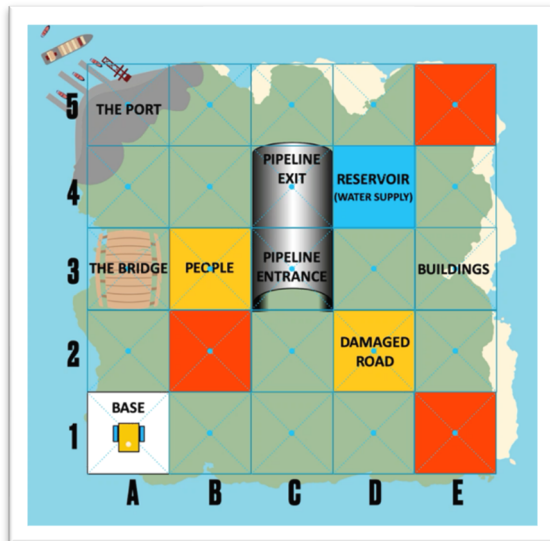


Robot vehicle to the rescue!

Explore and Communicate

What to do:

The Royal Navy have set up a communication centre at the Port. They need your robot rescue vehicle to tour the island, communicating important messages and reporting findings back to the comms centre. Work as a team to program your SPIKE Prime robot vehicle to complete some of the mission cards below. Put your coding skills to the test to get your robot moving forwards, backwards, turning and communicating. Good luck!



MISSION 1

'MEET THE ROYAL NAVY AT THE PORT'

You need to:

Create a program named: **Mission 1**

Design the program to:

MOVE your robot rescue vehicle to **THE PORT**

WAIT for 3 seconds and then...

Return to **BASE**

MISSION 2

'SEARCH FOR ISLANDERS'

You need to:

Create a program named: **Mission 2**

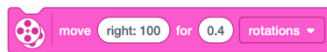
Design the program to:

MOVE your robot vehicle to **THE PEOPLE**

and then...

Return to **BASE**

TIP: This block will give you a 90 degree clockwise turn



MISSION 3

'CHECK THE BRIDGE'

You need to:

Create a program named: **Mission 3**

Design the program to:

MOVE your robot vehicle to **THE BRIDGE**

TURN 180 degrees and then...

Return to **BASE**

TIP: This block will give you a 180 degree clockwise turn



Developed in partnership with

MISSION 4**'CHECK THE RESERVOIR'****You need to:**

Create a program named: **Mission 4**
Design the program to:

MOVE your robot vehicle to the **RESERVOIR**

WAIT for **2 seconds** and then...

MOVE to the **BUILDINGS** and then...

WAIT for **2 seconds**

WRITE a message: "WARNING: Water Issue!"
Return to **BASE**

TIP: This block allows you to **WRITE** messages...

**MISSION 5****'CHECK THE PIPELINE'****You need to:**

Create a program named: **Mission 5**
Design the program to:

MOVE your robot rescue vehicle to the **PIPELINE ENTRANCE**

TURN 360 degrees and then...

MOVE to the **PIPELINE EXIT** and then...

TURN 360 degrees and then...

WRITE a message: "Pipeline Blocked!"

PLAY a warning sound

Return to **BASE**

TIP: This block allows you to **PLAY** a sound...

**MISSION 6****'CHECK THE DAMAGED ROAD'****You need to:**

Create a program named: **Mission 6**
Design the program to:

MOVE your robot rescue vehicle to the **DAMAGED ROAD** and then...

WRITE a message: "Rubble on Road!"

TURN ON a warning symbol

Return to **BASE**

TIP: This block will display a symbol using pixels

**MISSION 7****'CHECK THE BUILDINGS'****You need to:**

Create a program named: **Mission 7**
Design the program to:

MOVE your robot rescue vehicle to the **PEOPLE** and then...

MOVE via the **PIPELINE** to the **BUILDINGS** and then...

WRITE a message: "Help is coming!"

Return to **BASE**

CHALLENGE MISSION**'TOUR THE ISLAND LANDMARKS'****You need to:**

Create a program named: **Challenge**
Design the program to:

MOVE your robot rescue vehicle to visit 3 different **LANDMARKS**

Make a **360 degree** observation at each **LANDMARK** while playing a **WARNING SOUND!**

Then... **MOVE** to **THE PORT**

WRITE an important message – communicate your findings
Return to **BASE**