

## Robot Boxes

<b>Materials</b>	<ul style="list-style-type: none"><li><input type="checkbox"/> Robot Boxes sheet with 6 labeled boxes <b>message; length; width; myAction; measure; answer</b></li><li><input type="checkbox"/> index cards and pencils</li><li><input type="checkbox"/> 1 set of Robot Boxes cards</li><li><input type="checkbox"/> 1 Robot Boxes Record Sheet</li><li><input type="checkbox"/> 1 Robot Boxes: CALCULATOR Program Sheet</li><li><input type="checkbox"/> 1 Robot Boxes: ROBOT Program Sheet</li><li><input type="checkbox"/> 1 Robot Boxes: FILLER Instructions Sheet</li><li><input type="checkbox"/> number cards 1–9</li></ul>
<b>Players</b>	3
<b>Skill</b>	Finding the area and perimeter of rectangles by applying formulas; Following the instructions in a program, substituting values where needed
<b>Object of the Game</b> To get the Robot to perform a silly rectangle dance.	

### Directions:

1. Players take turns. One player is the “Robot,” one is the “Calculator,” and one is the “Filler.”
2. Players follow the instructions on their sheet.
3. FILLER instructions:
  - a. Get the Robot Boxes: FILLER Instruction sheet.
  - b. Place the six boxes where the Robot and Calculator can both see them.
  - c. Think of a funny message and silly action you want the Robot to do.
  - d. Follow your instructions to fill the boxes.
4. ROBOT instructions:
  - a. Get the Robot Boxes: ROBOT Program Sheet and read the program to yourself.
  - b. Wait for the Filler to place cards in the boxes.
  - c. Start your program, using the contents of the boxes to control your actions. For example, if the length box has 3 in it, move 3 steps.
5. CALCULATOR instructions:
  - a. Get the Robot Boxes: CALCULATOR Program Sheet, the Robot Boxes Record Sheet, and one index card.
  - b. Wait for the Filler to place cards in five of the boxes.
  - c. Start your program, using the contents of the measure, length, and width boxes. Use the record sheet to help you calculate the Area or Perimeter.
6. When the Robot is finished executing its program, empty the boxes, shuffle the cards, switch roles, and play again!