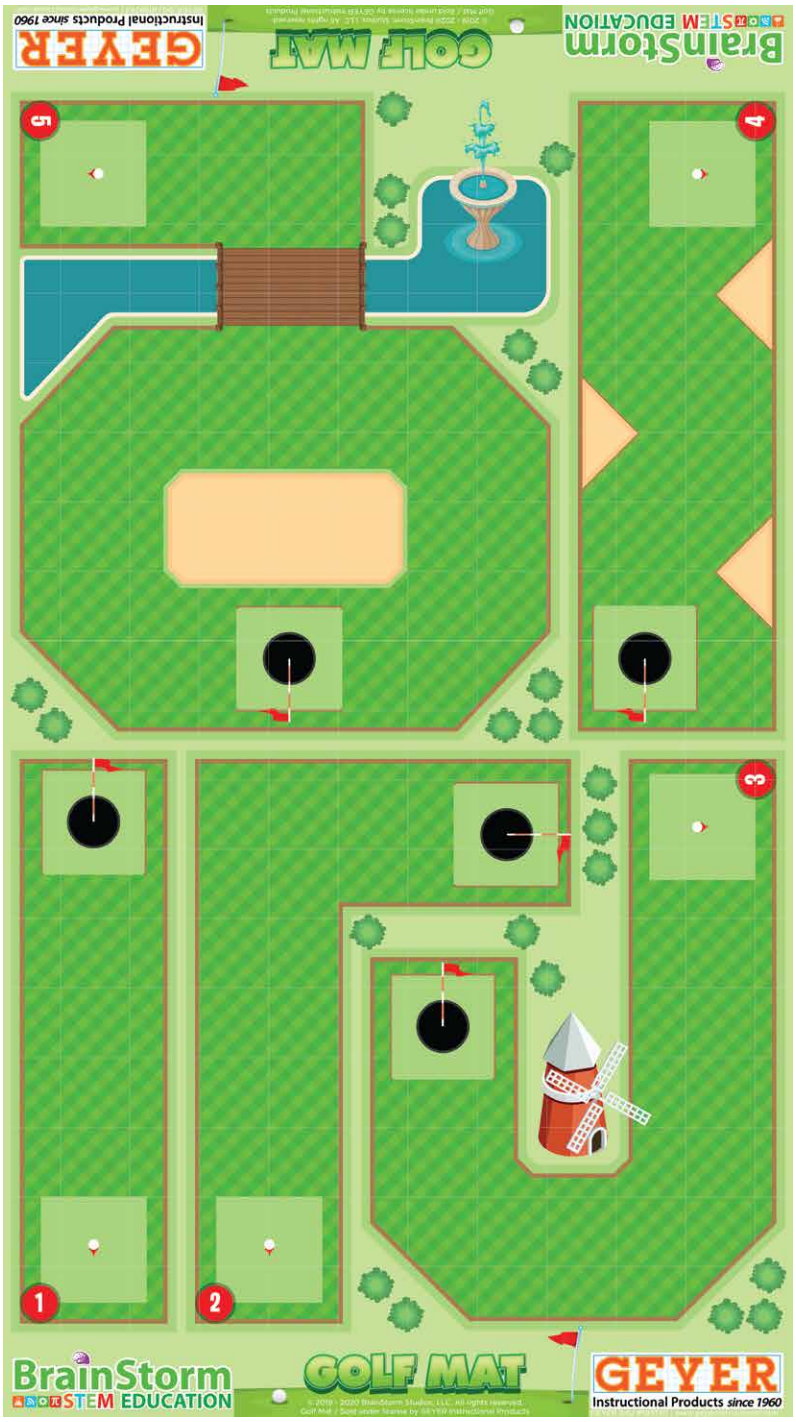
ROBOTIC ACTIVITY MAT



Summary: Let's Par-Tee! This golf-themed mat combines robotics and golf to create lots of learning and fun. Can you program the robot to score a hole in one?

Features:
- Fits up to 10 students
- Competitive game-play
- Increasingly difficult challenges.

Objective: Build and program the most efficient and optimal robot to navigate each increasingly difficult course and score the golf puck into the hole in the least amount of code-able commands.

