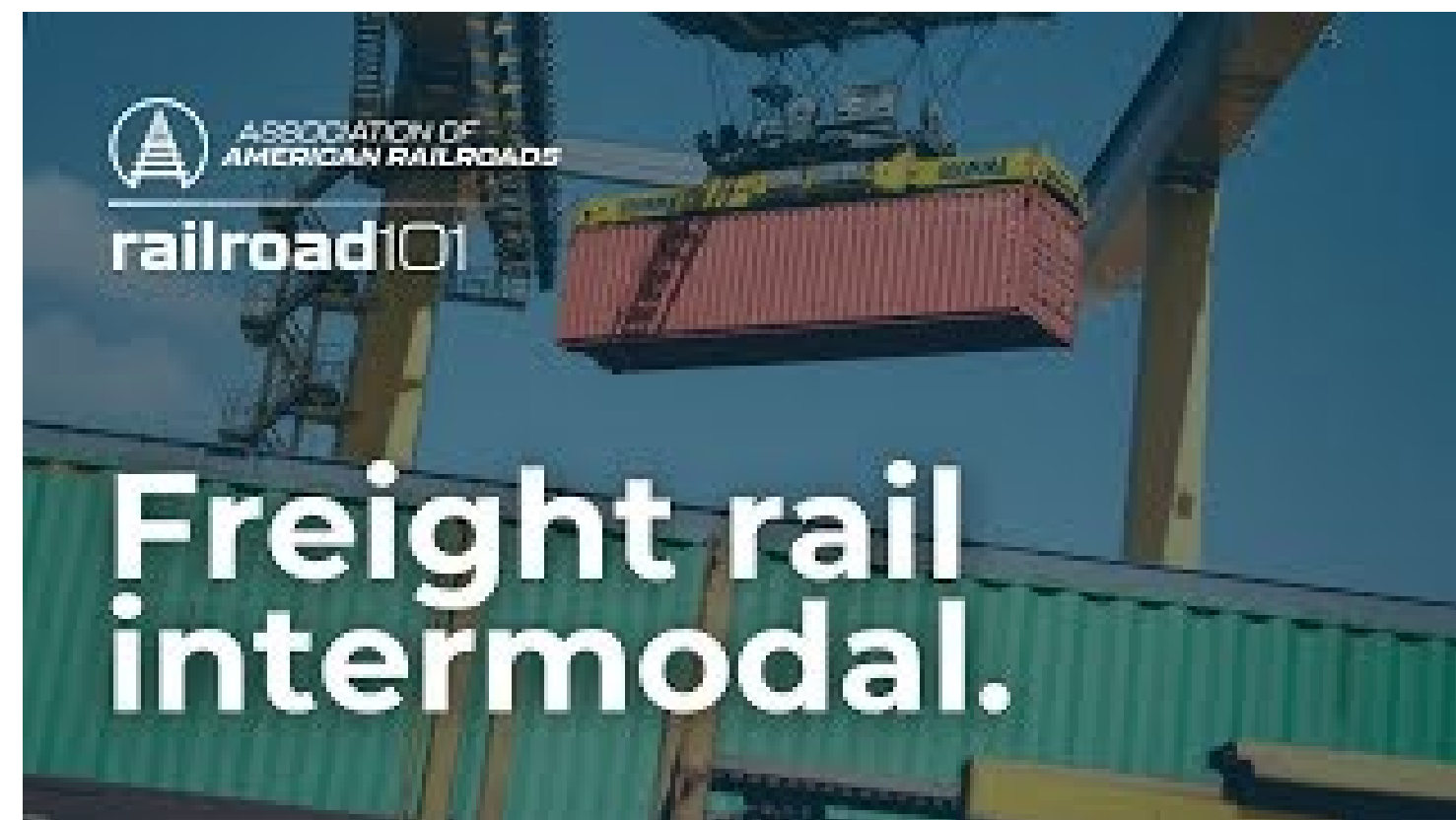
How do trains help  
move freight?

02

Why use trains instead of just  
trucks?

03

What are some innovative  
tools that enhance train  
operations?



[https://youtu.be/qU-\\_otA075A](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.

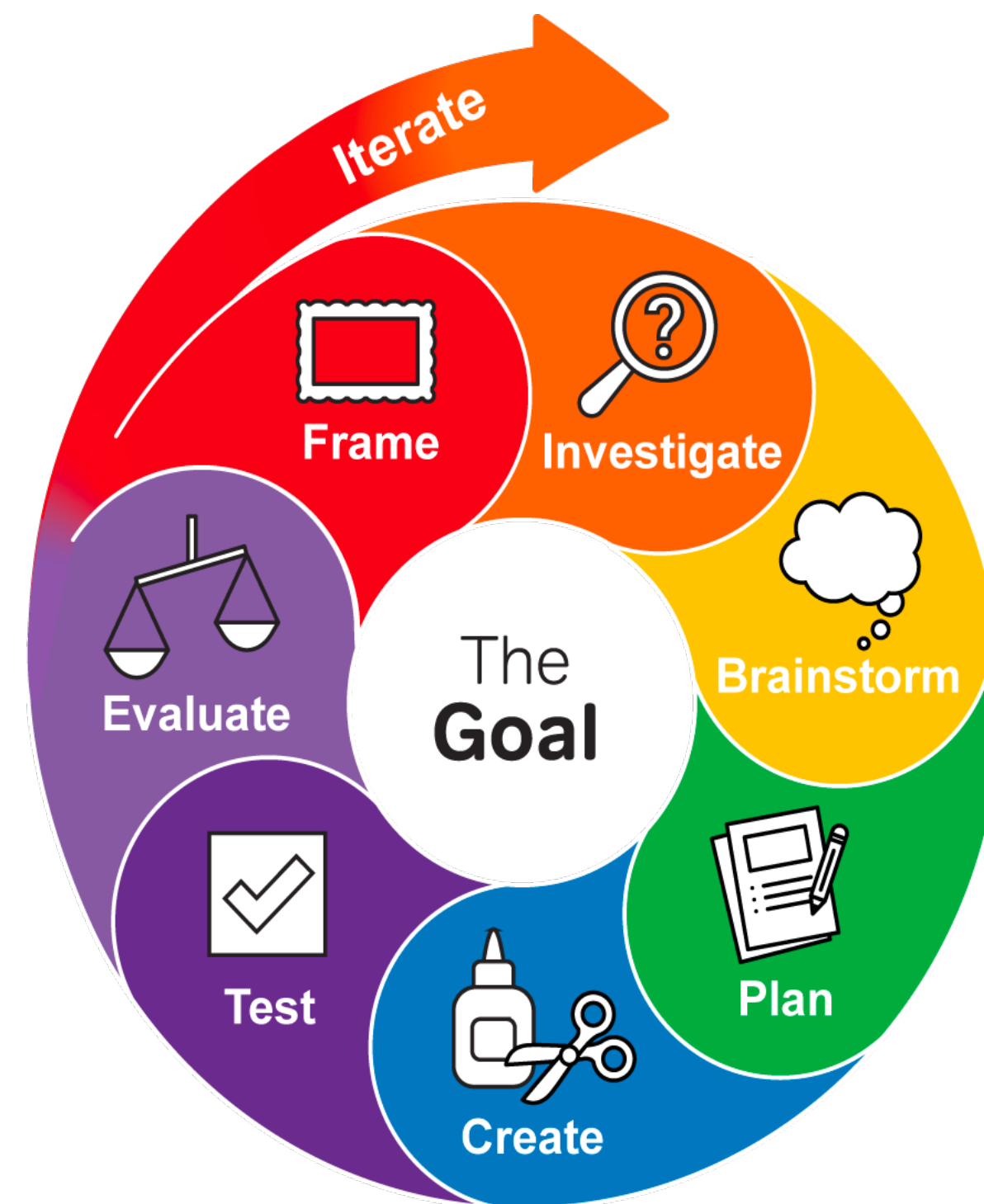
# Characteristics of Engineering:

- 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▼



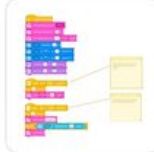




# Get started with SPIKE™ Prime

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



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...



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,...

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



02

## Hopper Race

Creating prototypes

> MORE

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

START

🕒 30-45 min.



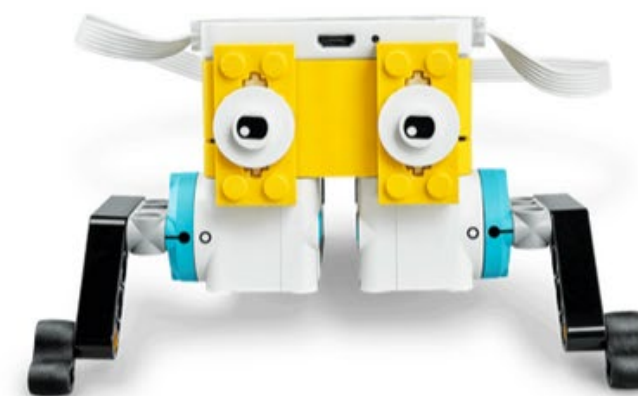
Based on the video,  
what do you think we  
are going to be doing?

## 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.

The screenshot shows a mobile application interface for a project titled "Hopper Race". The interface is divided into three main sections: "Light", "Events", and "Events".

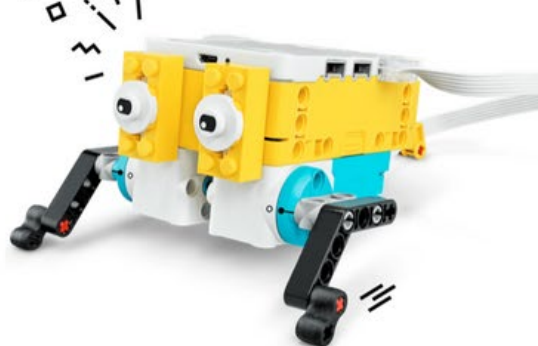
- Light Section:** Contains a single block: "turn on [LED icon] for 2 seconds".
- Events Section:** Contains a single block: "when program starts".
- Events Section (continued):** Contains a sequence of blocks:
  - "set movement motors to E+F"
  - "set movement speed to 50 %"
  - "turn on [LED icon] for 1 seconds"
  - "turn on [LED icon] for 1 seconds"
  - "turn on [LED icon] for 1 seconds"
  - "move [up arrow] for 10 seconds"

A white callout box with a close button (X) is overlaid on the screen, containing the text: "Press to connect to your Hub". A yellow circular icon with a smartphone symbol is positioned above the callout box.

A small green callout box at the bottom right of the programming area contains the text: "Adjust this to change the distance your Hopper will move.", pointing to the "10 seconds" value in the "move" block.

Lesson

03 / 07



**Alright, Test Your Hopper!**

Play the program and watch your hopper move!

