



*Bee-Bot*

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**CIRCUIT**

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## PreSchool Challenge

Learning and social skills to be develop:

- Understanding and respecting rules.
- Encourages the development of spatial skills and laterality
- Stimulates concentration abilities throughout the surprise challenges.
- Sharing, taking turns and conflict resolution.

Description of the challenge

Each round the student will face a different racing track, in which the he/she can earn points traveling Formula 1 circuits.



The teams must be conformed by 5 students.

Upon arrival to the competition area, the student has to go to the exit line.

The student number 1 has to complete the first route marked in yellow.

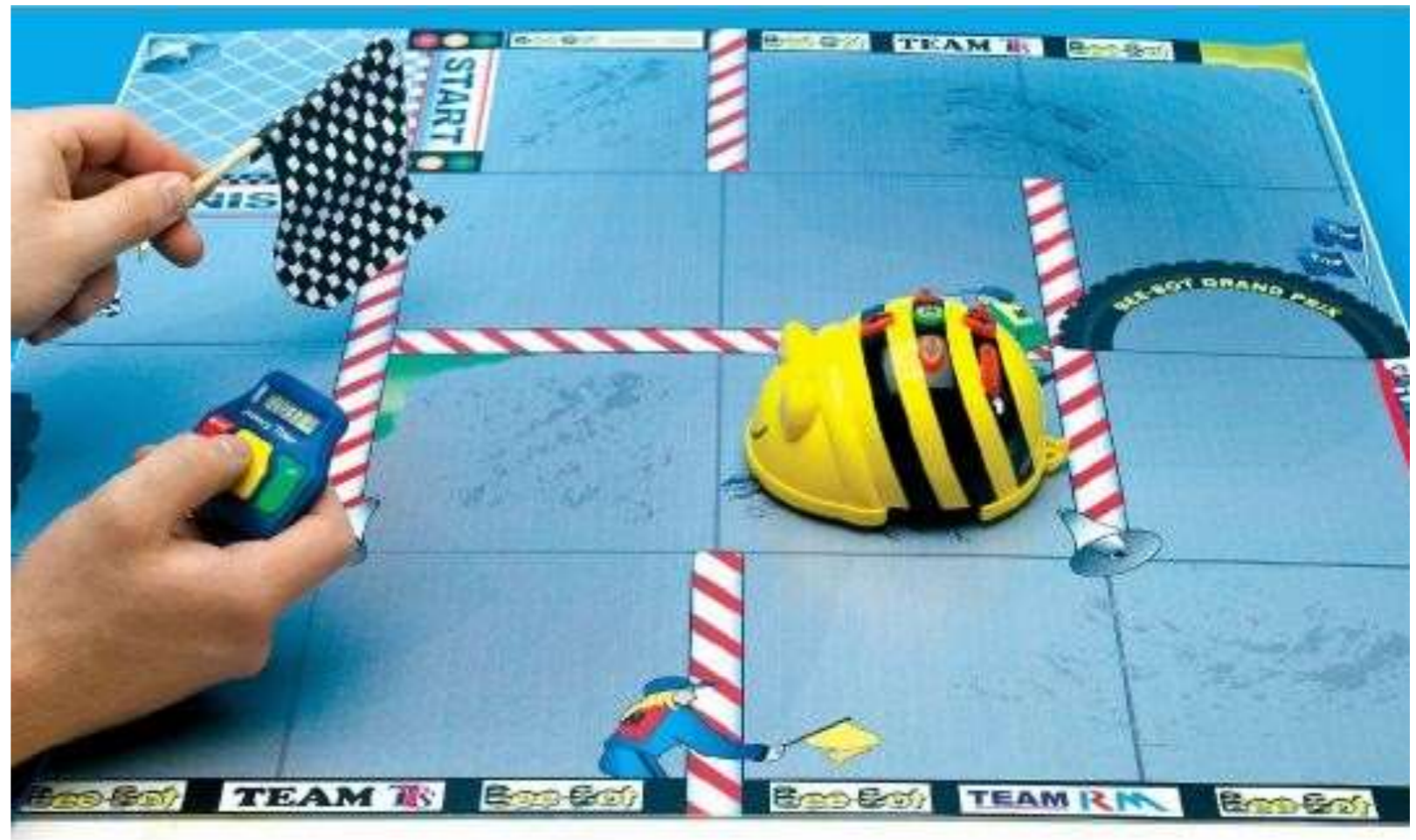
The student number 2 has to complete the second route marked in green.

The student number 3 has to complete the third route marked in blue.

Each student has to reach the finishing point of his/her route, which can be identified by the color of each path.

During each round, the student will be granted 1 minute to program the Bee-Bot.

If the Bee-Bot doesn't reach the end of the route, the jury can stop it and another team member has to start, but it has to cover the previous route. For example, if the first student doesn't reach the Pit Zone, the next student has to repeat that route.



**The illustration above shows an example of Beebot's journey.**

**Yellow 1 Exit line – Pit Zone**

**Green 2 Pit Zone – Fueling station**

**Blue 3 Fueling station – Finish line**

**The court will have a mirror effect in order pass two teams per round.**

# CIRCUIT

## Bee-bot



Yellow route: 1 point per traveled square



Green route: 2 points per traveled square



Blue route: 3 points per traveled square



If the circuit is perfect, 5 bonus points will be granted.