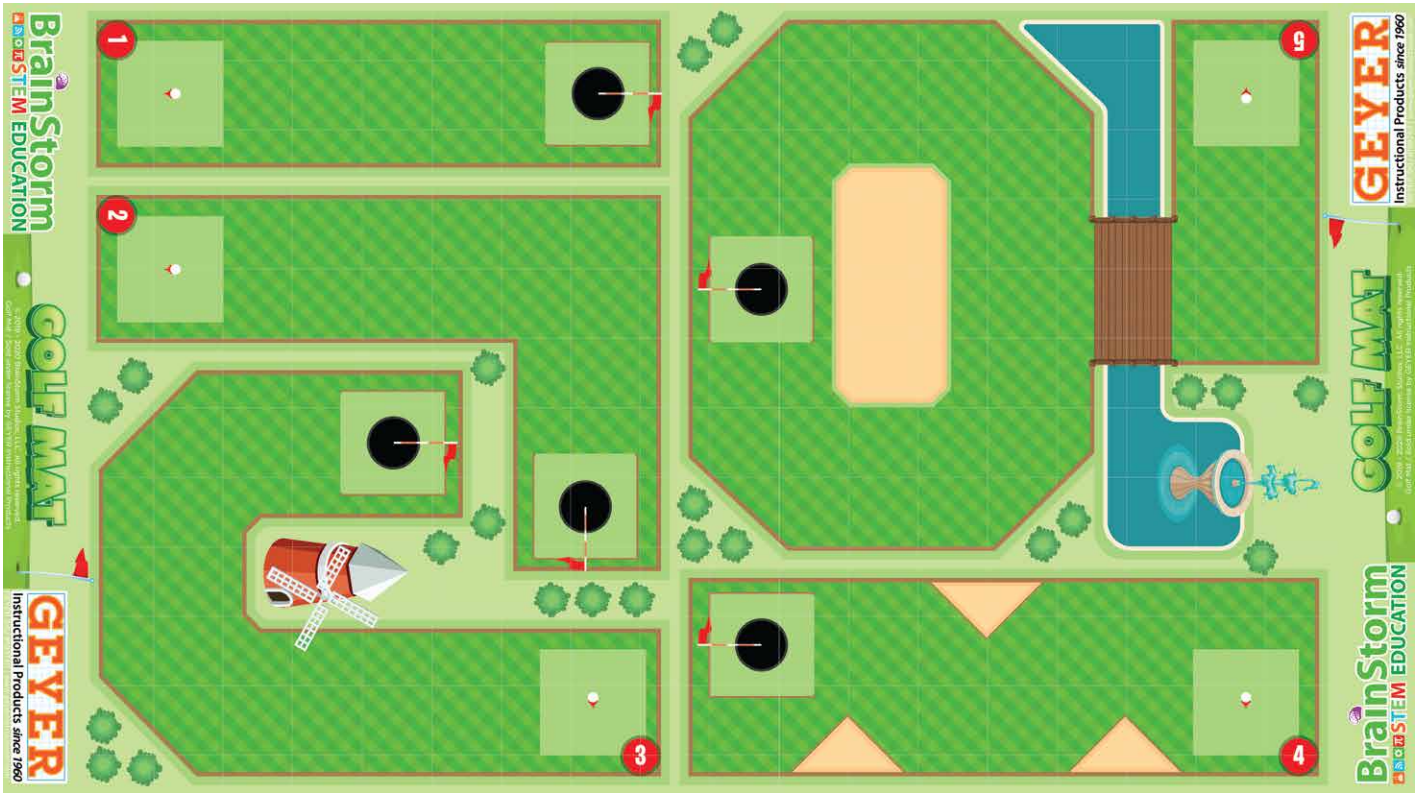
Skills taught: Students will learn programming, sequential navigation, problem solving, team-work, engineering, and critical thinking.

Game Pieces(8 Total)**:**

Activity: Sequential Navigation

Courses 1 - 5

Using code, program your robot to navigate each increasingly difficult course and score the golf puck into the hole in the least amount of code-able commands. Students can work in groups, each group receives 1 golf puck.



How to Use:

1. Robots will start in the light-green square located near the course number.

2. Analyze the course and visualize the direction(s) needed for the robot to navigate through to the hole (Tip: program your code two sequential commands at a time).

3. Code the sequential navigation commands into the robots program.

4. Place the robot in the light-green starting square, place a golf puck in the robot's possession, and execute the program.

5. Repeat steps 2-4 until the robot has placed the golf puck on-top of the course hole.

6. Complete steps 1-5 for each course.

Rules: Robots should be mindful of the course boundary lines and obstacles(Brown lines).

Scoring: Score can be kept by adding the total number of sequential commands that were used to achieve a successful completion of each individual course, with a total game score being the sum of each courses(1-5) sequential command count.