

PROGRAM YOUR ROBOT

Core Values Activity

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Materials

Blindfold

Your choice of anything to create an obstacle course! Ideas include:

Hula hoops

Ladder

String

Stakes

Cups

Tennis balls

Setup:

Prepare an indoor or outdoor obstacle course for the team, with a mix of barriers to navigate and tasks to do. Your course might require that someone step over a string staked a few inches from the ground, drop a ball in a cup, navigate across a wooden plank, pick up an object, step through a ladder laid flat, and toss a beanbag into a bucket. Do not let the team members see the course until they are ready to start the game.

Instructions to the team:

You will be "programming" a robot to navigate an obstacle course. Choose one team member to act as the robot. This person will be blindfolded, so the only way they can get through the course is by following your precise instructions. You will have 2 minutes to view the course and discuss your strategy. The "robot" will not be part of this discussion.

Caution:

Make sure that an adult coach or mentor or older team member stays close to the "robot" at all times to keep them from harm. For example, if the robot is programmed to move forward, expect them to continue moving forward until programmed to stop - so you may need to step in to make sure they do not hit a wall or walk into a street.

Discussion:

This game helps teach the team the importance of clearly and exactly communicating what the robot must do. Make sure the team understands how this game relates to programming for the FLL robot game. Having the robot teammate blindfolded prevents them from offering help or using their own initiative to navigate obstacles - just like the Mindstorms robot will only do what it is programmed to do.