Drag Racing

Rules, Materials, Student Expectations

Student Expectations:

Students have 3 days to research and build a robot to drive a straight, 3 meter track.

Resources:

[www.FLLCASTS.com](http://www.FLLCASTS.com) (Gears & Custom Robots)

[http://gears.sariel.pl/](https://owa.egusd.net/owa/redir.aspx?C=wpJHfGRBAJ3qk9Cg_c4NmPijRy6MWUcovjQRQiXdX3iqNhD1oJfUCA..&URL=http%3a%2f%2fgears.sariel.pl%2f) (Gears Resource)

Students may only use parts from a Lego Education Core Set or Expansion Set.

Materials:

Tape

Make two lanes, side by side, three meters long

Two infrared sensors, programmed to the same channel

1 Remote Control

Rules:

Two robots start wheel behind the start line. Starter says, Start Your Engines” (turn program on)

Starter count 1, 2, 3 and pushes the remote start.

Robot must cross the start line to win, if the robot travels out of the lane, or does not finish, it is a loss. Switch lanes after 1st round, must win 2 out of three to win the match.

Teams draw numbers 1-16. Then the class begins a preliminary round robin tournament. We have 16 teams, so I print a free 16 man bracket off the internet. Students draw numbers, and “let the tournament begin.” I tell students this is a very important part of the tournament. They are to learn about their robots and make improvements. After 8 to 10 preliminary rounds, I use the information from wins and losses to seed a single elimination tournament (1st seed faces the 16th seed, etc.)