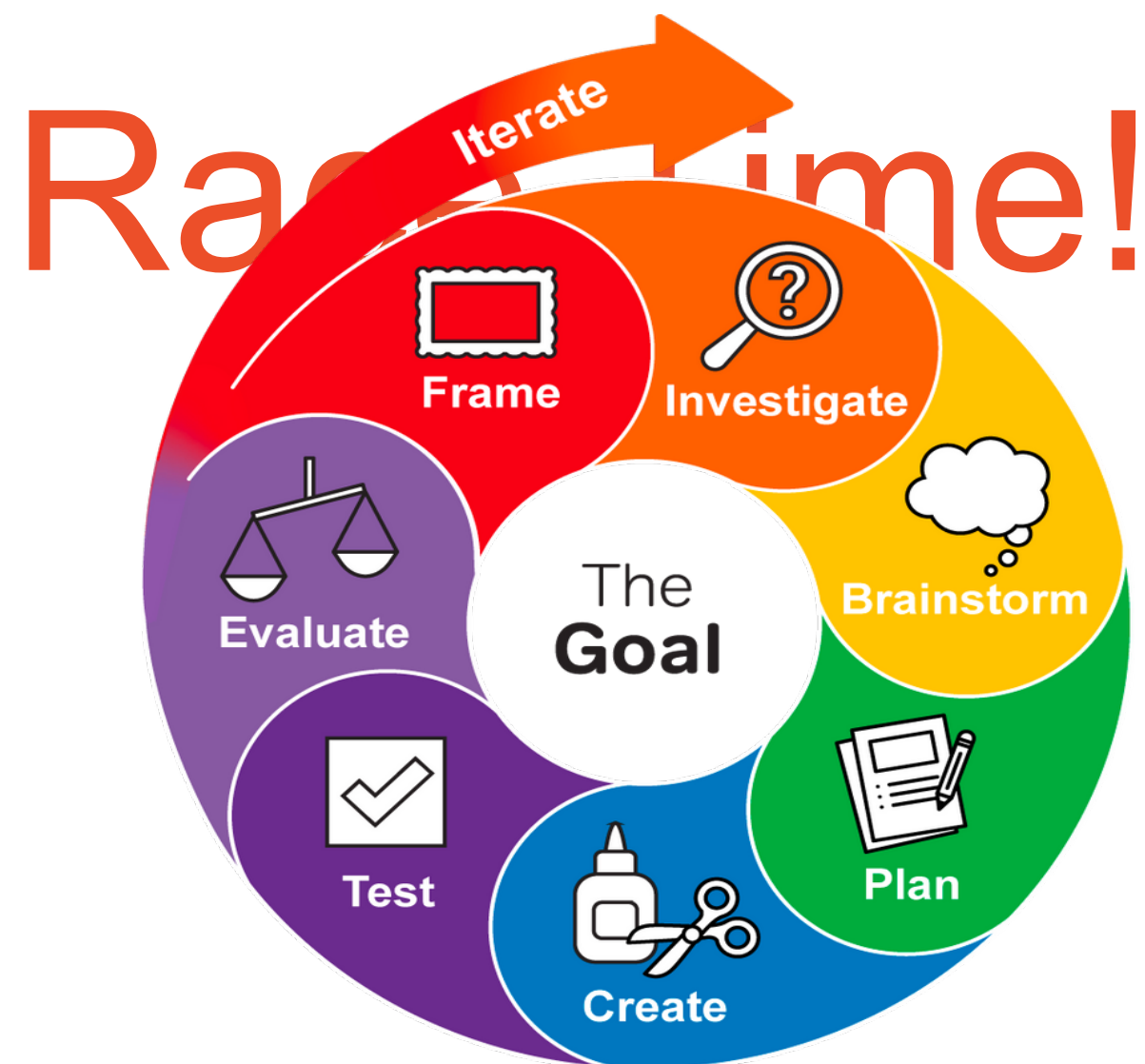
<https://spike.legoeducation.com/>

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/>



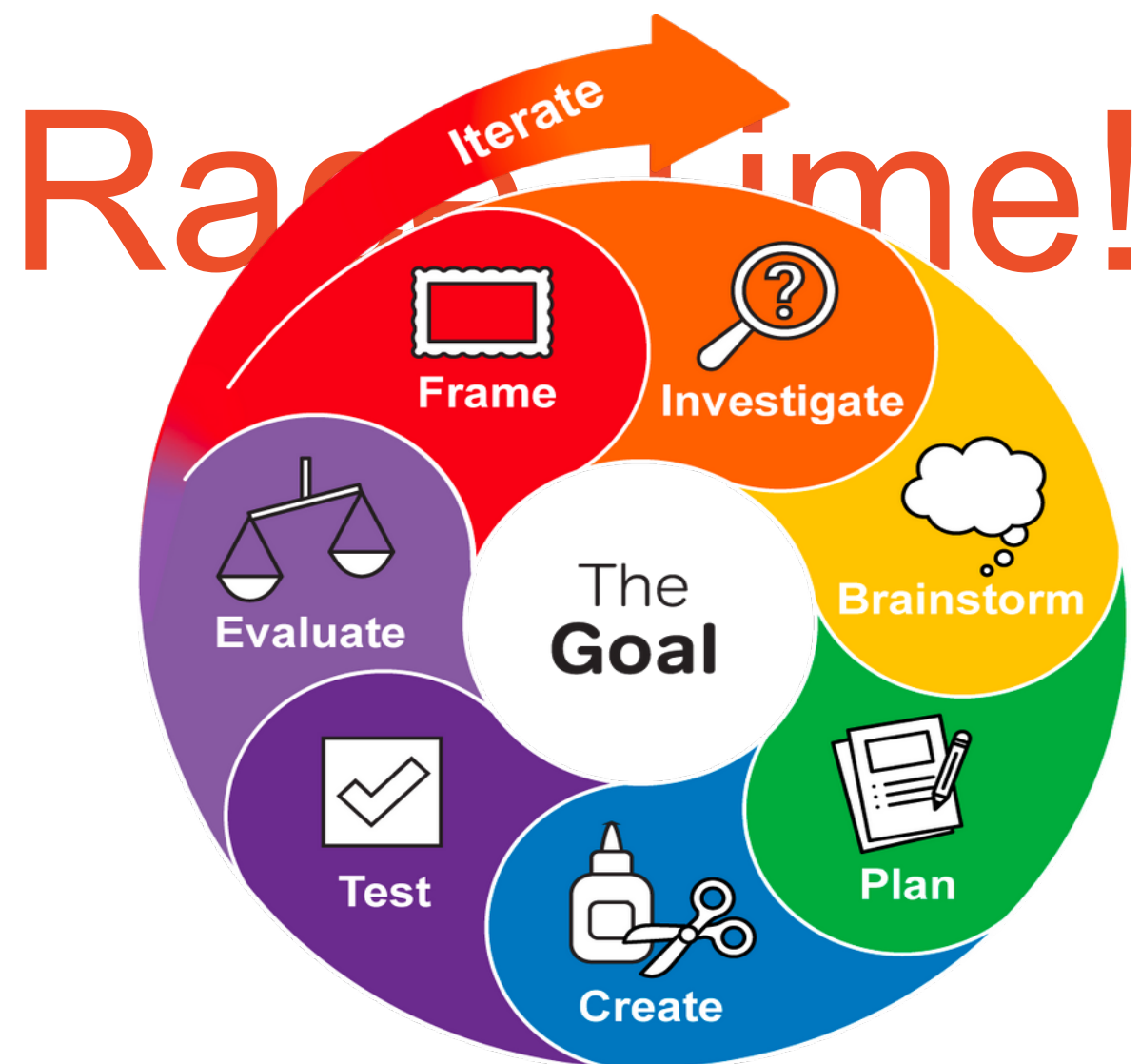
<https://yes.mos.org/impact/engineering-design-process/>

# 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 Scratch script for a LEGO Hopper robot. The script starts with a yellow "when program starts" block, followed by three pink "set movement motors to" blocks (set to E+F), three pink "set movement speed to" blocks (set to 50%), and three purple "turn on" blocks (set to 1 second). The script ends with a pink "move" block (set to 10 seconds).

The screenshot shows a lesson page titled "Lesson" with a progress indicator "05/07". It features an image of a LEGO Hopper robot and a diagram showing a starting line and a finish line with a distance "d" between them. The text reads: "Test Your Prototype" and "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 <https://spike.legoeducation.com/> at the bottom.



