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| **DISCOVER IT Junior Mobile Robotics with VEX Robotics - Day 1** | | | |
| **Session No** | **Start Time** | **Session Topic** | **Age Group** |
| 1 | 11.00am - 11.30am (30 minutes) | **Blindfold Challenge**  Can you work as a team to drive a robot through a maze without actually being able to see it? Working together you must master the controls and steer your robot through in the fastest time possible. | Up to 12 years |
| 2 | 12.00pm - 12:30pm (30 minutes) | **Robot Tag**  It’s robot versus robot in the arena. Teams must build a device to fit their robot to activate your opponent’s trigger, while at the same time protecting their own trigger. Strategy and design come together in this build and drive challenge. | Up to 12 years |
| 3 | 1.00pm - 1.30pm  (30 minutes) | **Cube Pushing** How many cubes can one robot push? Only by using ingenious design that is fully strengthened will a team succeed. Moving one or two cubes is simple, but how many can your robot move from one side of the field to the other? | Up to 16 years |
| 4 | 2.00pm - 2.30pm (30 minutes) | **Robot Tag**  It’s robot versus robot in the arena. Teams must build a device to fit their robot to activate your opponent’s trigger, while at the same time protecting their own trigger. Strategy and design come together in this build and drive challenge. | Up to 12 years |
| 5 | 3.00pm - 3.30pm (30 minutes) | **5 Min Build**  Starting with a box of parts, you must build a simple drivetrain for a robot and navigate the course in the fastest time possible. Using the instructions, you must work as a team to produce a functioning remote control robot. | Up to 16 years |
| 6 | 4.00pm - 4.30pm (30 minutes) | **Ball Relay Challenge**  Working together, the teams must design a simple mechanism to carry a plastic ball across the field and transfer from one robot to the next without any human interaction. Considering how it will remain on the robot during travel, but release itself at the end is the challenge before teams. Along with ensuring your design will work with other robots, communication during build is vital. | Up to 16 years |

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| **DISCOVER IT Junior Mobile Robotics with VEX Robotics - Day 2** | | | |
| **Session No** | **Start Time** | **Session Topic** | **Age Group** |
| 1 | 11.00am - 11.30am (30 minutes) | **Blindfold Challenge**  Can you work as a team to drive a robot through a maze without actually being able to see it? Working together you must master the controls and steer your robot through in the fastest time possible. | Up to 12 years |
| 2 | 12.00pm - 12:30pm (30 minutes) | **Robot Tag**  It’s robot versus robot in the arena. Teams must build a device to fit their robot to activate your opponent’s trigger, while at the same time protecting their own trigger. Strategy and design come together in this build and drive challenge. | Up to 12 years |
| 3 | 1.00pm - 1.30pm  (30 minutes) | **Cube Pushing** How many cubes can one robot push? Only by using ingenious design that is fully strengthened will a team succeed. Moving one or two cubes is simple, but how many can your robot move from one side of the field to the other? | Up to 16 years |
| 4 | 2.00pm - 2.30pm (30 minutes) | **5 Min Build**  Starting with a box of parts, you must build a simple drivetrain for a robot and navigate the course in the fastest time possible. Using the instructions, you must work as a team to produce a functioning remote control robot. | Up to 16 years |
| 5 | 3.00pm - 3.30pm (30 minutes) | **Cube Pushing** How many cubes can one robot push? Only by using ingenious design that is fully strengthened will a team succeed. Moving one or two cubes is simple, but how many can your robot move from one side of the field to the other? | Up to 16 years |
|  | 4.00pm - 4.30pm (30 minutes) | **Ball Relay Challenge**  Working together, the teams must design a simple mechanism to carry a plastic ball across the field and transfer from one robot to the next without any human interaction. Considering how it will remain on the robot during travel, but release itself at the end is the challenge before teams. Along with ensuring your design will work with other robots, communication during build is vital. | Up to 16 years |

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| **DISCOVER IT Junior Mobile Robotics with VEX Robotics - Day 3** | | | |
| **Session No** | **Start Time** | **Session Topic** | **Age Group** |
| 1 | 11.00am - 11.30am (30 minutes) | **Blindfold Challenge**  Can you work as a team to drive a robot through a maze without actually being able to see it? Working together you must master the controls and steer your robot through in the fastest time possible. | Up to 12 years |
| 2 | 12.00pm - 12:30pm (30 minutes) | **Robot Tag**  It’s robot versus robot in the arena. Teams must build a device to fit their robot to activate your opponent’s trigger, while at the same time protecting their own trigger. Strategy and design come together in this build and drive challenge. | Up to 12 years |
| 3 | 1.00pm - 1.30pm  (30 minutes) | **5 Min Build**  Starting with a box of parts, you must build a simple drivetrain for a robot and navigate the course in the fastest time possible. Using the instructions, you must work as a team to produce a functioning remote control robot. | Up to 16 years |
| 4 | 2.00pm - 2.30pm (30 minutes) | **Cube Pushing** How many cubes can one robot push? Only by using ingenious design that is fully strengthened will a team succeed. Moving one or two cubes is simple, but how many can your robot move from one side of the field to the other? | Up to 16 years |
| 5 | 3.00pm - 3.30pm (30 minutes) | **5 Min Build**  Starting with a box of parts, you must build a simple drivetrain for a robot and navigate the course in the fastest time possible. Using the instructions, you must work as a team to produce a functioning remote control robot. | Up to 16 years |
| 6 | 4.00pm - 4.30pm (30 minutes) | **Ball Relay Challenge**  Working together, the teams must design a simple mechanism to carry a plastic ball across the field and transfer from one robot to the next without any human interaction. Considering how it will remain on the robot during travel, but release itself at the end is the challenge before teams. Along with ensuring your design will work with other robots, communication during build is vital. | Up to 16 years |

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| **DISCOVER IT Junior Mobile Robotics with VEX Robotics - Day 4** | | | |
| **Session No** | **Start Time** | **Session Topic** | **Age Group** |
| 1 | 11.00am - 11.30am (30 minutes) | **Blindfold Challenge**  Can you work as a team to drive a robot through a maze without actually being able to see it? Working together you must master the controls and steer your robot through in the fastest time possible. | Up to 12 years |
| 2 | 12.00pm - 12:30pm (30 minutes) | **Robot Tag**  It’s robot versus robot in the arena. Teams must build a device to fit their robot to activate your opponent’s trigger, while at the same time protecting their own trigger. Strategy and design come together in this build and drive challenge. | Up to 12 years |
| 3 | 1.00pm - 1.30pm  (30 minutes) | **Blindfold Challenge**  Can you work as a team to drive a robot through a maze without actually being able to see it? Working together you must master the controls and steer your robot through in the fastest time possible. | Up to 12 years |
| 4 | 2.00pm - 2.30pm (30 minutes) | **Cube Pushing** How many cubes can one robot push? Only by using ingenious design that is fully strengthened will a team succeed. Moving one or two cubes is simple, but how many can your robot move from one side of the field to the other? | Up to 16 years |
| 5 | 3.00pm - 3.30pm (30 minutes) | **5 Min Build**  Starting with a box of parts, you must build a simple drivetrain for a robot and navigate the course in the fastest time possible. Using the instructions, you must work as a team to produce a functioning remote control robot. | Up to 16 years |
| 6 | 4.00pm - 4.30pm (30 minutes) | **Ball Relay Challenge**  Working together, the teams must design a simple mechanism to carry a plastic ball across the field and transfer from one robot to the next without any human interaction. Considering how it will remain on the robot during travel, but release itself at the end is the challenge before teams. Along with ensuring your design will work with other robots, communication during build is vital. | Up to 16 years |