

ROBOTIC ACTIVITY MAT

ROBOT RESCUE



Summary: The citizens of this town need your help! Use your programming skills to save the day and become a hero! This mat provides a variety of challenges and is perfect for students looking for fun and challenging activities.

Features:

- Fits up to 8 students
- 8 Fun game pieces
- 5 Awesome activities!

Objective: Help the town by rescuing the citizens in need of help. Program your robot to complete the multi-step tasks for each activity.

Skills taught: Students will learn programming, problem solving, and critical thinking.

Game Pieces (8 Total):



General Information

Students will choose from one of four missions and then place their robot on the corresponding colored starting square and place the appropriate game piece pucks on the designated locations on the mat to begin the activity.



How To Use:

1. Robots will start on the specific starting square located near the corners of the mat.
2. Analyze the course and visualize the direction(s) needed for the robot to navigate through the street to the objectives.
(Tip: program your code 2 sequential commands at a time).
3. Code the sequential navigation commands into the robots program.
4. Place the robot in the specific starting square and execute the program.
5. Repeat steps 2-4 until the robot has completed all the necessary objectives for each mission.

Activity 1: Rescue the Cat

Grandma cant find kitty!

Grandma's cat has gotten herself stuck in a nearby park tree...Help Grandma by collecting the necessary items so you can return kitty safe and sound.

Objectives: (Must be done in order)

1. Collected the Ladder game piece.

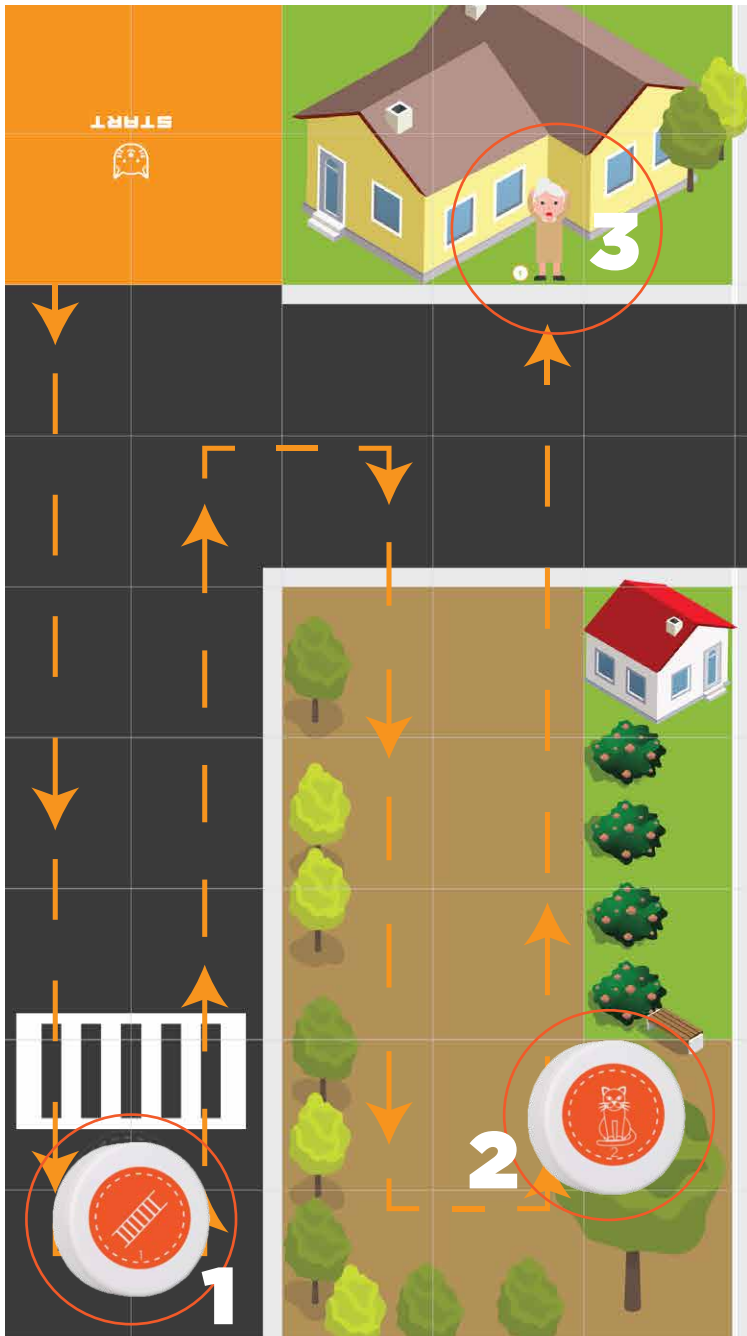


2. Bring the Ladder game piece to the Large tree in the park where the cat is trapped.



(Note: Don't forget to flip the game piece over to signify you have completed Steps 1 & 2.)