<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

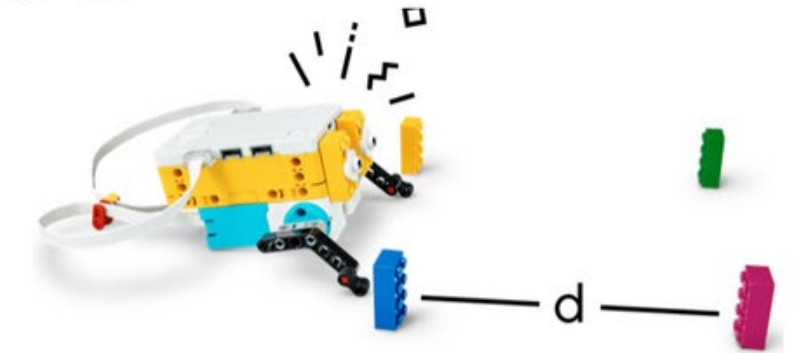
Test out your design, document your observations, and as a team, decide if you would like to make any improvements. (You can now add wheels.)

```

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

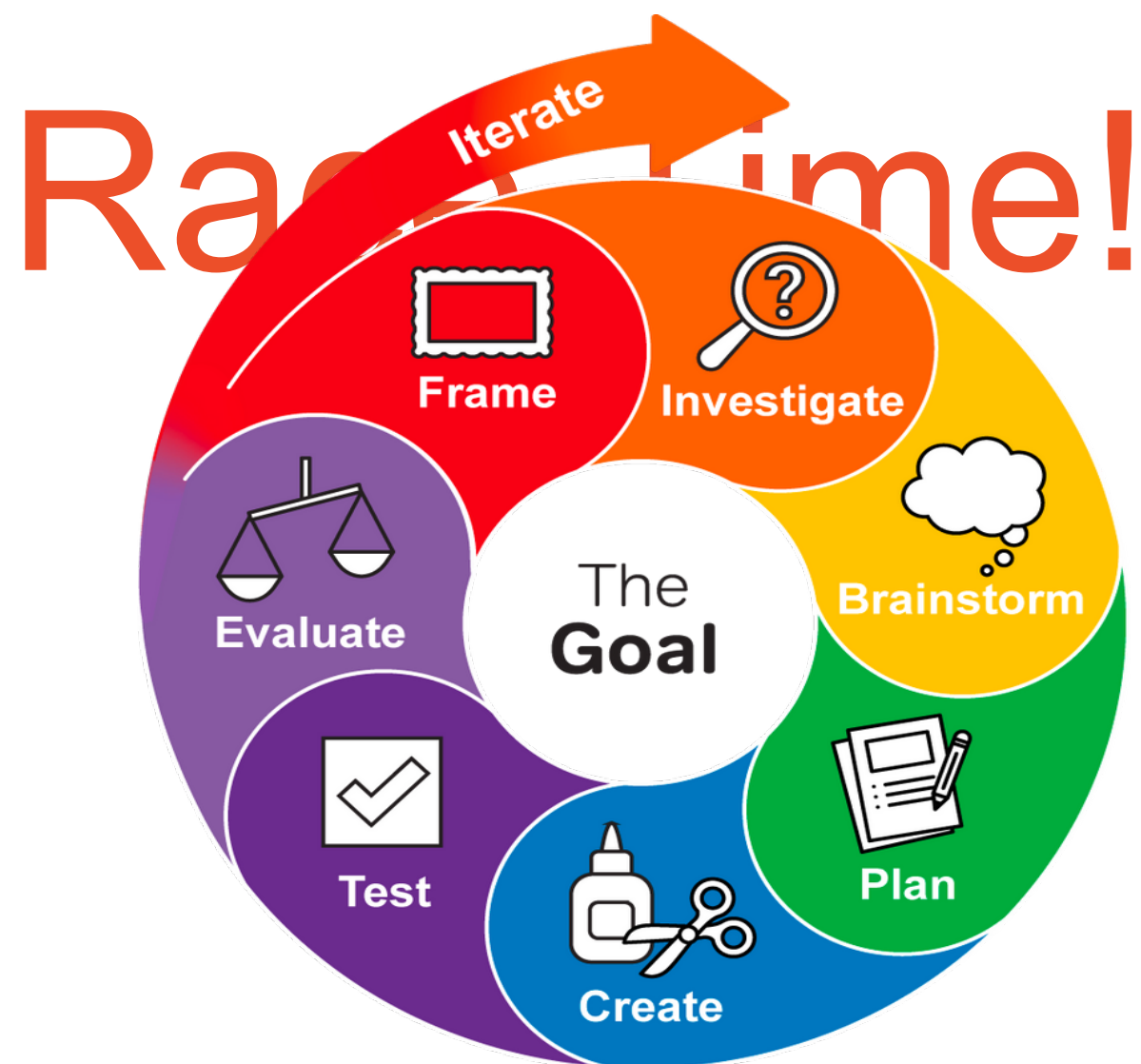


## Test Your Prototype

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.

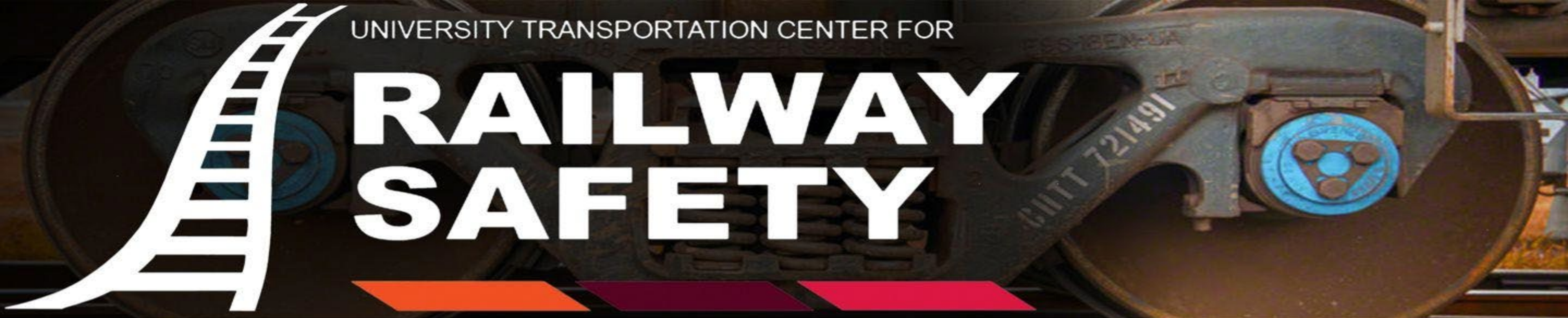
# Closing Discussion

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?



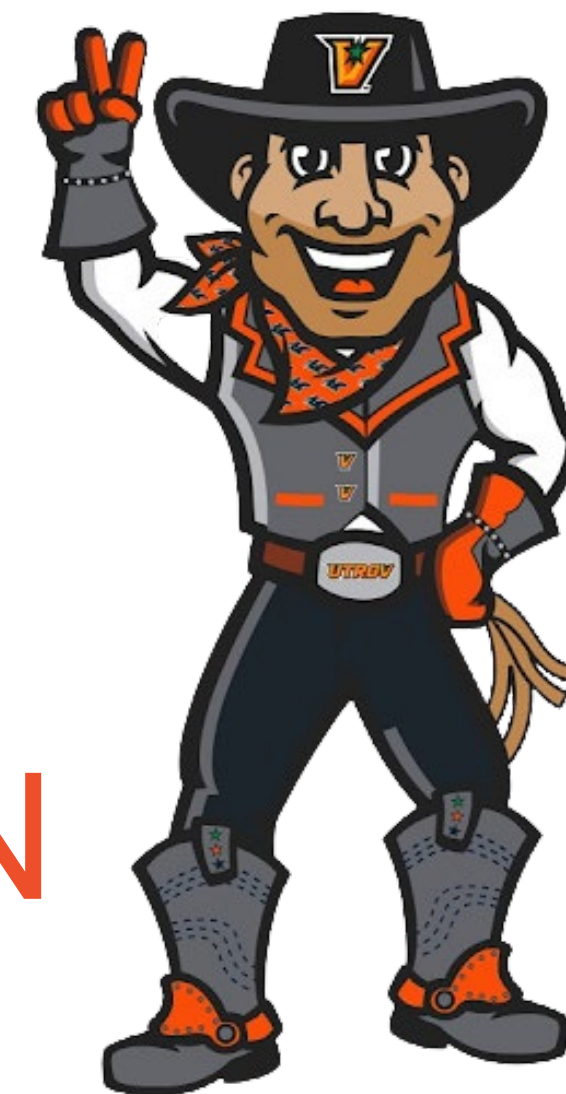
UNIVERSITY TRANSPORTATION CENTER FOR

# RAILWAY SAFETY



# Day 2

NEXT STOP: VAQUERO STATION



# Housekeeping Rules

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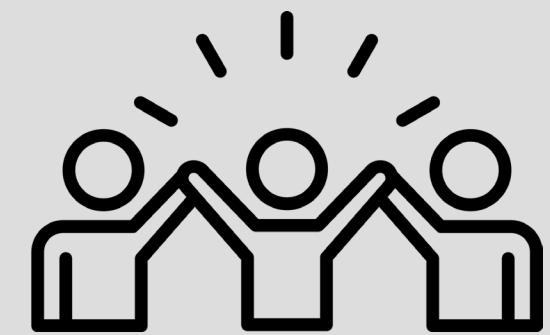
Must wear designated shirt every day.



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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?

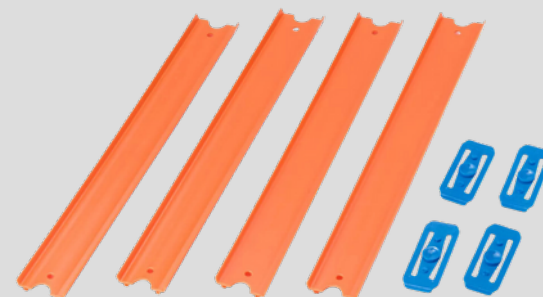
# Energies

- **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.

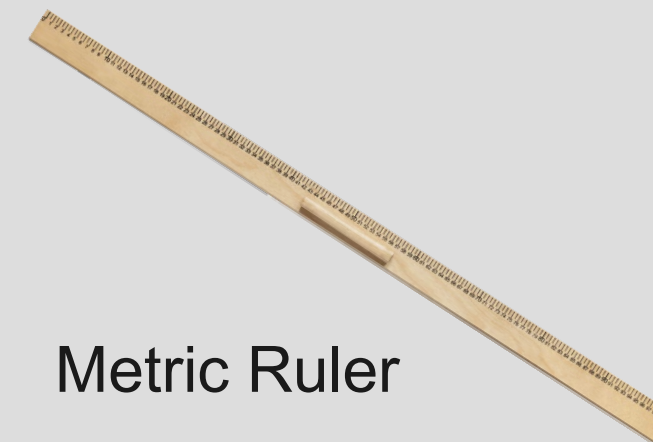
# Materials Per Group



Hot Wheels Car



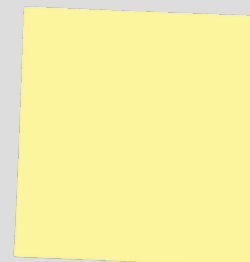
Ramps and Connectors



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.

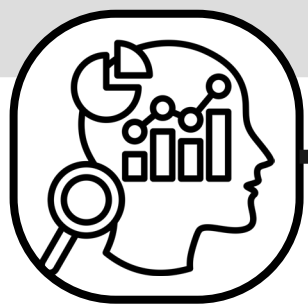
# Procedures

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

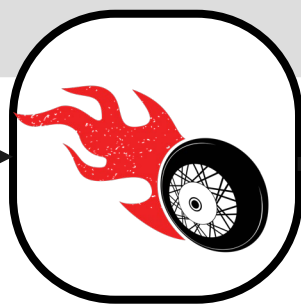
## Prediction

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



