



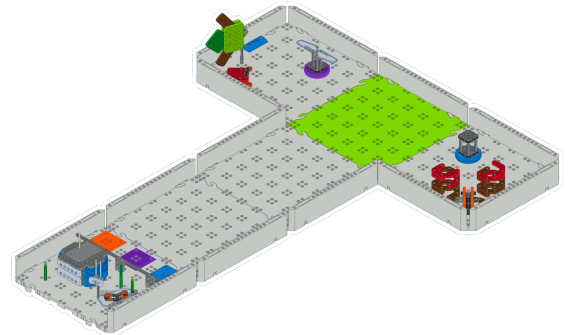
Sensor Delivery

Competition Goal:

Move sensors to the Underwater Lab to score as many points as you can in 1 minute.

Competition Rules:

1. Each sensor that is moved to the Underwater Lab scores 1 point.
2. Each match begins with the Hero Robot on the green starting tile.
3. Stop driving after 1 minute. To score the match, count the sensors on their matching colored squares at Underwater Lab.
4. A sensor is counted when it is placed on top of the corresponding color square in front of the Underwater Lab.
5. The robot cannot be touched while it is driving during the 1 minute match. If a sensor falls out of the Field during a match, it can be hand placed back into the Field.



Pro Tips

Sequencing the Sensors

- There are two sensors that can be scored in the competition. Together with your team, decide on what order you will move the sensors. Plan a path to help you accomplish your goal together.
- Try out a different sequence during the competition to see which has the best results for your team.
- Changing your driver might mean you change the sequence of moving your sensors. Be flexible so that your team can compete collaboratively, and be successful together.

Standard: ISTE (1.7) Global Collaborator - 1.7c: Students contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.