



EduTrend Contents

EDUTECH · ROBOTICS COMPETITIONS AND CHALLENGES · PRIMARY

Robot Sports Day

Friendly robot mini-games with team roles and fair play

Ages 7–10

Level: Foundation

45 minutes

Teams of 3 · up to 30

Activity 01

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 pupil worksheets · assessment checklist

ACTIVITY 01 · AT A GLANCE

Robot Sports Day

Teams of three rotate through three robot mini-games: a target stop, a slalom and a knock-down skittle push. Each member takes a role: driver-programmer, planner or scorer, then swaps. Teams score points, but also award a fair play star for good teamwork. The session ends by celebrating learning as well as scores.

Learning outcomes

By the end of the session pupils can:

- program a robot for a task;
- take and swap team roles;
- score fairly;
- celebrate learning and effort.

KEY WORDS

team · role · score · fair play · task · turn

CURRICULUM LINKS

PE: sports day and fair play. PSHE: teamwork. Maths: scoring and addition.

1**SENSE**

What can it detect?

2**THINK**

What should it decide?

3**ACT**

What should it do?

4**TEST**

Run it

5**DEBUG**

Find and fix

6**IMPROVE**

Make it better

Materials (per team)

- Floor robots
- Mats or taped grids
- Skittles (cups)
- Score cards
- Worksheets 1, 2 and 3

Before the session

- Set up three game stations.
- Charge robots.
- Print score and role cards.
- Print worksheets.

SAFETY

Walk between stations. Keep game areas clear.

ACTIVITY 01 · SESSION PLAN

Step by step

Award fair play stars visibly so teamwork matters as much as points.

Time	What happens	Say or ask
0–5 min Hook	Explain games and roles.	<i>“What makes a good team?”</i>
5–35 min Games	Rotate stations and roles.	<i>“Who has which job?”</i>
35–40 min Scores	Add up points and stars.	<i>“How did the team work?”</i>
40–45 min Celebrate	Share learning.	<i>“What did you learn?”</i>

CHALLENGE CARD (print or copy onto the board)

Complete three robot mini-games as a team, swapping roles and earning points and fair play stars.

ACTIVITY 01 · FACILITATOR NOTES

The competition know-how in brief

Robot challenges combine programming with teamwork. Clear roles help every team member contribute and make practice sessions calmer.

Many real competitions judge teamwork and values as well as robot scores. Celebrating learning goals alongside points keeps challenges healthy.

Common ideas to listen for

- “Only the score matters.” Teamwork counts too.
- “One person should do everything.” Roles share the work.
- “Losing means failing.” Every run teaches something.

Adapting the activity

Support

Use two games only.

Stretch

Design a fourth game for another team.

WORKSHEET 1

Team roles

Name: _____

Class: _____ Date: _____

Who did what?

Team roles

Game	Programmer	Planner	Scorer
Target stop			
Slalom			
Skittles			

WORKSHEET 2

Scores

Record points.

Scores

Game	Points	Fair play star?
Target stop		
Slalom		
Skittles		
Total		

WORKSHEET 3

What we learned

Reflect as a team.

What we learned and what we are proud of

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight pupils; copy as needed.

Pupil	Programs for tasks	Shares roles	Shows fair play

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Robot Sports Day is a sample activity from the EduTrend Contents Edutech Robotics Competitions and Challenges programme (primary, level: foundation). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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