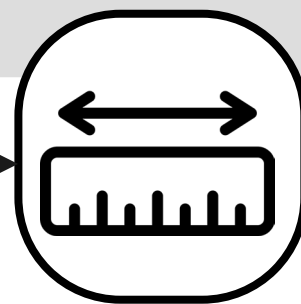
## Launch

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



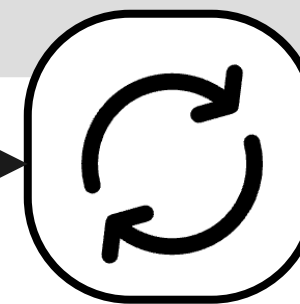
## Measure

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

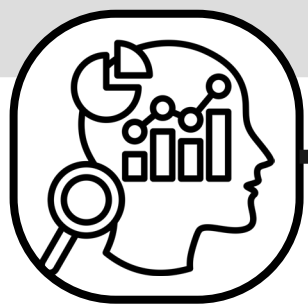
Compare how ramp angle/smoothness (infrastructure quality) influences speed/distance



# Challenge 2 - Loop

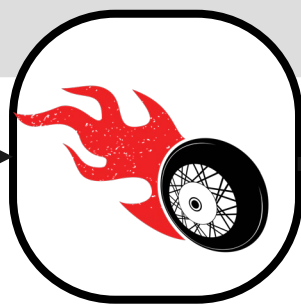
## Prediction

Can a hot wheel car travel through a loop?



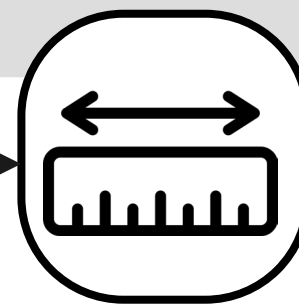
## Launch

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



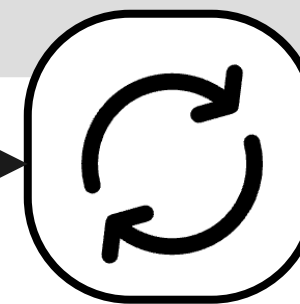
## Measure

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](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...

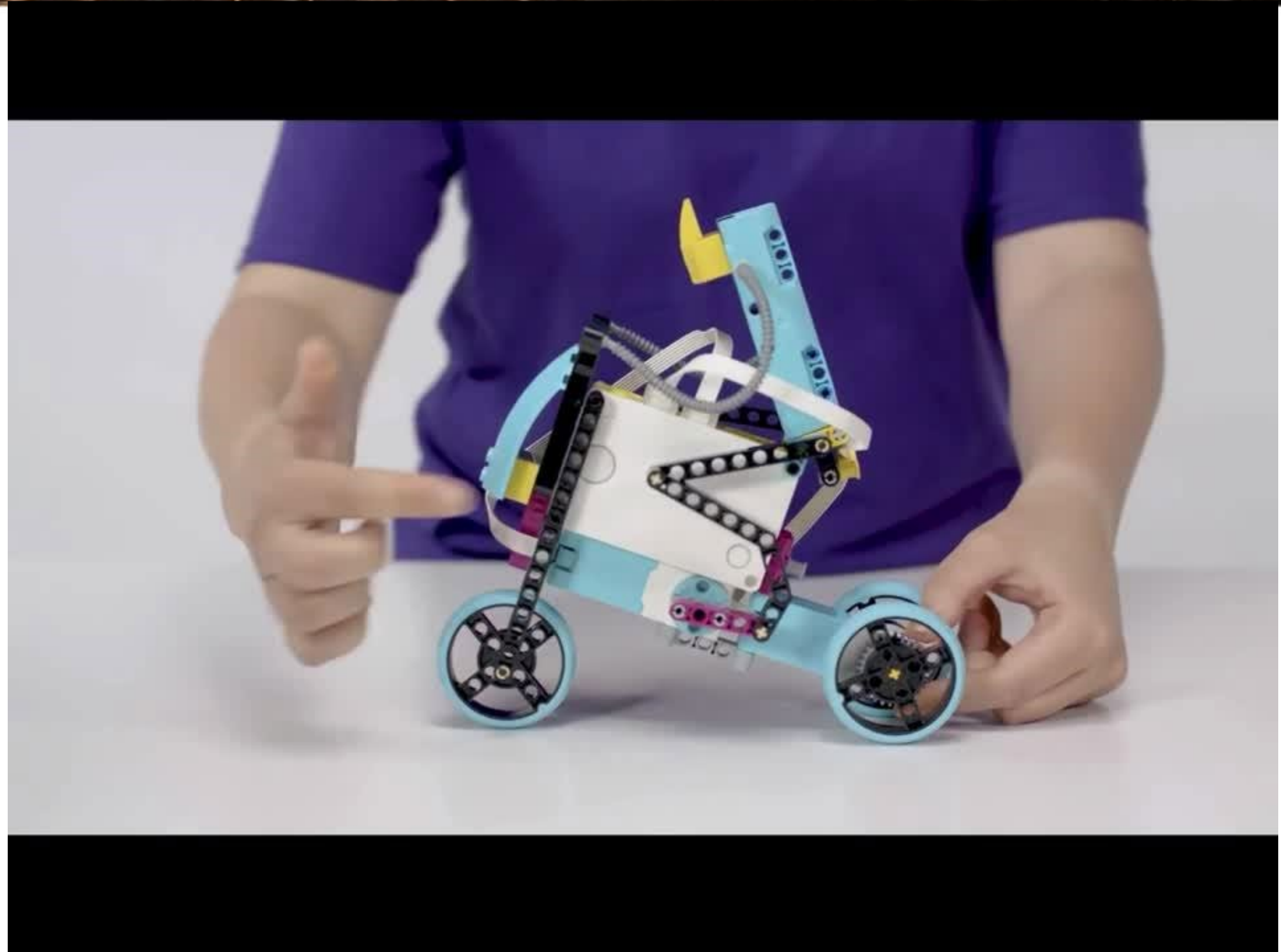
1. Where does the car experience the most potential energy?
2. What type of energy increases as the car goes down the ramp?
3. Why does the car need enough potential energy before it enters the loop?
4. What happens to the car's energy as it goes up the loop?

# Signals and Systems 131

Robotics and Code Lab



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

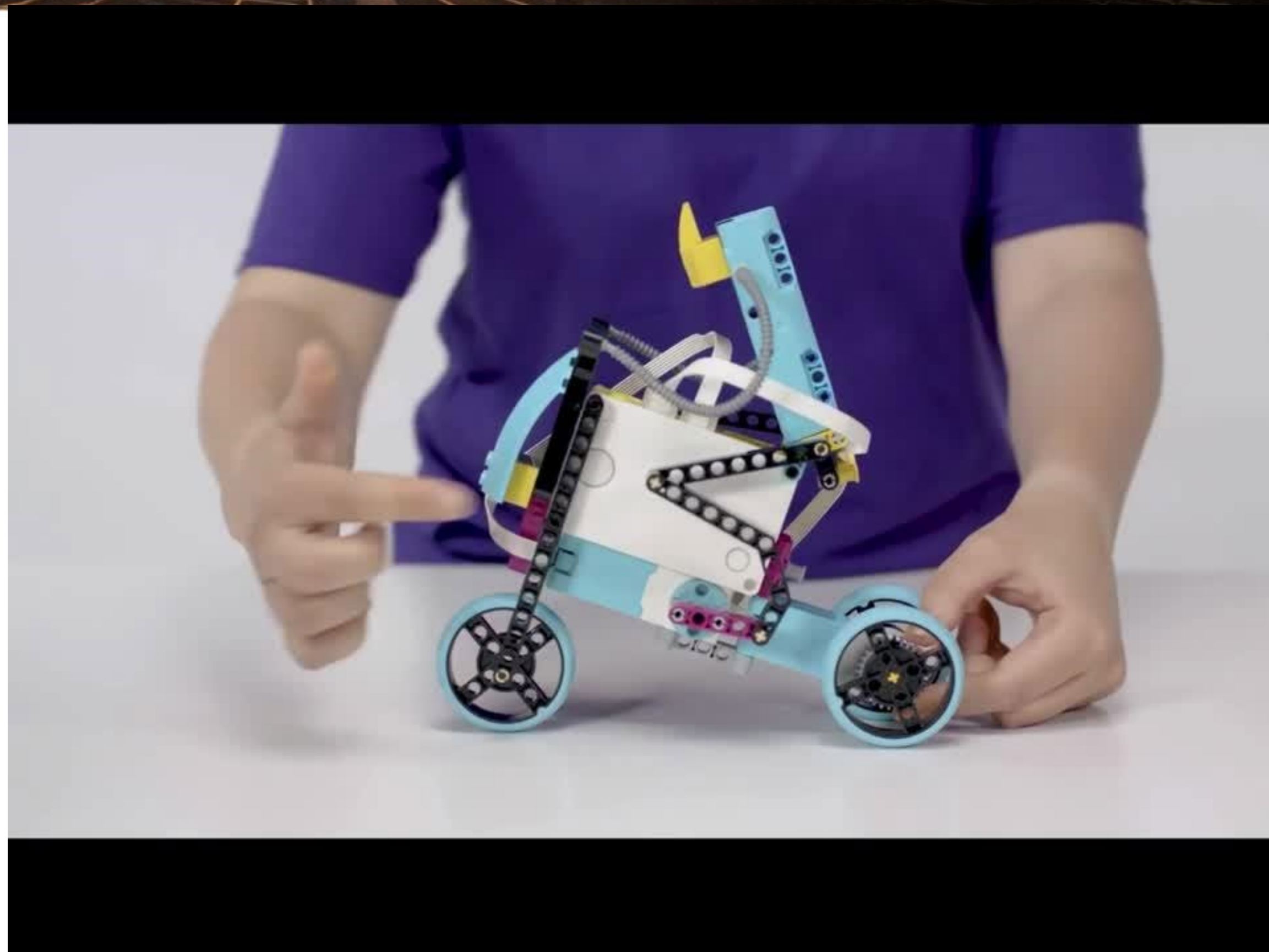


# Engineering Roles

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



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



Please find this icon on your iPad.



<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

