

## WELCOME TO BODY FORWARD!

WEEK 6 - If your team is on track:

Robot Game:

1. Mechanical Design & Programming: Continue to progress by attempting new missions once you have mastered your current task.
  - a. Testing: Try testing your robot runs under different conditions.
    - i. For instance, if you use a light/color sensor, do your runs under varying lighting conditions, from blinding light to very low lighting. Is your robot reliable under extreme variations in lighting? Can you modify your design to account for these types of changes?
    - ii. Think about other variables that you might find at a competition – wavy mat; a bump in the competition table wall; a less-than-level competition table.
    - iii. Try to test under less than ideal conditions. Does your robot perform as well under different conditions?
2. Game Documents: Remember to check the Rulings (as well as reviewing the other game documents) frequently. Your team is responsible for knowing these documents. The document priority is as follows:
  - a. Go by the “Rules” unless a “Mission” requires something different. So, a “Mission” requirement does take precedence over the “Rules.”
  - b. The “Rulings” take precedence over ALL other documents. For instance, in the “Rules” under team allowable parts rule, you will see that for the NXT, you are permitted to have two light sensors. In the “Rulings,” Ruling 12 allows teams to add a color sensor to the list of allowable parts and a team may use any combination of light and color sensors up to three.
  - c. For this reason, it is important that your team knows all of the documents and how those documents work together.
  - d. You can find all of the Body Forward Game Documents at the following link:
    - i. <http://firstlegoleague.org/media/twocol.aspx?id=247>

Robot Presentation

1. Your team should start planning for your Robot Judging session at your tournament.
  - a. Brainstorm the things that your team would like your judges to know about the work you have done to solve the robot game challenge. Think about the cool, dependable things that you have designed into your chassis. What attachments did you build? Who built them? What neat programming tricks did you incorporate? What problems did you have? How did you overcome them? What problems are you still working to fix?
    - i. *TIP: Do you plan to attend a local tournament? These events are great ways for your team to practice, to share information and experiences with other teams, and to have FUN! You can find the event listings that have been reported to us at the*

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Ohio FLL website under "Local" in the "Competitions" section of the website at the following link:

1. [http://edoutreach.wpafb.af.mil/Robotics/pages/competitions\\_loc.html](http://edoutreach.wpafb.af.mil/Robotics/pages/competitions_loc.html)

### Project

#### 1. Presentation

- a. You should have decided on your presentation format.
  - i. Your team should be writing your script, creating your presentation materials (displays, props, computer presentations – if applicable, costumes, etc).
- b. Sharing:
  - i. Your team should have made a presentation or you should have your presentation to your identified audience scheduled.
    1. Make sure you prepare for that meeting!
    2. If your sharing plan involves the creation and production of pamphlets or other documents to get your information out, your team should have these materials created and either distributed or plans to distribute should be finalized.

### Core Values

1. Your team might want to consider applying to be an Ohio FLL Ambassador team for 2011. An Ambassador team volunteers to promote FLL in their community for the year following their regional tournament.
  - a. For complete information about the Ohio FLL Ambassador program, visit the Ohio FLL website at:
    - i. [http://edoutreach.wpafb.af.mil/Robotics/pages/teaminfo\\_amb\\_program.html](http://edoutreach.wpafb.af.mil/Robotics/pages/teaminfo_amb_program.html)
  - b. If you are interested in this opportunity, make sure you fill out the application form and e-mail it to your tournament contact person, no later than one week prior to your tournament.

GOOD LUCK AS YOU MOVE FORWARD THROUGH WEEK 6...