3. Navigate and deliver the game piece to Grandma.



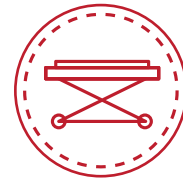
Activity 2 : Hospital transport

Get this man to a hospital!

A bad car crash has left a citizen of the city hurt and in need of medical attention. Help get him on a gurney and off to the hospital quickly.

Objectives: (Must be done in order)

1. Collected the Gurney game piece.



2. Bring the Gurney game piece to the car crash where a man needs medical attention.



(Note: Don't forget to flip the game piece over to signify you have completed Steps 1 & 2.)

3. Navigate and deliver the game piece to the Hospital.



Activity 3 : Help put out the fire

Ring the Alarm!

A resident of the city needs help because their house is on fire! Grab a bucket and head to the nearest Lake to rescue the house and put out the blaze.

Objectives: (Must be done in order)

1. Collected the Bucket game piece.

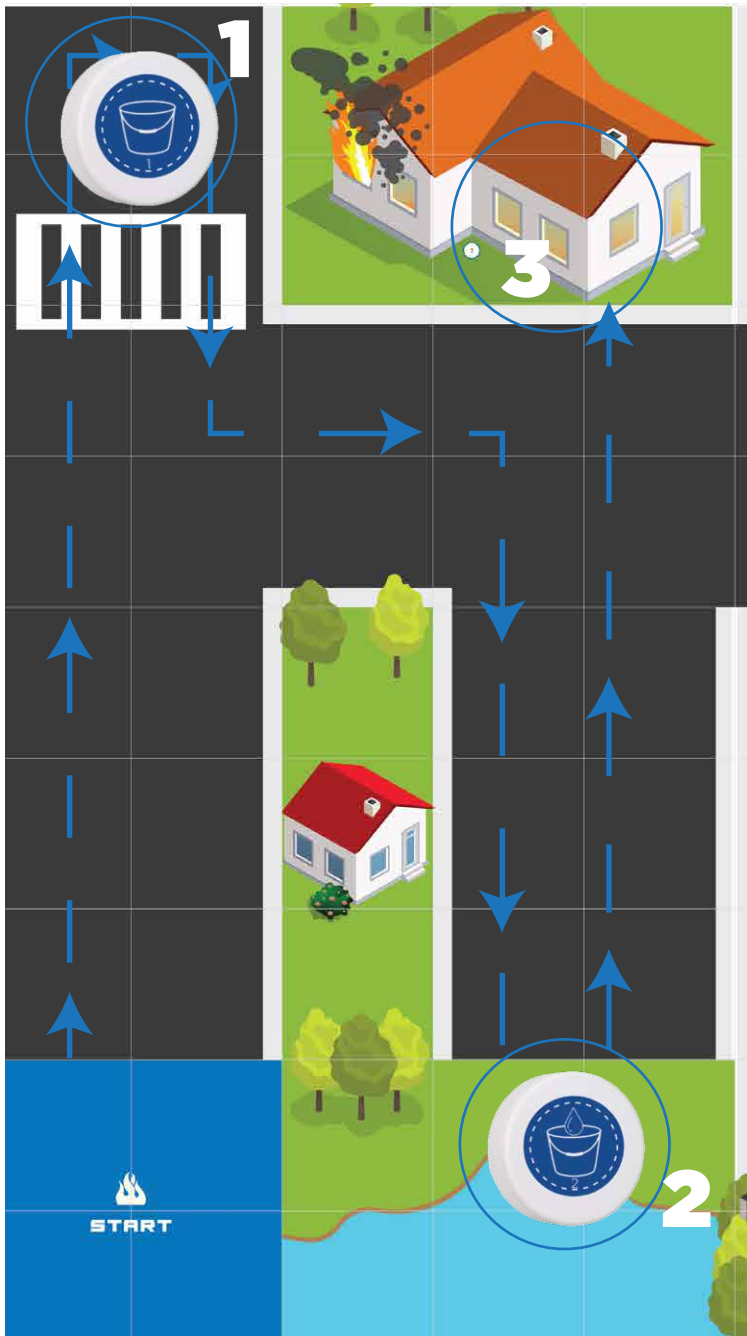


2. Bring the Bucket game piece to the Large lake.



(Note: Don't forget to flip the game piece over to signify you have completed Steps 1 & 2.)