Project gallery showing a 'New Project' button and several recent projects with thumbnails and titles: 'Project 3', 'Training Camp ...', 'Going the Dista...', and three instances of 'Hopper Race', all dated '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.



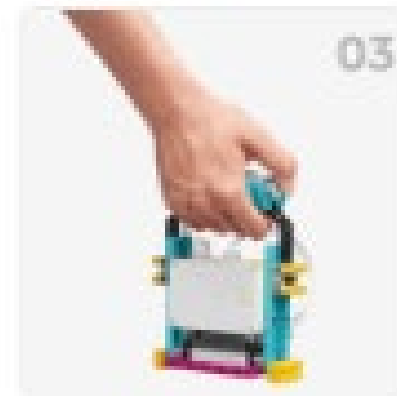
#### This Is Uphill

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.

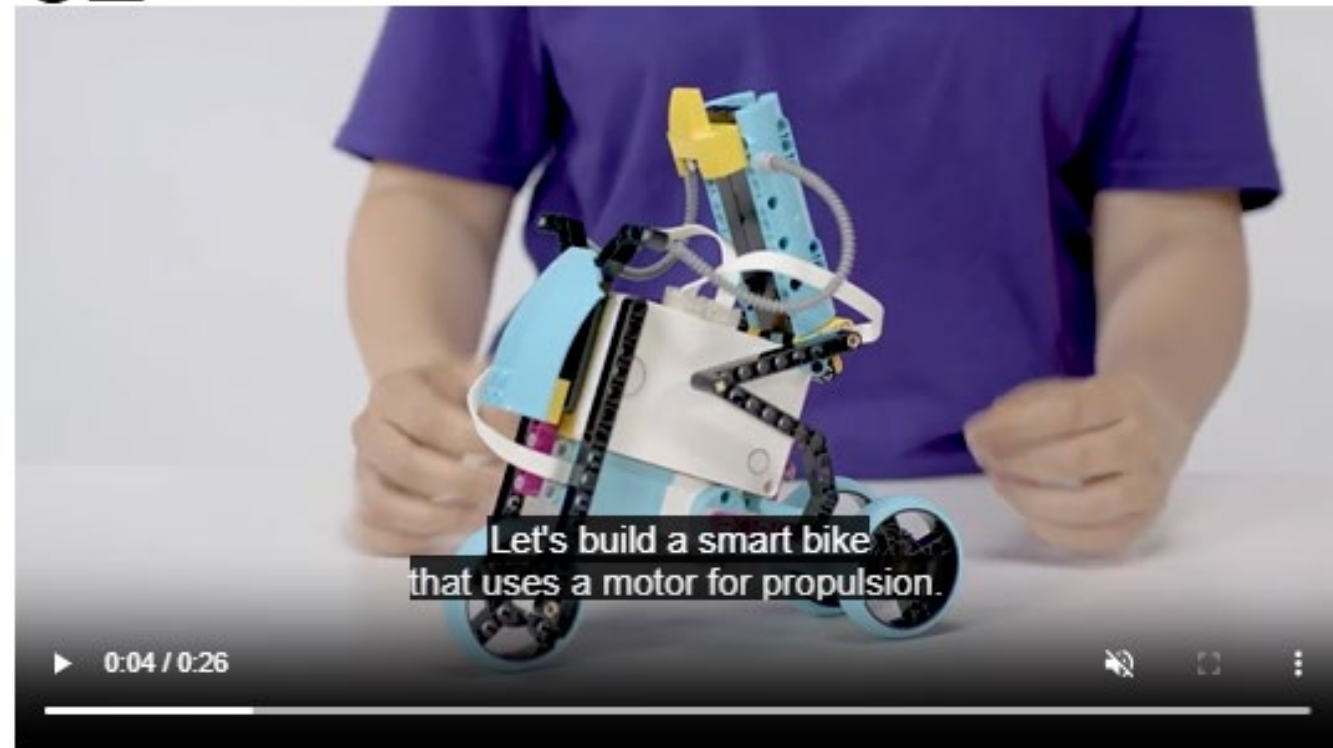
> MORE

START

30-45 min.

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

02 / 06



Lets build you, on a smart bike!

Done! I've built my bike.



BUILD



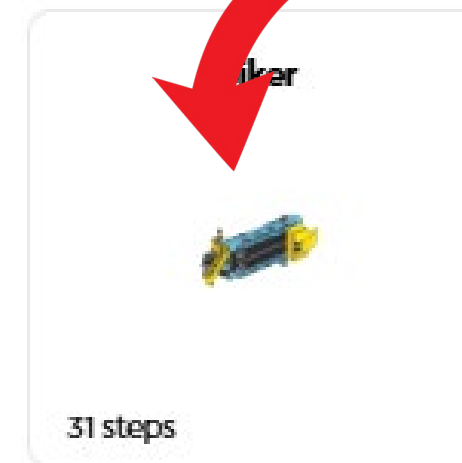
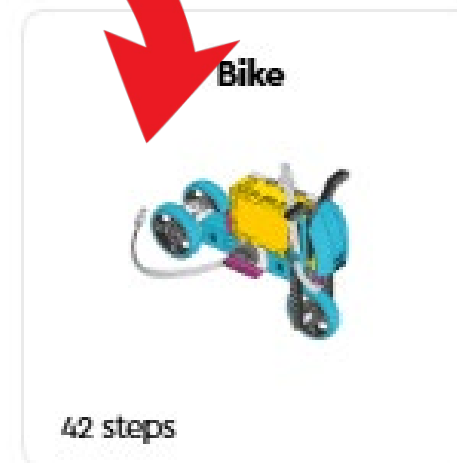
Building instructions

## Smart Bike



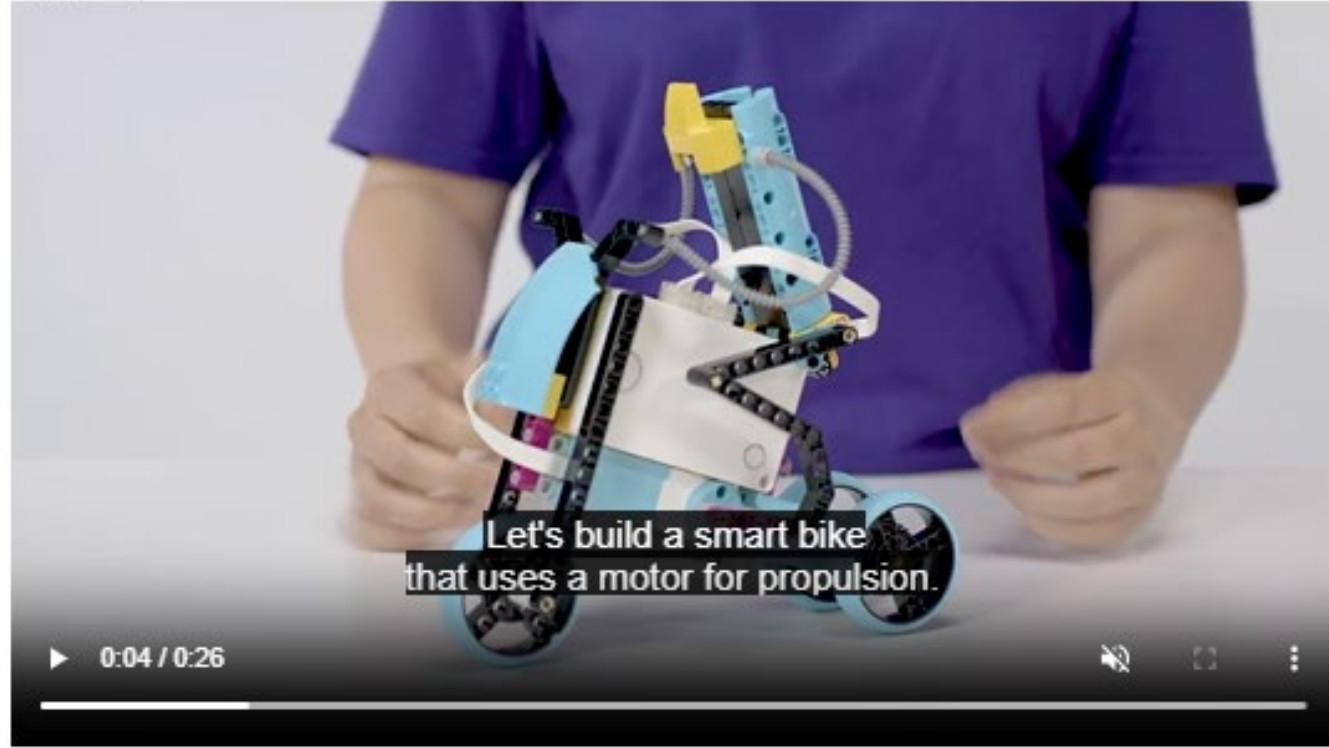
Then

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

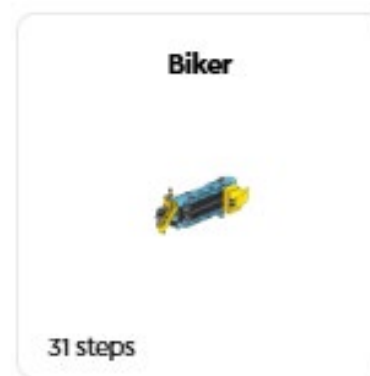
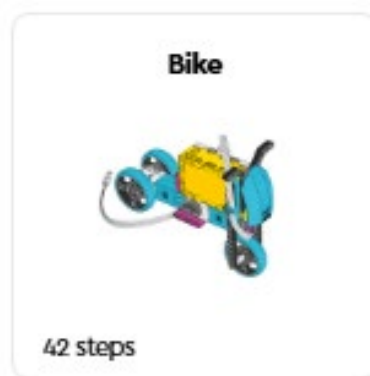
when program starts

- show line graph in window
- clear line graph
- forever
  - plot abs of pitch angle to line
  - plot E power to line

# This is Uphill

Building instructions

## Smart Bike



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



# 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

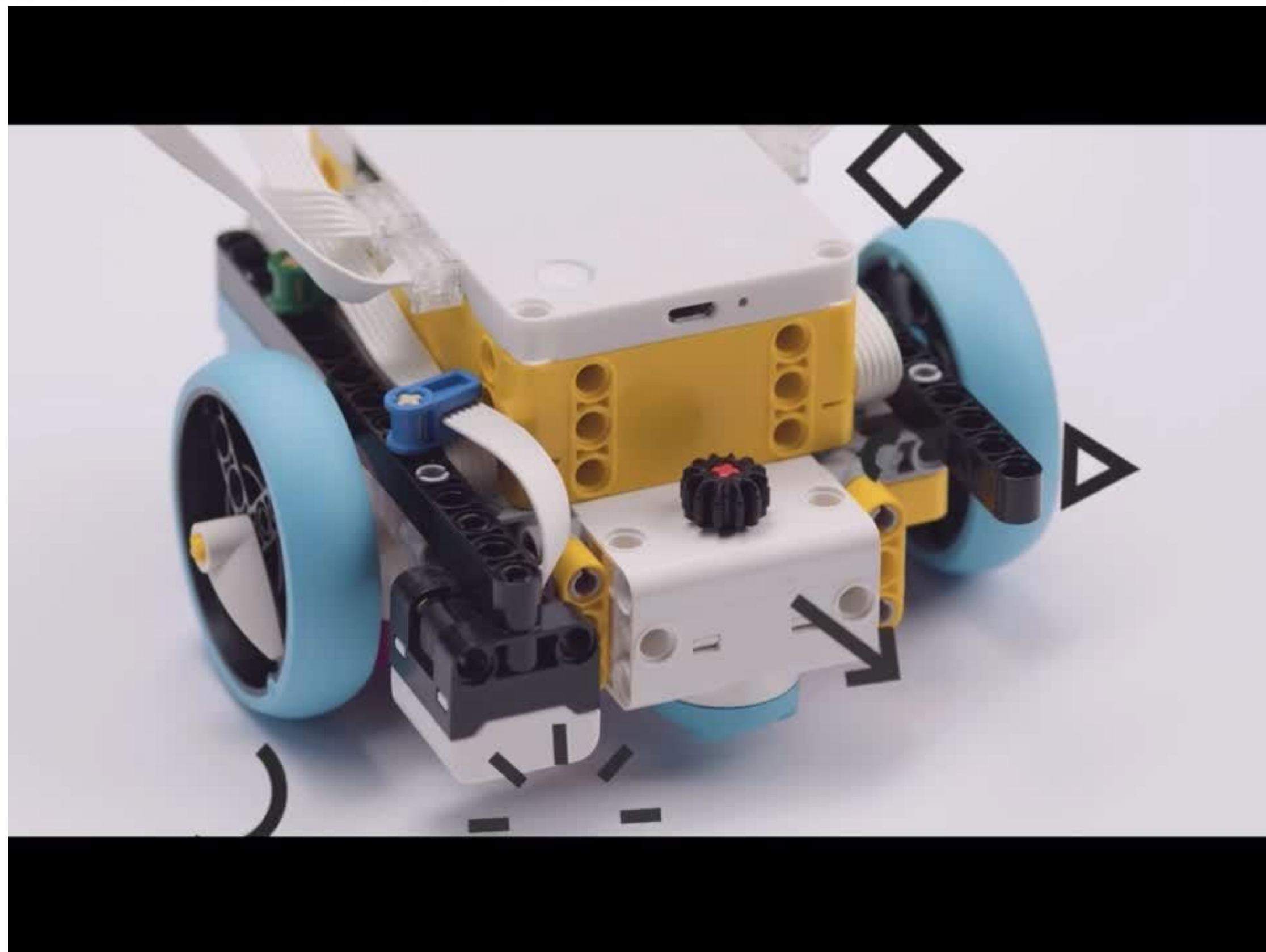
Challenge: Transport Cargo From Coast to Country

At each stop, you must:

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



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



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...



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**



