

Robot Task Cards

Task 1 - Maze

Challenge:

Create a maze using available resources in your classroom (e.g. rulers, building blocks...) and then program your robot to navigate the maze.

Sphero Activity: Maze Mayhem

Location: Sphero

Task 2 - Swimming Robot

Challenge:

Place an item (e.g. Duplo figurine) at the far end of the water tray. Program your robot to rescue it by returning it to the other end of the tray.

Sphero Activity: Water Rescue

Location: Sphero

Task 3 - Time to Dance

Challenge:

Create a dance sequence for your robot by programming it to make a series of moves. If you have access to music, create a dance that accompanies a song.

Sphero Activity: Dance Party

Location: Sphero

Task 4 - Sumo Style

Challenge:

Engage in a sumo wrestling battle against another member of your class by drawing a circle with chalk or masking tape and then aiming to bump your opponent out of the ring.

Sphero Activity: Sumo Wrestling

Location: Community

Task 5 - Target Practise

Challenge:

Challenge other members of your group to get the highest score by starting your robot 4 metres from your target and aiming to stop it as close to the centre as possible. Keep track of your scores based on which ring your robot stops on.

Sphero Activity: Target Practise

Location: Community

Task 6 - Jump!

Challenge:

Your robot is completing a long jump challenge. Creating a ramp out of available resources in your classroom, see which member of your group can program your robot to jump the furthest.

Sphero Activity: Low Altitude Launch

Location: Sphero