Name:	Date:	

Tug of War: Lesson 4 - Check Your Understanding

Challenge Activity Questions

- 1. What are the size constraints for the addition to your robot?
 - **a.** The robot must be 2 feet on each side.
 - **b.** The robot must fit inside of a square on the Tiles.
 - c. The robot can be any size as long as it fits in the Field.
 - **d.** The robot must be half the size of the Field.
- 2. Which of the following best describes how you win the Tug of War Challenge?
 - a. Your robot's wheels cross the centerline first
 - b. Your robot pulls the opposing robot across the centerline first
 - c. Your robot drives off the left side of the Field
 - **d.** Your robot's rope attachment falls off during the match
- 3. What is one way that a robot can be disqualified from the Tug of War Challenge?
 - a. A robot drives off the side of the Field.
 - **b.** A robot drives too fast.
 - c. A robot drives for less than 5 seconds.
 - **d.** A robot pulls its opponent so that the front wheels touch the centerline of the Field.
- 4. Which of the following is the correct sequence of steps for the Tug of War Challenge Activity:
 - **a.** Choose a controller configuration, connect the two robots using the rope attachments; place them on a 1x3 Field with no walls; drive to see which robot flips the other robot first.
 - **b.** Check to be sure you downloaded the VEXcode IQ project to each robot Brain; connect the two robots using the rope attachments; place them on a 1x3 Field with no walls; add an addition to the robot; use the controller to drive the robots.
 - **c.** Choose a controller configuration, connect the two robots using the rope attachments; place them on a 1x3 Field with no walls; drive to see which robot pulls its opponent's robot so that its front wheels touch the centerline of the field first.
 - **d.** Check to be sure you downloaded the VEXcode IQ project to each robot Brain; connect the two robots using the rope attachments; place them on a 1x3 Field with no walls; run the projects at the same time to see which robot pulls its opponent's robot so that its front wheels touch the centerline of the field first.