

KICK OFF

1

Has the team watched the game reveal?

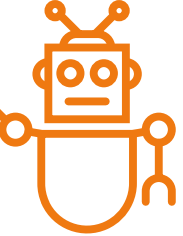
No

Yes

A DOWNLOAD THE MANUAL (PARTS I AND II)

Split the students into three different groups using sections

THE ROBOT
(25% of students)
(Manual Part I, Section 8.0)



THE GAME
(50% of students)
(Manual Part II)



THE TOURNAMENT
(25% of students)
(Manual Part I – Sections 4-10, exc. 8)

Press students to think about what the specification of the robot could look like:
— Dimensions
— Weight
— Motors
— Materials

Read the Game Definitions at the beginning of the chapter

50% of students
Manual Part II – Sections 1.5, 1.7, 1.8:
Structure of the Match (e.g. time)
Penalties (using the table)
Scoring Overview

50% of students
Manual Part II:
Overall Game Rules
Gameplay Rules

In this section, students will focus on the tournament part of the manual **ONLY**, NOT the overall structure:
— Seeding
— Alliance Selection
— How Elimination Works
— Judging

C All groups reconvene, discuss and record the key points discovered by each group

Is everyone familiar with the rules?

No

Yes

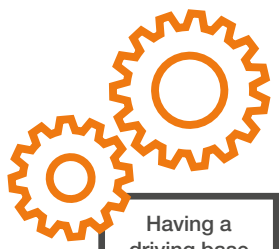
Watch the “Kick-off” video again to reaffirm fundamental general knowledge of the game

D SCORING ANALYSIS

Identify each scoring objective from your game analysis

Discuss how long it will take to do each objective:
— How far do you need to go?
— Difficulty of game piece manipulation (how long does it take to intake/eject)?
— Any vertical change (lifting or other)?

Students can explore solutions to the game by becoming “robots” called *stubots*. They can play and manipulate inside a full-scale field mock-up (using tape or other). This way they learn what is most important in that game: is it driving obstacles, picking up field elements, etc. **Students shouldn't be coming up with design ideas**



E ROBOT PRIORITIES

Having a driving base is *always* the priority

Have the students write a list of what they have discovered is most important in this year's competition



Thinking too much about “how” at this stage in the process can be counter-productive and may stifle creativity, instead consider “what the robot has to do”

Once the Robot Priorities list has been generated, this concludes the first phase of build season. Teams will now move on to Developing Ideas for their robot