

ROBOTIC ACTIVITY MAT

ROBOT RESCUE



NOTE: This activity mat was not designed for a specific robot but was designed to accommodate a large majority of the leading robotic platforms on the market. If you have any questions on the specific robot you have in regards to this activity, please contact us:

info@brainstormedu.com



Summary: The citizens of this town need your help! Can you help rescue grandma's cat, assist paramedics, and extinguish a fire? 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 educational activities.

Objective: Program the robot to complete the three tasks per activity to accomplish the goal and rescue those in need.

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

General Information

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



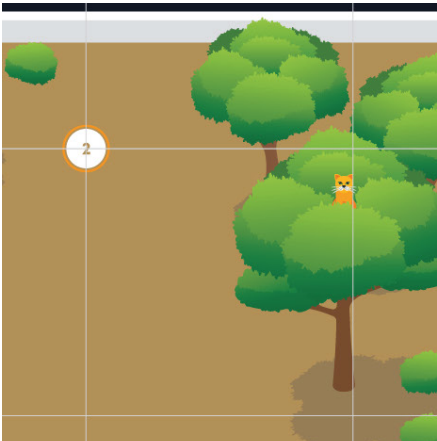
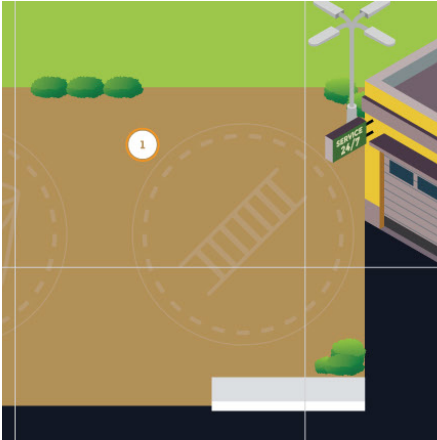
How To Use:

1. Robots will start on the starting square located near the corner 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 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.

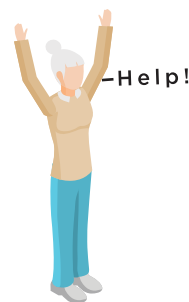


2. Bring the Ladder game piece to the Large tree in the park where the cat is trapped.



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

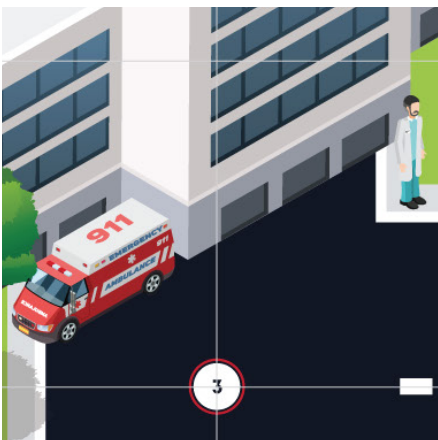
3. Navigate and deliver the game piece to Grandma.



Activity 2 : Hospital transport

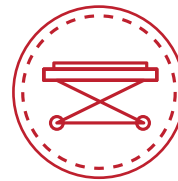
Get this man to a hospital!

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.)

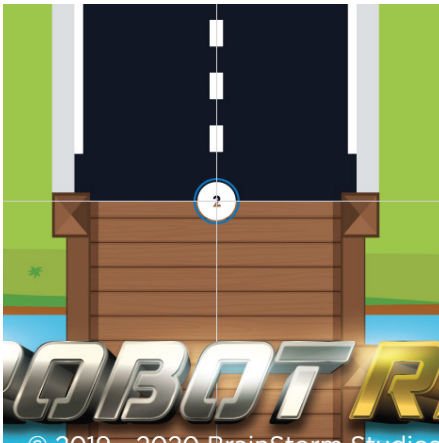
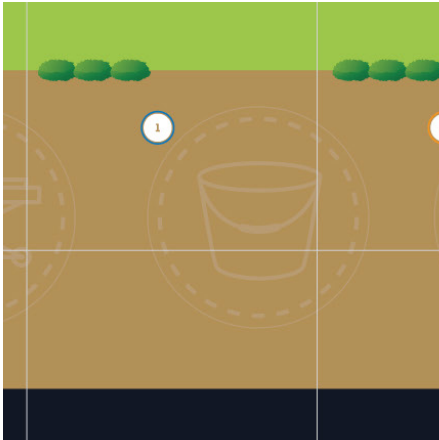
3. Navigate and deliver the game piece to the Hospital.



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.

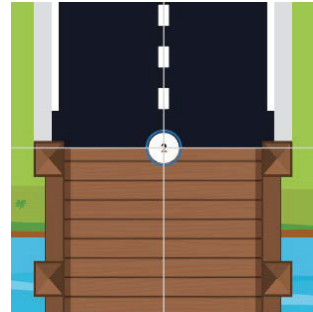


Objectives: (Must be done in order)

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.

