



Worksheet for the scenario **TOUR TO THE MONUMENTS OF THESSALONIKI**



INFORMATION – INSTRUCTIONS

- Form 4 groups to play the game. (6 students in each group). One of you is the **Secretary**, one is the **Checker** marking down the steps on paper. Two **Programmers** who are in charge of programming the team's robot. Two **Organizers** who plan the route of the robot. Everyone helps everyone when it is needed.
- Each team has a different coloured robot.
- The picture cards are shuffled and placed in a stack in front of the teacher.
- Each card has two sides. One is pointing to the monument and it is the one being seen. The other is the one that contains the coordinates of the image on the track, the information about the monument and the points it gives. Each

image-monument has a unique location on the mat and this is indicated by the coordinates written on it.

- The order of the groups is determined by throwing dice.
- Teams decide together the time they have available for each move (planning-calculating steps-coding-moving).
- The game starts with the first team drawing the first card.
- One person from each team takes a card from the deck of cards. The first step is to search for the image corresponding to that card on the game mat. The route of the robot is then scheduled and noted down on paper. Finally, based on the notes, the robot is programmed.

RULES

- Try to locate your card, your monument, on the mat with the help of the coordinates it has on it.
- Plan and calculate the movements and maneuvers that the robot will make to reach the field corresponding to the card on the list.
- The robot must not step on a field with the emblem of Thessaloniki.
- The robot must not touch, disturb or move other team's robots.
- The time you have at your disposal is limited and determined in advance.
- The card is held by the team and its points are added to the team's points only after a successful move within the predetermined time. Otherwise the card goes to the bottom of the card pile. In case there are two teams playing after a failed attempt the card and its points go to the opposing team.
- The game can be stopped when a full circle is completed and the team with the most points is the winner.



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