



SEK ECUADOR INTERNATIONAL SCHOOL

BEEBOT RACE CONTEST

THEME:

“Coming out of the labyrinth”

ORGANIZED BY:

- Computer Science and Dynamic Expression Departments.
- Teacher in charge: Paola Balarezo (paola.balarezo@sekquito.com)

MODALITY:

- On Campus and Group work, (a maximum of 6 participants per delegation)

PARTICIPANTS:

- Single category.
- All enrolled students.

OBJETIVES:

- Encourage interest in Programming using pedagogical robots.
- Work as a team to achieve the objectives proposed.

TECHNIQUE:

- Overcome 4 complexity levels. (The instructions will be provided at the beginning of the contest.)

FORMAT:

- Delegations must program the Beebot race track in maximum 7 minutes for each one of the four levels proposed.

MATERIAL:

- Host School will provide the necessary materials: a Beebot and mats per delegation.

WORK METHODOLOGY:

- Delegations must program the Beebot race track in the assigned room.
- Each level of competence begins every 15 minutes.
- Delegations may try the correct operation of the track within the seven minutes of the track design.
- The contest will be filmed to reproduce the video in the school's YouTube channel.



REGULATIONS:

- It is allowed to use the Beebot to do different tests.
- The Beebot may not leave the contest classroom.
- Each delegation will have a period of two hours for this contest.

EVALUATION SYSTEM:

- Percentage of the track followed.

CRITERIA	PUNCTUATION
Each accomplished goal in the track.	1 point is subtracted to the initial score for each goal accomplished.

- Timing

CRITERIA	PUNCTUATION
Total time per track.	1 point per second.

The delegation with fewer marks wins.