```
when left Button pressed
  set movement motors to C+D
  set movement speed to 50 %
  start moving up
  wait until B is color black
  stop moving
```

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.

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

UNIVERSITY TRANSPORTATION CENTER FOR

# RAILWAY SAFETY

# Day 3

## Derailments



# Housekeeping Rules

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



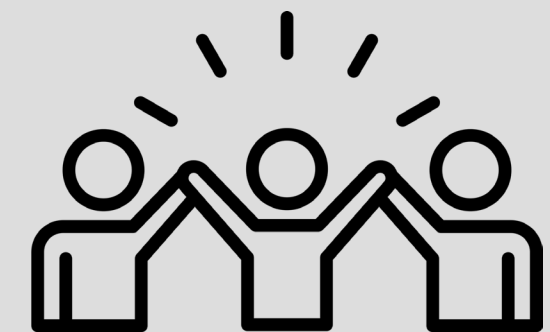
Must wear designated shirt every day.



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

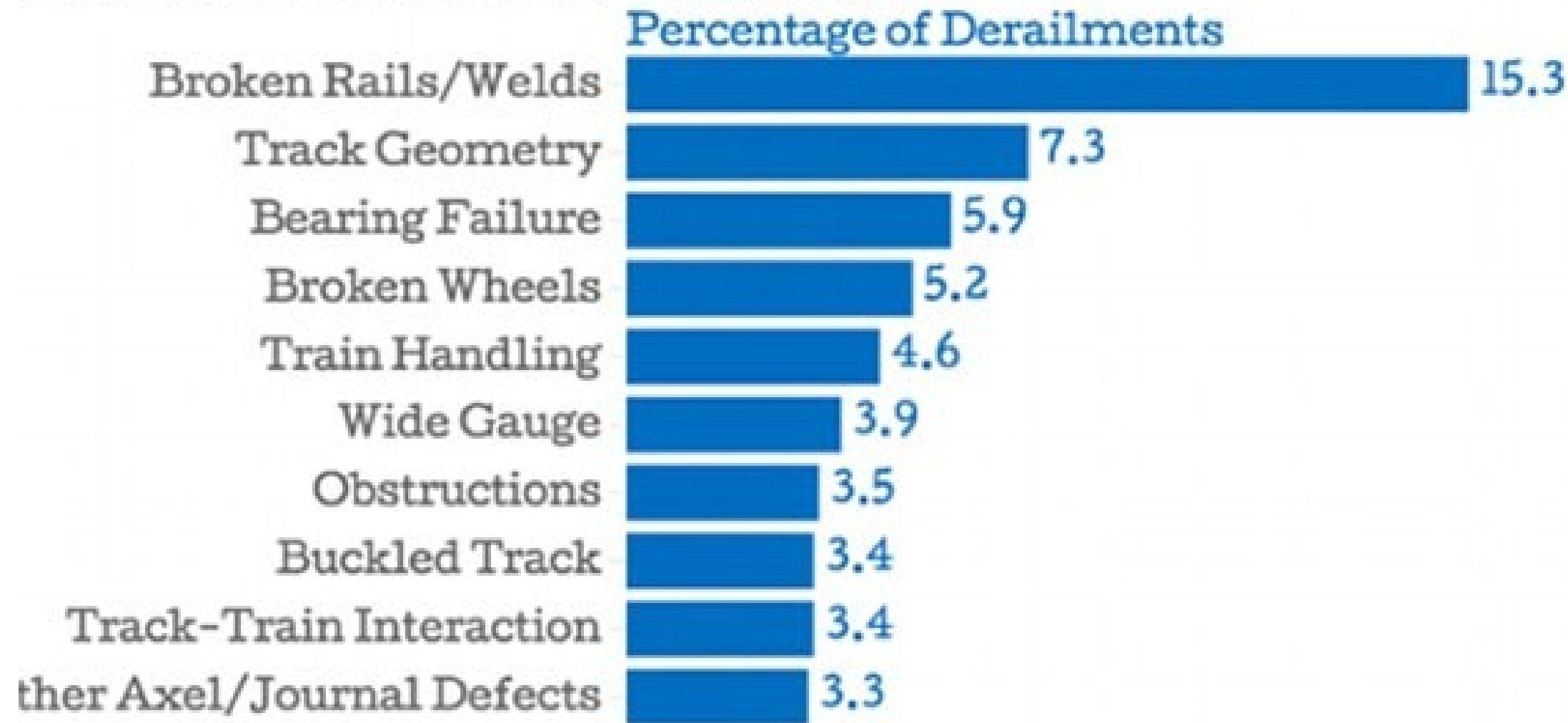
# What Causes a Derailment?

Derailment



<https://youtu.be/1OuZPflGMaQ>

Causes Of Main Line Train Derailments



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

Created with Chartbuilder

Data: Federal Railroad Administration

Federal Railroad Administration

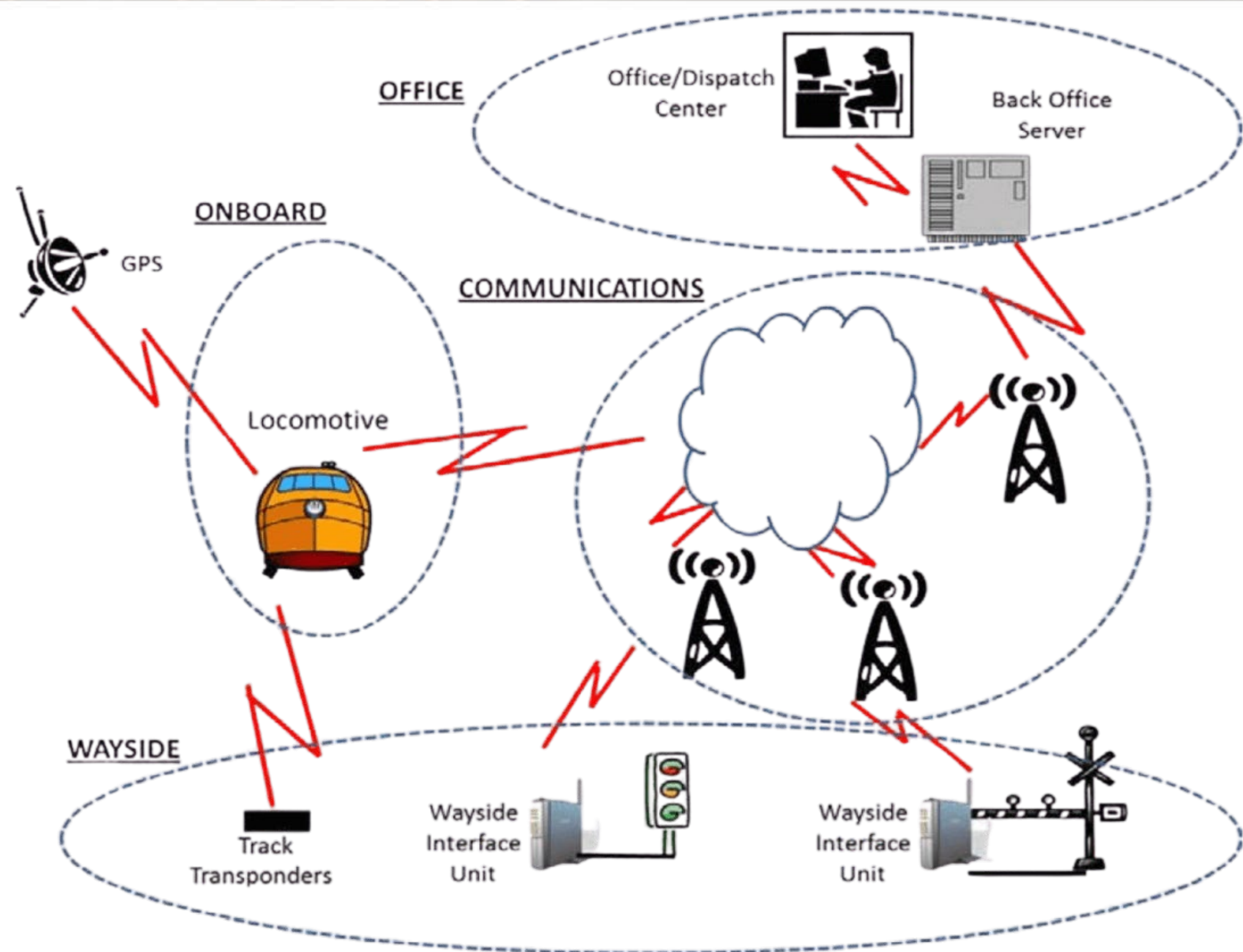
Zolfagharifard, E. (2015, May 13). Broken rails and welds are the biggest causes of train derailments. Mail Online.

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

# Conductors in Training

Team Huddle & Collaboration Lab

# Signals and Sensors



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

# Team Roles

- Observer
- Signal Manager
- Responder
- Communicator

# Instruction Overview

- Keep balloon up
- Use only body, no grabbing
- React to “hazards”
- Work as a team
- Keep the connection

# Balloon = Signal



<https://youtu.be/UyschH3vx0LA>

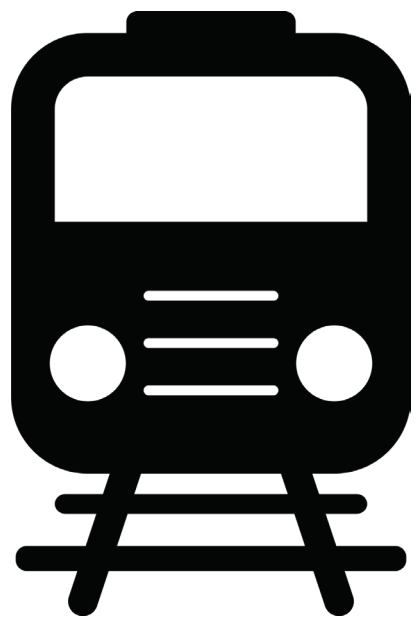
- If the balloon drops or detachment occurs, a signal is lost.
- In trains, that could mean a missed warning or delay.

# Reflection Questions

- How did we react to unexpected changes?
- What helped us work better together?
- How is this like railway safety?

# Why It Matters

- Trains rely on signals and sensors to stay safe.
- Delays in response can lead to accidents.
- Teamwork is key in both systems and people.



# Trackside Theory 121

Engineering Principles in Action

# Challenge Instructions

## Cylindrical vs. Conical

Your team's mission is to design two different wheel models train using Styrofoam cups that can roll along the track without derailing. You'll need to test, adjust, and communicate effectively.



[https://commons.wikimedia.org/wiki/File:Train\\_axle.jpg](https://commons.wikimedia.org/wiki/File:Train_axle.jpg)

# Team Roles

- Engineer - in charge of wheel design and assembly
- Track Technician - builds the track path
- Safety Officer - watches for derailments and records trial results
- Communicator - leads team discussion and shared design choices

# Materials

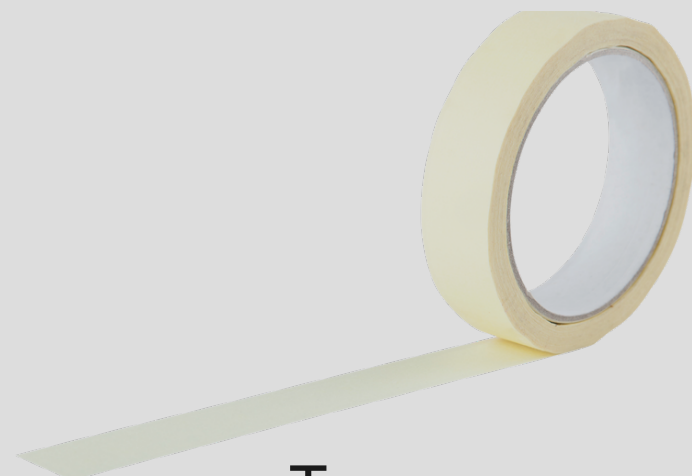
Per Group



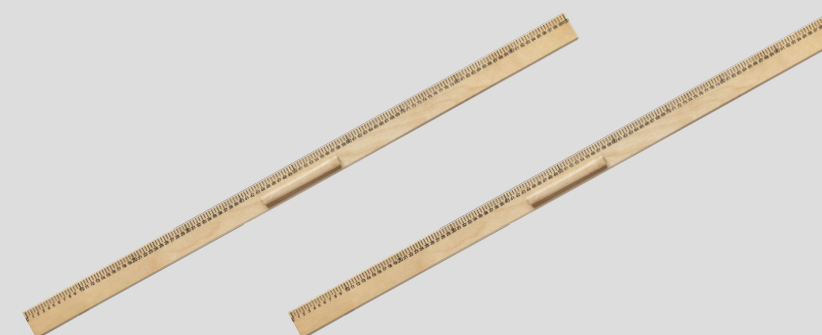
2 styrofoam cups



1 wooden dowel or pencil  
(axle)



Tape



Flat Track Area  
(set up by teacher)



Photo Credits: UTRGV Railway Camp

# Set-Up

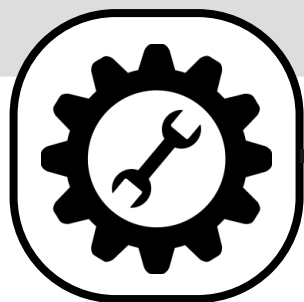
Ensure to tape the meter sticks to the chair and table to avoid movement. The meter sticks will represent your train tracks for your wheel and axle models.

Please allow every group member to try it at least once.

# Experiment Steps

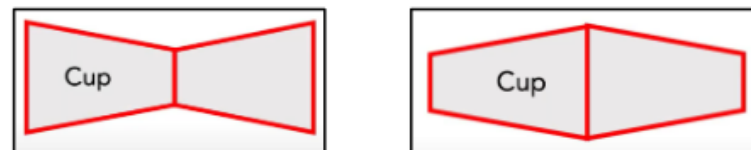
## Build

Slide the cups onto your axle to simulate train wheels.



## Procedure

1. Tape 2 cups together to form the 2 sets of wheels.



1. Set up the two yard sticks into an inclined plane and tape them in place.
2. Place your cups (wheels) at the top and let it drop.

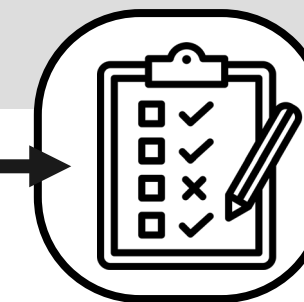
## Test Run

Roll your models down the track.



## Evaluate

Which one worked stayed on the track? If not, what happened?



## Let's Reflect...

1. What design change helped your train stay on track?
2. How did your team work together to solve problems?
3. What surprised you about how the wheels behaved?

