Name: _____   Date: _____

 What is Scouting?

In this Lesson: You learn about what scouting is, and how you and your team can use scouting to help you develop your designs and game strategy.

Definition(s):

- **Scouting:** researching other teams so that you can make knowledgeable and informed decisions about your designs

Notes:

- 'Scouts' can go to other teams to find out design ideas that can be incorporated into their team's design or game strategy

- Teams members can be in the role of 'scout' on the team

- Scouts should have questions ready to ask when they approach other teams, like

   - What are the pros and cons of your design?

   - What problem is your robot trying to solve?

- **Pro Tip: Be honest in your answers** when you are talking with scouts, so that you can work and learn together.

- Information gathered from scouting is **inspiration**, not copying another robot design. Scouts are helping their teams to find ideas that they can apply to their own robots to solve a problem.

- When taking notes during scouting, remember to note which team you scouted, so you can credit them later on if needed.