

Edgewood Robotics Invitational Challenge (E.R.I.C.) 2021

Field Day: Great Activities and Fun for All!

Field Day (definition) - a day devoted to athletic contests or other sporting events, typically at school. (lexico.com)

Each school year, Physical Education teachers at EISD work hard with students to provide activities and skills that will promote "Lifetime Physical Fitness." Students work hard learning and demonstrating skills that will allow them to be successful in sports, games, and other physical activities they enjoy participating in now and in the future.

To demonstrate their gratitude, EISD is honoring Physical Education Teachers (coaches) with a robotics competition that promotes one of their favorite activities that wraps up the school year and allows students to demonstrate some of the skills they have learned throughout the school year. Field Day! Time to tie your shoestrings, grab your sunscreen, put on sunglasses and a cap, enjoy the sunshine and have some fun.

Oh, with the help of LEGO EV3 Robots, Field Day will be a great success! Help us by programming LEGO EV3 Robots to prepare everything and make sure it is in its place and ready for students and staff have a great time.

Game Objectives and an Engineering Challenge will be provided.

Game Objectives

Teams (2 students per team on the playing board), with the use of a LEGO EV3 Robot, have been challenged to complete as many objectives as possible in two minutes. Good Luck!

**EISD ERIC 2021 Robotics Challenge
Created by Oscar T. Galdeano, Librarian, Stafford ES**

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1. **First Aid Tent** – deliver two Ice Bags from the Player Zone to the First Aid Tent Ice Chest in the Robot Zone. Robot must leave the Player Zone. Each Ice Bag placed inside the Ice Chest is worth **50 points**. Maximum points are 100.
2. **Snack Tent** – deliver two Water Flavored Cases from the Player Zone to the Snack Tent area in the Robot Zone. Robot must leave the Player Zone. Flavored Water cases must be placed completely inside the green box. Each Water Case is worth **50 points**. Maximum points are 100.
3. **Ring Toss** – retrieve two Rings from the Ring Toss area in the Robot Zone to the Player Zone. Each ring retrieved is worth **50 points**. Maximum points are 100.
4. **Cup Stack** – deliver a Red Cup from the Player Zone to the Cup Stack area in the Robot Zone and place it on top of the two other cups. Red cup must be balanced on the other two cups. Upside down Red Cup placement is worth **50 points for**. Right side up Red Cup placement is worth **100 points for**. Maximum points are 100.
5. **Hula Hoops** – take two Hula Hoop Rings from the Player Zone to the Hula Hoop area in the Robot Zone. Each Hula Hoop Ring delivered to the Robot Zone is worth **50 points**. Maximum points are 100.
6. **Tug of War** – take two Mini Figs with the base (Lego built) from the Player Zone and place one each on both black squares located in the Tug of War Area in the Robot Zone. Placement of Mini Fig and base, completely inside the black square in the Robot Zone, is worth **75 points**. Maximum points are 150.

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7. **Bean Bag Toss** – deliver two Bean Bags from the Player Zone to the Bean Bag Toss area in the Robot Zone and place them inside the Bean Bag Toss Container. Each bean bag placed inside the Bean Bag Toss Container is worth **50 points**. Maximum points are 100.
8. **Hippity Hop Duck Relay** – retrieve the Hippity Hop Ducks from the Hippity Hop Area in the Robot Zone to the Player Zone. The Hippity Hop Ducks must be placed completely inside the Player Zone. Hippity Hop Ducks are considered inside the Player Zone once the Robot touches the black Player Zone line (if the ducks are being carried by the robot). Hippity Hop Duck retrieval is worth **50 points each**. Maximum points are 100.
9. **Sack Race** – deliver two Sacks from the Player Zone to the Sack Race area in the Robot Zone. Sacks must be placed completely inside the black square. Sacks placed in the Sack Race area square are worth **50 points**. Maximum points are 100.
10. **Jump Rope Relay** – deliver two Jump Ropes from the Player Zone to the Jump Rope Relay area in the Robot Zone. Jump Ropes must be completely placed inside the black square. Each Jump Rope delivered is worth **50 points**. Maximum points are 100.

Engineering Challenge

An Engineering Challenge will be provided for all coaches during the meeting.