01

What is the main reason modern train rails are shaped like an “I” or “T”?

02

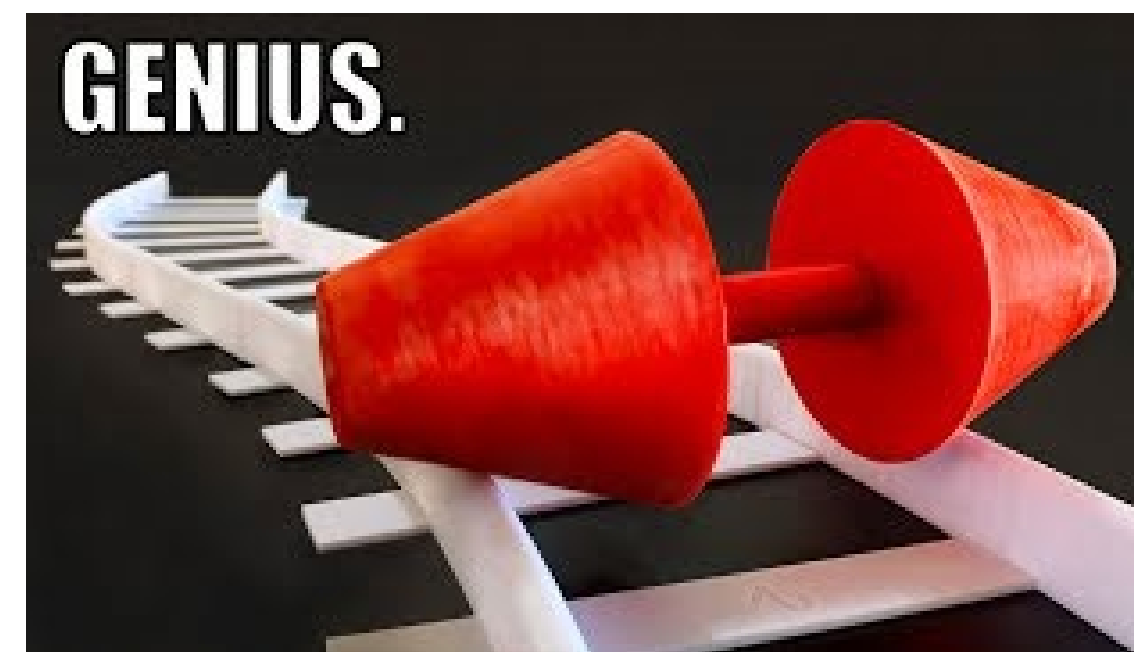
How have rail shapes changed over time, and why were those changes important for safety and performance?

03

What part of the rail design helps prevent derailments and keeps trains on the track during turns?



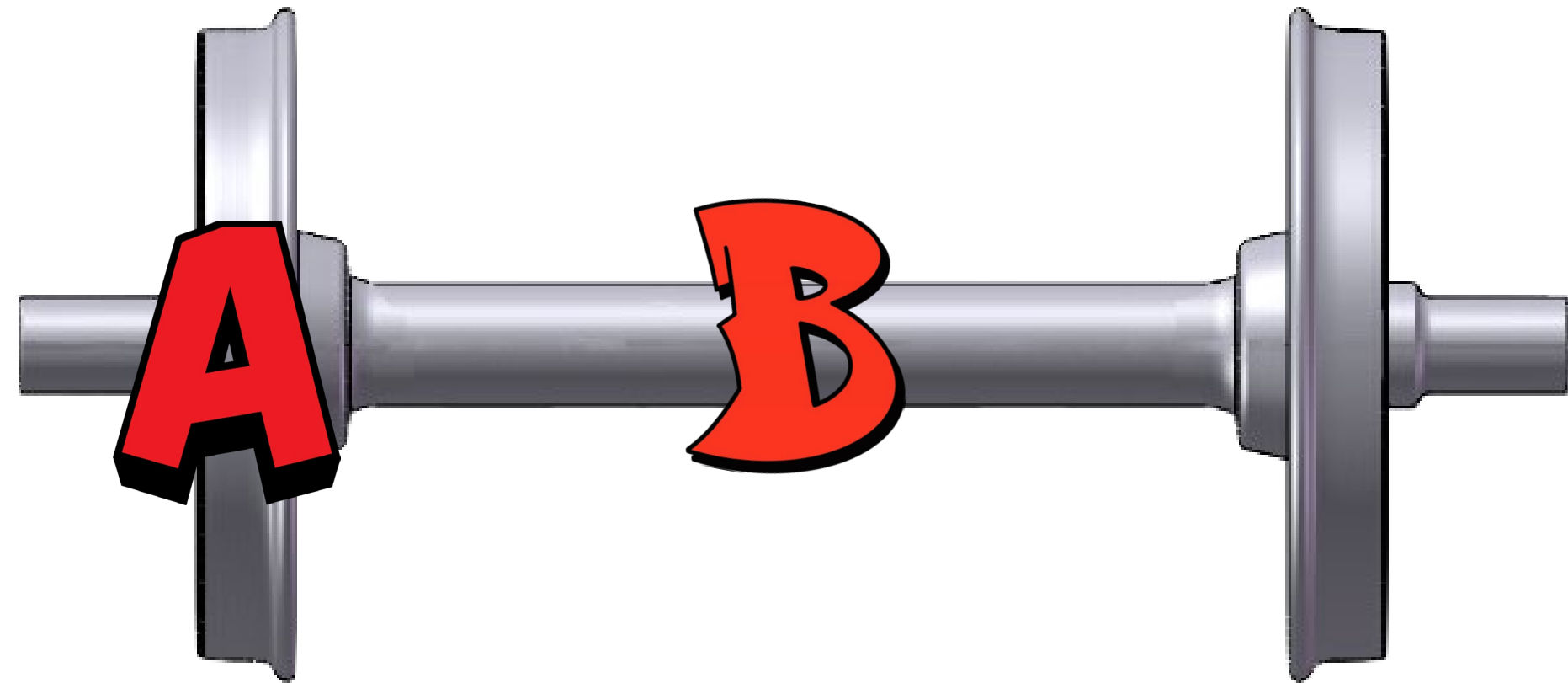
<https://youtu.be/Nteyw40i9So>



<https://youtu.be/HeDuGWNTDPY>

# Wheel and Axle Assembly

1. Which letter represents the axle?
2. Which letter represents the wheel?



[https://en.wikipedia.org/wiki/Wheelset\\_%28rail\\_transport%29](https://en.wikipedia.org/wiki/Wheelset_%28rail_transport%29)

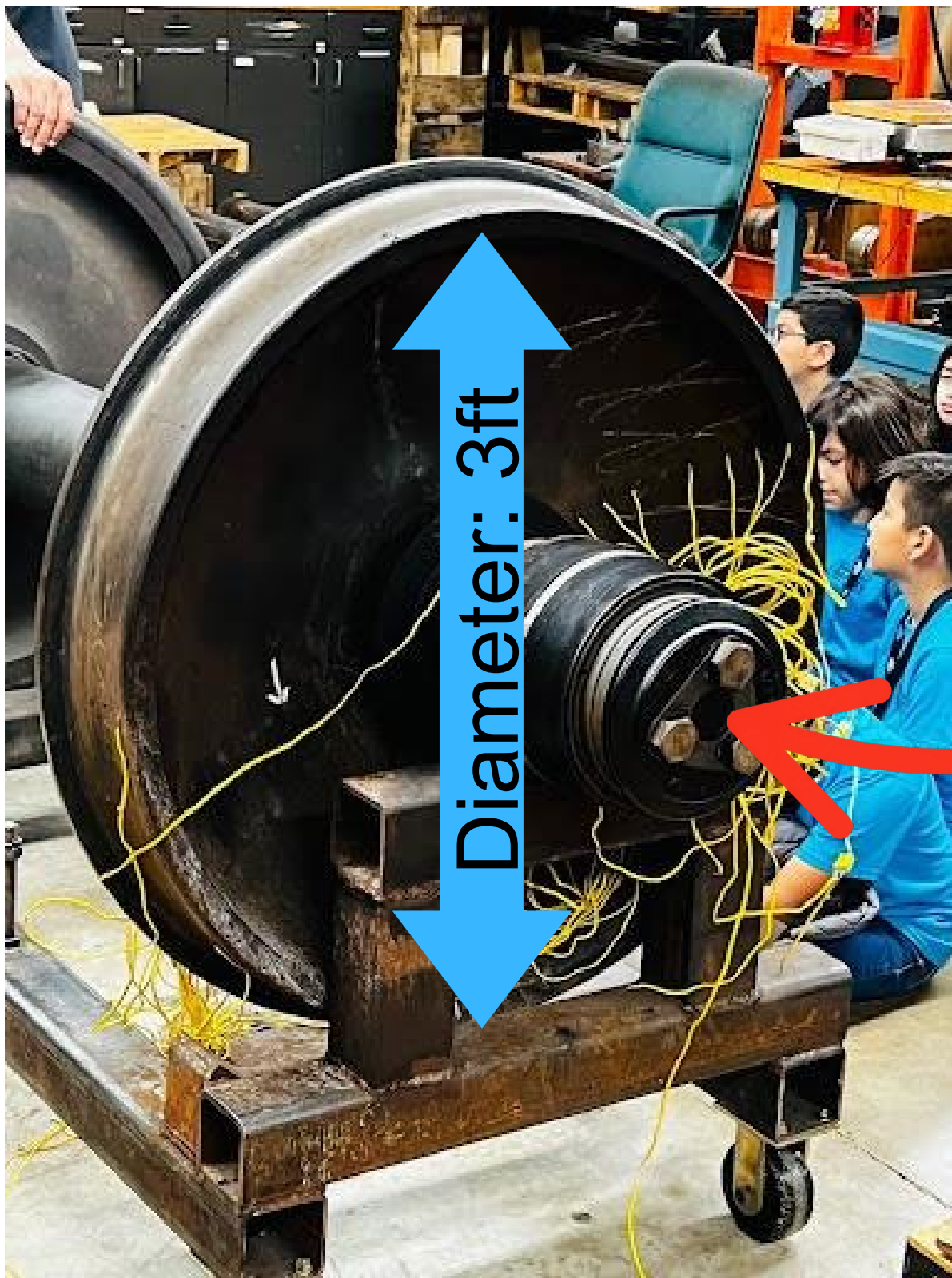


Photo Credits: UTRGV Railway Camp

# Bearings



Photo Credits: UTRGV Railway Camp



# How Are They Damaged?

Most of the time it is due to sudden breaking (stopping).

The more weight and load the freight train carries, the more dangerous it can become.

# Wheel & Axle Replacement

Wheel & axles are moved by forklifts to  
simplify the replacement.

# Wheel & Axle Weight

How much do you think a wheel & axle assembly weighs?

About how many pounds can each bearing carry?

Wheel and Axle Assembly Weighs...2,000 pounds!

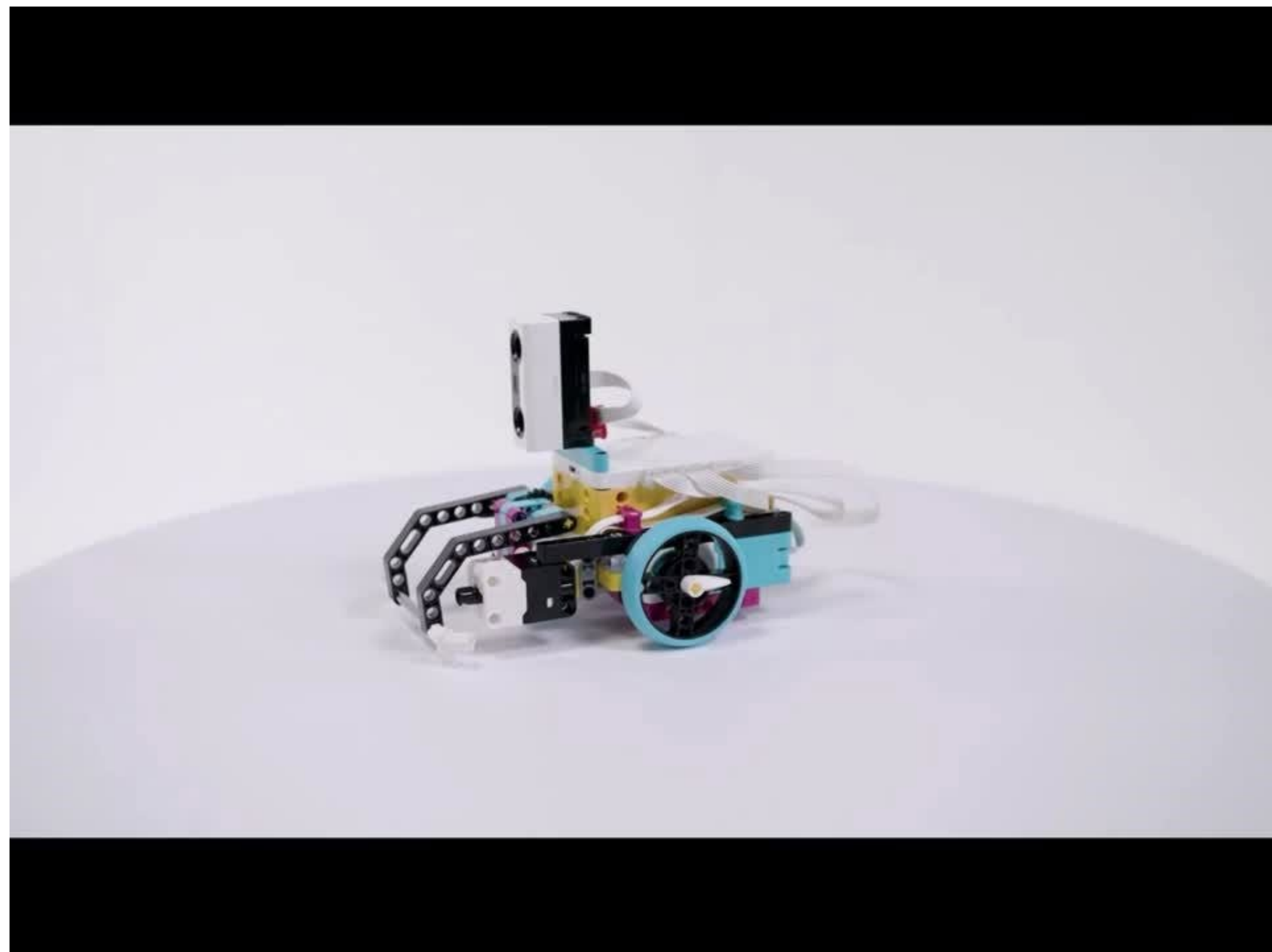
Each bearing can carry about...35,000 pounds!

# Signals and Systems 131

Robotics and Code Lab



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



Please find this icon on your iPad.



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

# Select your SPIKE™ solution



SPIKE  
**Essential**








SPIKE  
**Prime**





<https://spike.legoeducation.com/>  [education](https://www.legoeducation.com/)


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-  Build
-  My Projects

---

-  Help
-  Settings

Home
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 Squa...




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, so...




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 your...

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



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!

02



## Training Camp 2: Playing with Objects

Controlling Movements Using the Distance Sensor

> MORE

Start lesson

**START**

🕒 30-45 min.

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

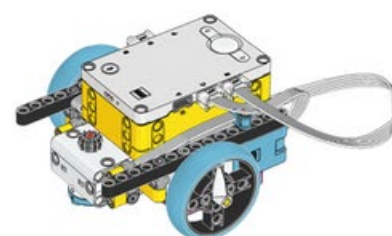
# No Sensors

Building instructions

## Driving Base 2



### Driving Base



34 steps

### Tools and Accessories



40 steps

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

The image shows a sequence of Scratch code blocks for a LEGO SPIKE program. The blocks are as follows:

- when program starts** (yellow block)
- set movement motors to C+D** (pink block)
- set movement speed to 30 %** (pink block)
- set 1 motor rotation to 17.5 cm moved** (pink block)
- E set speed to 20 %** (blue block)
- E run for 1 seconds** (blue block, clockwise rotation)
- E run for 1 seconds** (blue block, counter-clockwise rotation)
- play beep 60 for 0.2 seconds** (purple block)
- play beep 72 for 0.2 seconds** (purple block)

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

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

# Innovation Depot 141

## Engineering Design Challenge

# Engineering Roles

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

# Scenario

## Challenge: Inspection Detection

Rail inspection vehicles and autonomous trains use radar and ultrasonic technology to detect anything on or near the tracks—from debris to track warping. Early detection helps prevent derailments and allows maintenance crews to fix issues before accidents happen.

Your company wants to be contracted for services by a Class 1 company, but first they want to observe your technology.

