

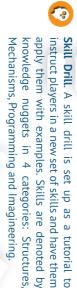
# Learn the art and science of building robots

#### Levels

all the prescribed projects to Level Up. Completing a level Wizband. They are then allowed to move to the next level correct answers. When players Level Up, they receive a order to pass the student must get at least 3 out of 5 ready to move up they must take and pass a WizQuiz. In requirements have been met. The player uses the Wonder complete. The player remains at the level until all number of WizChips, and a minimum number of projects to requires a minimum amount of lab time, a minimum level. When a player reaches a square they have completed Wheel for project selection throughout. When a player is There are 7 squares on The Path To Mastery, one for each

#### Steps

of the following project types: There are 60 numbered steps on the path. Each step is one







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where teams work in competition or collaboration towards some goal

## Player Choice

All skill drills are mandatory. However, there are a few ways players may exercise choice in project selection:

- 1. Instead of doing the prescribed project on the step, or at any stage of using the Wonder Wheel players may buy pay 3 WizChips per team member. the option to build whatever they want but they must
- 2. Players may choose to try again for either spinning the WizChip per team member. Wonder Wheel or choosing a card. This option costs 1

# Wonder Wheel

The Wonder Wheel is used to choose projects.

- Contraption choose from the Contraption Cards
- Challenge choose from the Challenge Cards
- Mad Lib choose an action card and an object card.
- Theme choose a theme card. The robot challenge is inspired by this theme.
- Mentor's Choice the mentor can direct the player to select an option.
- Player's Choice the players can build whatever they
- C Spin Again the player must spin again.

## Partnering

the lab. The best practices for partnering are: Good partnerships are essential for happiness and success in

- grade level. 1. Balance levels - partners should be at a similar skill and
- 2. Monitor for dominance, and break up if needed
- 3. Use pairs wherever possible.
- Accommodate friendships.
- 5. Mix things up to encourage new collaboration

A few simple rules apply:

- on a skill drill, at one time. 1. All players on a team MUST be either on a skill drill, or not
- on that same skill drill, or do the drill on their own, or in a 2. Players on a skill drill can ONLY partner with other players
- 3. Any players not on a skill drill may be partnered.

### Lab Flow

be calmly and consistently applied. Mentors reward EPIC The Lab is intended to be a free and fun learning environment captured on video. Leveling Up should be celebrated! Laws that must be obeyed, and the Three Strikes rule that must To create and sustain this environment we observe the Three behavior with WizChips. All completed projects must be

#### Three Laws

First Law - Never harm yourself or anyone else

Second Law - Always keep equipment safe unless doing breaks the First Law.

the First or Second Law. Third Law - Always do as lab staff ask unless doing so violates

## Three Strikes

warning. There are no immediate penalties applied First Strike - comes with a first incident. The player gets a

second warning and is fined 1 WizChip. **Second Strike** - comes with a second incident. The player gets a

additional WizChips and is sent to the Sorting Station for a Third Strike - comes with a third incident. The player is fined 2 specific period of time.

# Mentor Discretion

specific areas of discretion: The mentor always has discretion. There are a number

- enforcement rules must apply. Determining when to give a warning. But once given, the
- 2. Determining how long to send a player to the Sorting Station.
- at that time. is too similar, or the mentor judges it is not a good fit for the lab 3. Vetoing choices made by players either to buy their way to a Freebuild, or because the student has just done a project that
- whatever stage of selection they are at, or they are simply 4. If a veto is applied, the players either choose again for prescription of the Game. denied the free build option and force to accept the
- 5. Determining when misbehavior merits escalation
- 6. Assignment of partnerships
- 7. Teleportation determining when to do it, if at al and where to place players.

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