3. Navigate and deliver the game piece to the burning house.



Activity 4 : Repair the Car

Need a lift?

The crash has also left a women without a car. Repair the busted tire and give her a lift to the auto-service shop so she can get her car fixed.

Objectives: (Must be done in order)

1. Collected the Tire game piece.

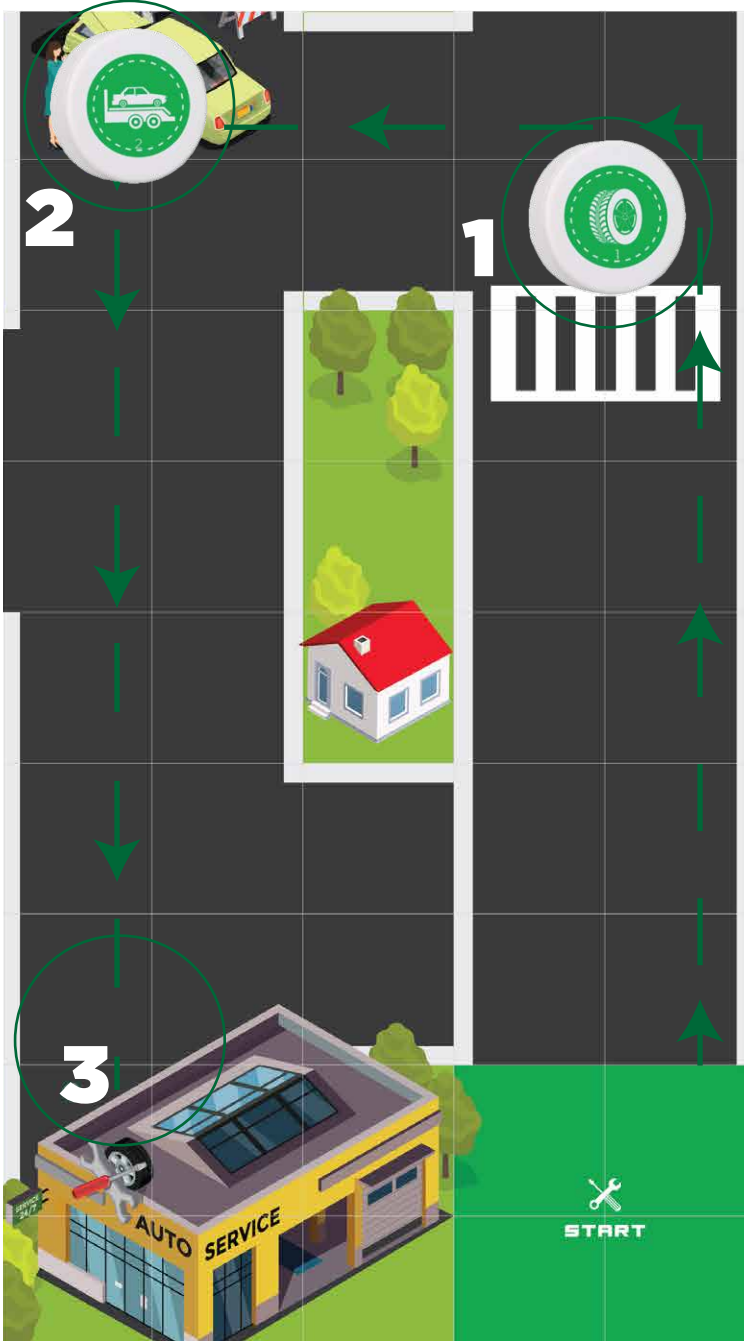


2. Bring the Tire game piece to the car crash where a woman's car needs service.



(Note: Don't forget to flip the game piece over to signify you have completed Steps 1 & 2.)

3. Navigate and deliver the game piece to the Auto-Service Shop.



Activity 5 : Pizza Delivery

Pizza Party!

The City has been saved...and everyone wants to celebrate the good news with some pizza! Help deliver pizzas to all of the red houses in each zone.

How to Use:

1. Start on one of the starting squares located in each corner of the mat.
2. Place a pizza game piece in the possession of the robot
3. Navigate and deliver the pizza game piece to the red house located in that section of the city.



To accomplish a delivery, Pizza game pieces should be placed ontop of the red house.

Students can only delivery the pizza game piece to the red house located in their section of the mat.

Deliver all the pizzas to each house from each of the respective starting point to complete the activity and throw one awesome pizza party!