# Task

## Challenge: Inspection Detection

Your prototype must be able to:

- Drive forward slowly.
- Continuously check the distance in front using the ultrasonic sensor.
- If the distance is less than 10 cm, the train stops and flashes a warning (or makes a sound).
- Resume movement once the obstruction has been cleared

# Task

Students will Program a LEGO Spike Prime train to detect a potential derailment hazard (e.g., debris, broken track) using the ultrasonic sensor and automatically stop before impact.

# Debrief Questions

1. What distance worked best for stopping the train?
2. How would this system help train engineers?
3. How did your team solve any issues with sensor placement or false detection?



# 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

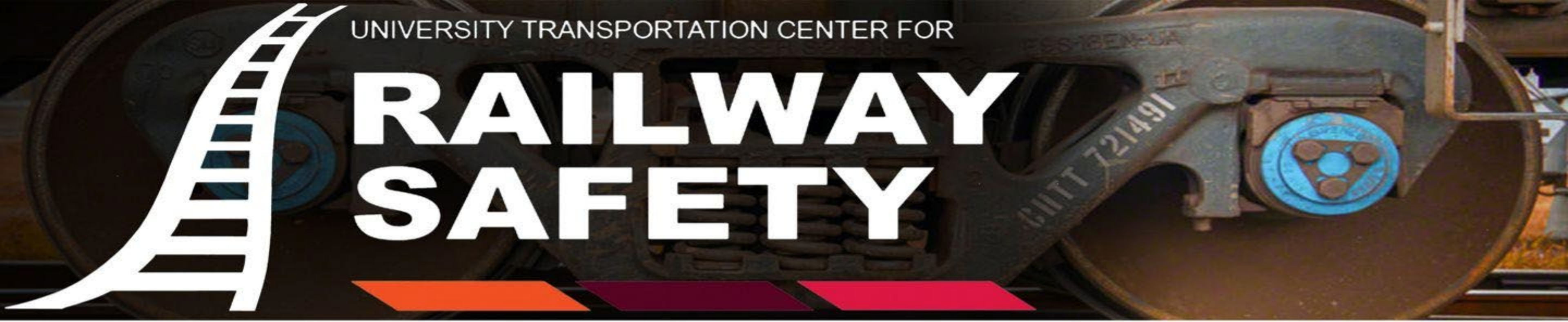


Ensure all pieces are accounted for.

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

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.



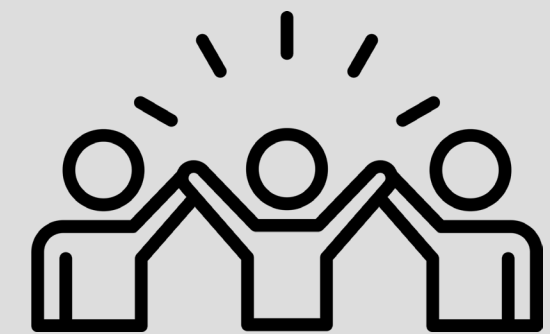
Must wear designated shirt every day.



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**



**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](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



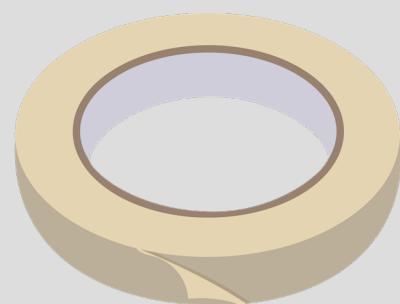
1 balloon



1 straw



String



Tape



2 chairs to  
anchor string

**Reaction:**  
Balloon accelerating upwards



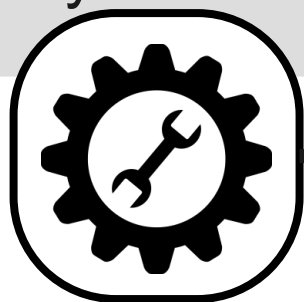
**Action:**  
Air accelerating downwards

<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.



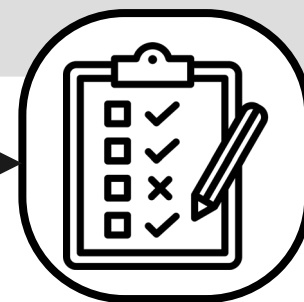
## Test Run

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



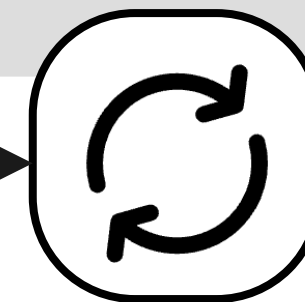
## Evaluate

Make observations



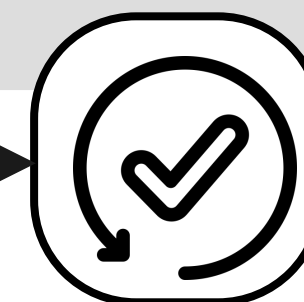
## Modify

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



Please find this icon on your iPad.



<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



New Project



Open Project

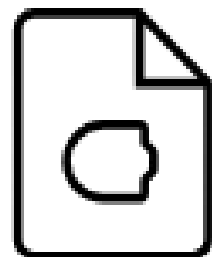
<https://spike.legoeducation.com/>

New Project



# Project 1

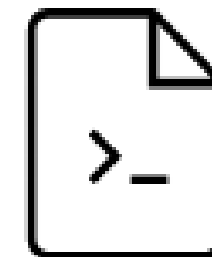
---



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

- 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

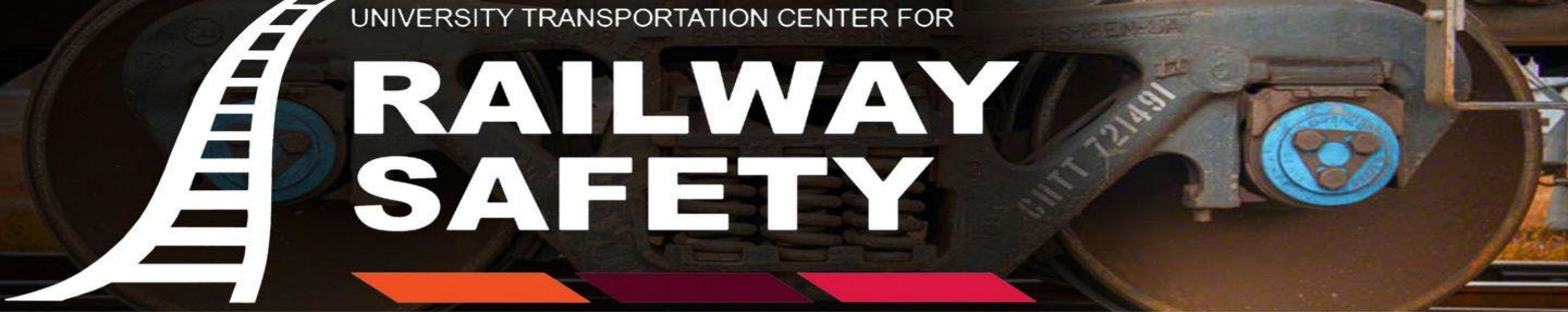


<https://spike.legoeducation.com/>

Ensure all pieces are accounted for.

UNIVERSITY TRANSPORTATION CENTER FOR

# RAILWAY SAFETY



# Day 5

Full Steam Ahead



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.



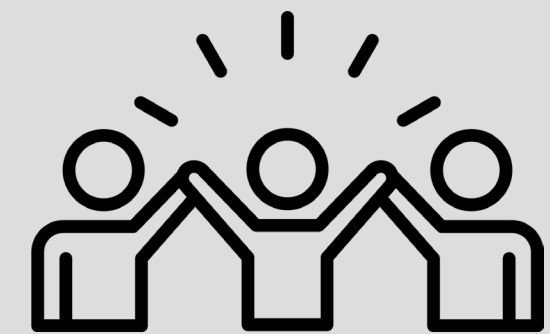
Must wear designated shirt every day.



Restroom only when accompanied by an adult.



Use of electronic devices is only for instructional purposes.



Be active, engaged, and participate in your group.

# 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

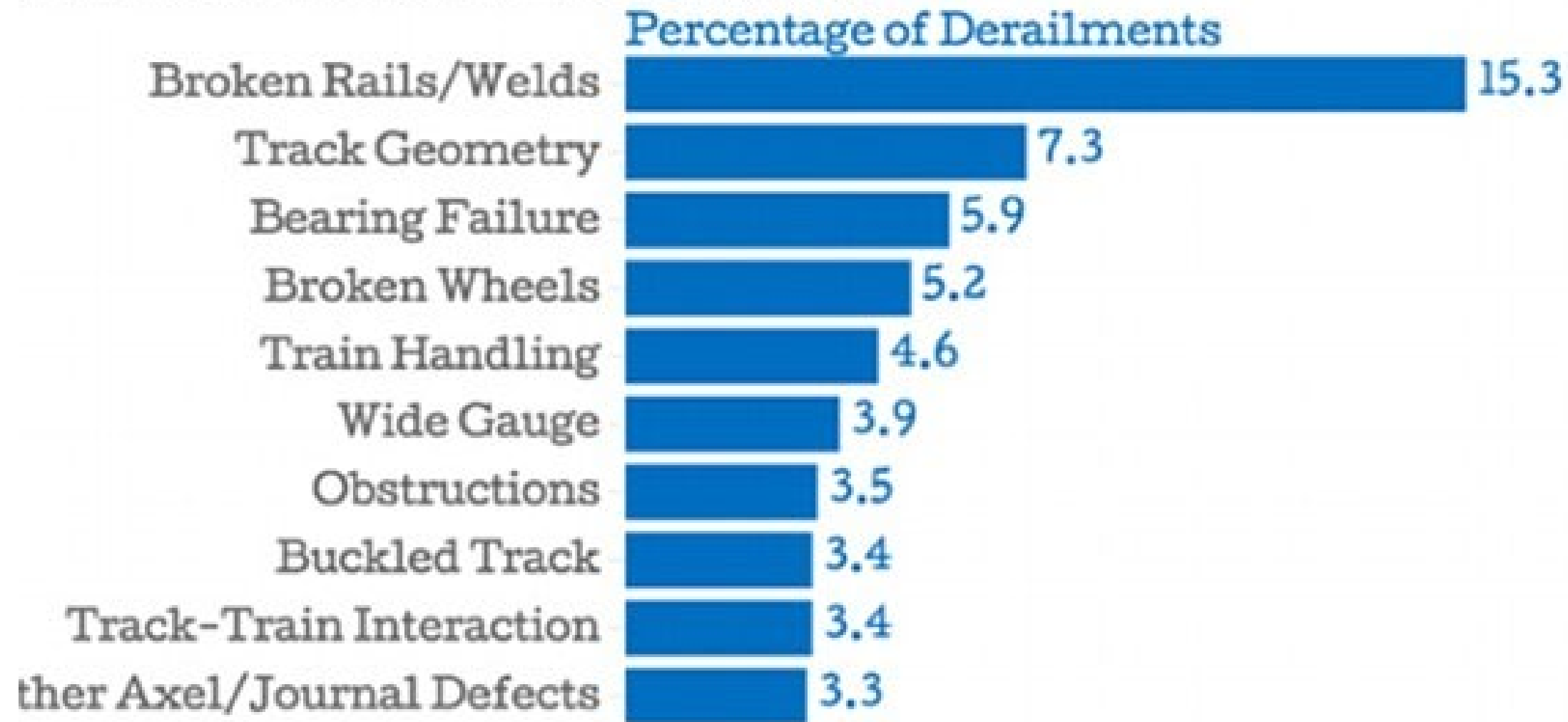
- Regional railroads
- Operate within a specific region
- Connect rural or mid-sized areas to Class 1
- Handle medium-distance freight

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

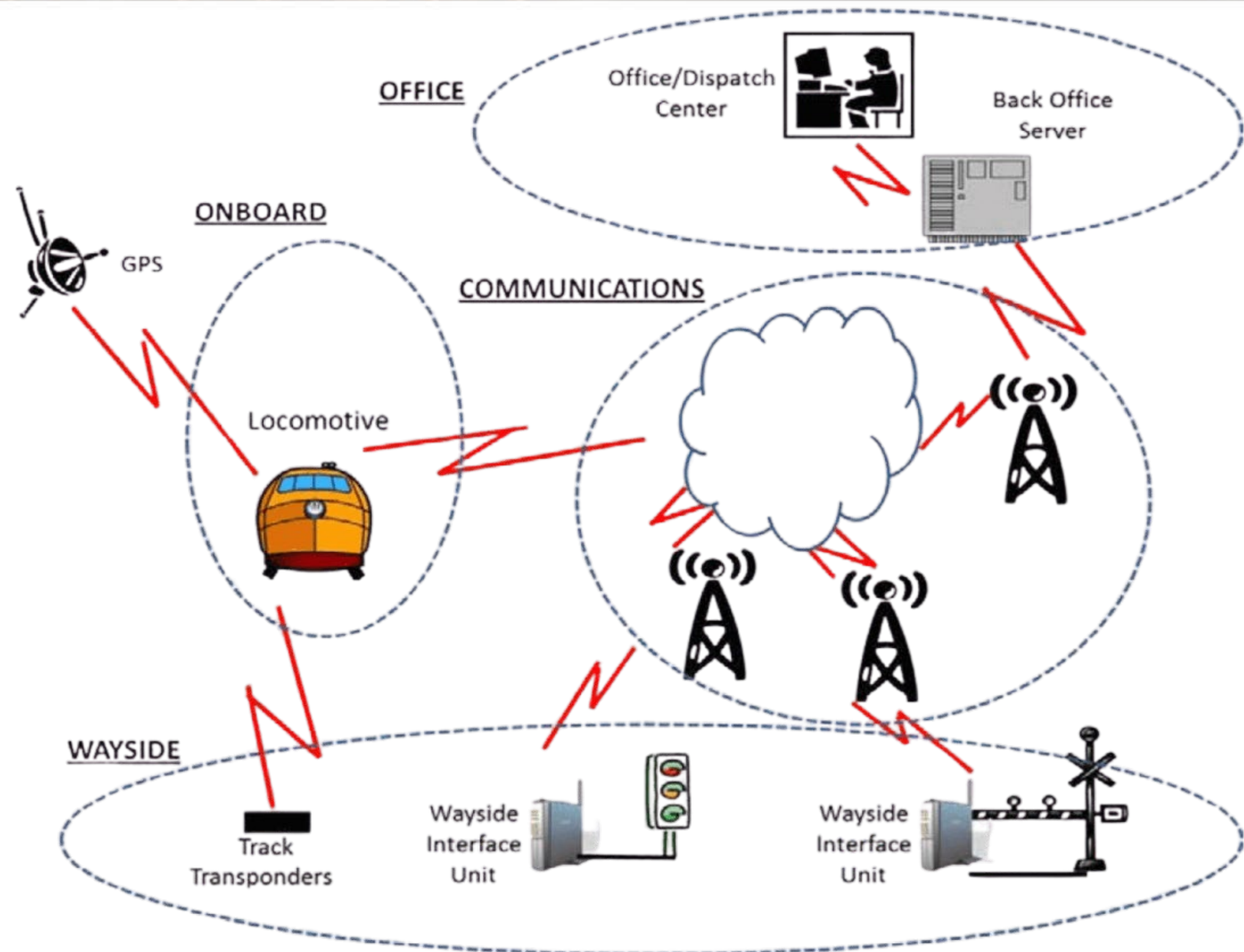
Data: Federal Railroad Administration

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



Please find this icon on your iPad



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

# Select your SPIKE™ solution



SPIKE  
**Essential**



SPIKE  
**Prime**



<https://spike.legoeducation.com>  [education](https://www.legoeducation.com)

# Get started with SPIKE™ Prime

Learn to use SPIKE Prime in 6 easy steps!

START



New Project



Open Project

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

New Project



# Project 1

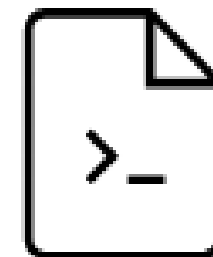
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ICON BLOCKS



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.

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