Student Activity 6-B: Tuff-Bot Hide and Seek

Think about what is outside your classroom. Are you allowed to go outside or to different areas outdoors near your school?

If outside doesn't work for your situation, you can always do this activity inside.

Are there places where Tuff-Bot could hide and not be easily seen?

Two groups play this game. Group 1 locates a spot where Tuff-Bot to hide. It could be around the corner of the building. It might be under a bush. Now Group 1 programs Tuff-Bot to go from a starting position that both groups have agreed on to the hiding spot. Group 2 should be inside or out of sight while Group 1 is hiding Tuff-Bot.

You can control Tuff-Bot remotely using the Rugged Robot app. Or you can just program Tuff-Bot using its buttons.

Keep track of the commands so you can send Tuff-Bot to its destination without stopping.

When Tuff-Bot gets to its hiding place, turn it off! Why? Turning it off will shut off its lights and prevent it from beeping when it goes to sleep after about 5 minutes.

Now tell Group 2 to come find Tuff-Bot. When they do, they must turn it on and code Tuff-Bot to go back to its starting point. Don't let them turn Tuff-Bot around! It may be facing in a direction that don't want, but that is their problem to solve.

Then the groups switch roles and Group 2 hides Tuff-Bot so Group 1 can find it.