EXPLORER LITE

Who	Grade 8
When	Wednesdays
Semester	1 – Competition season
Age	Lite 8-12 years
Team Size	2 to 3 learners per group
Hardware	LEGO® based
Software	Free choice
Characteristics	Entry level challenge. Teams design a robot to complete basic challenges on the Robo Mission Junior game mat
Goal	Build confidence. Complete the mat. No pressure on precision
Obstacles	Obstacles do not need to be placed precisely in the zone.
Key Skills Learners Need	Navigation; Turn; Stop; Ultrasonic Sensor; Sense a Line color
What Success Looks Like	Robot moves purposefully. Learner can explain what the code does
Code complexity	3–4 blocks max. Move, turn, stop. No gyro.
Your role as teacher	You facilitate every Wednesday. This is your session to run.
Competition (Local)	16 May 2026
Competition (Provincial)	None
Pathway	Confidence Experience Local competition · Building foundations

EXPLORER PRIME

Who	Grade 9 and Grade 10
When	Mondays
Semester	1 – Competition season
Age	Prime 11-16 years
Team Size	2 to 3 learners per group
Hardware	LEGO® based
Software	Free choice
Characteristics	Entry level challenge. Teams design a robot to complete basic challenges on the Robo Mission Junior game mat
Goal	Accuracy and strategy. These are your WRO South Africa candidates
Obstacles	Obstacles must land in the correct zone — placement is scored.
Key Skills Learners Need	Gyro Navigation; Line Follower; Sensors; Multi-Step Tasking; Accuracy
What Success Looks Like	Robot completes multiple tasks in sequence. Learner can adjust on the spot
Code complexity	Sensors added. Yaw/direction correction introduced. Still clean — not messy.
Your role as teacher	ITE supports Monday sessions. You observe and assist.
Competition (Local)	16 May 2026 (WROSA Champions Chosen)
Competition (Provincial)	7 August 2026 – 9 August 2026 (CURRO Durbanville)
Pathway	Local – Provincial – NATIONAL (GAUTENG)

ROBO **MISSION**

Who	Grade 9 and Grade 10
When	Mondays
Semester	1 – Competition season
Age	Junior 11 – 15; Senior 14 - 19
Team Size	2 to 3 learners per group
Hardware	LEGO® based
Software	Free choice
Characteristics	Build and program a robot that solves challenges on a game mat and table.
Goal	Build and program an autonomous robot to solve specific challenges on a game mat
Obstacles	The field is set up randomly each round, the robot needs to be able to make its own decisions during the run
Key Skills Learners Need	Proportional Line Follower; MyBlocks;
What Success Looks Like	Fastest robot completing all tasks wins the round
Code complexity	Autonomous decision-making · Sensor-driven · Multi-step logic
Your role as teacher	Coach the team. Help them design strategy, not just build.
Competition (Local)	16 May 2026
Competition (Provincial)	None
Pathway	Local – Provincial – National – **INTERNATIONAL FINAL (Puerto Rico 2026)**

FUTURE **INNOVATORS**

Who	Grade 9 and Grade 10
When	TBC
Semester	1 – Competition season
Age	Prime 11-16 years
Team Size	2 to 3 learners per group
Hardware	No Restriction
Software	Free Choice
Characteristics	Teams create their own innovative intelligent robotics solution. No mat. No fixed task. Free choice of hardware and materials
Goal	Design a robot that solves a real-world problem linked to the 2026 theme: When Robots Meet Culture
Presentation	Teams present their robot and solution to a panel of judges
Key Skills Learners Need	Students create their own innovative intelligent robotics solution relating to the current theme of the season.
What Success Looks Like	Strong robot solution + innovation + entrepreneurship + presentation
Judged on	Robot · Innovation · Entrepreneurship · Presentation quality
Your role as teacher	Coach the team to think creatively and present confidently.
Competition	TBC {Can be a Grade 10 learners project}
Competition (Provincial)	TBC
Pathway	Local – Provincial – National – International – **UP TO R70 000 FOR THE SCHOOL!**