Illustrated Instructions

Rover Races

Illustrations by Kevan Mills

Image 1: Share Ideas and Knowledge

- What are the names of any rovers on Mars?
- What are some of the reasons that it's difficult to operate a rover on Mars?
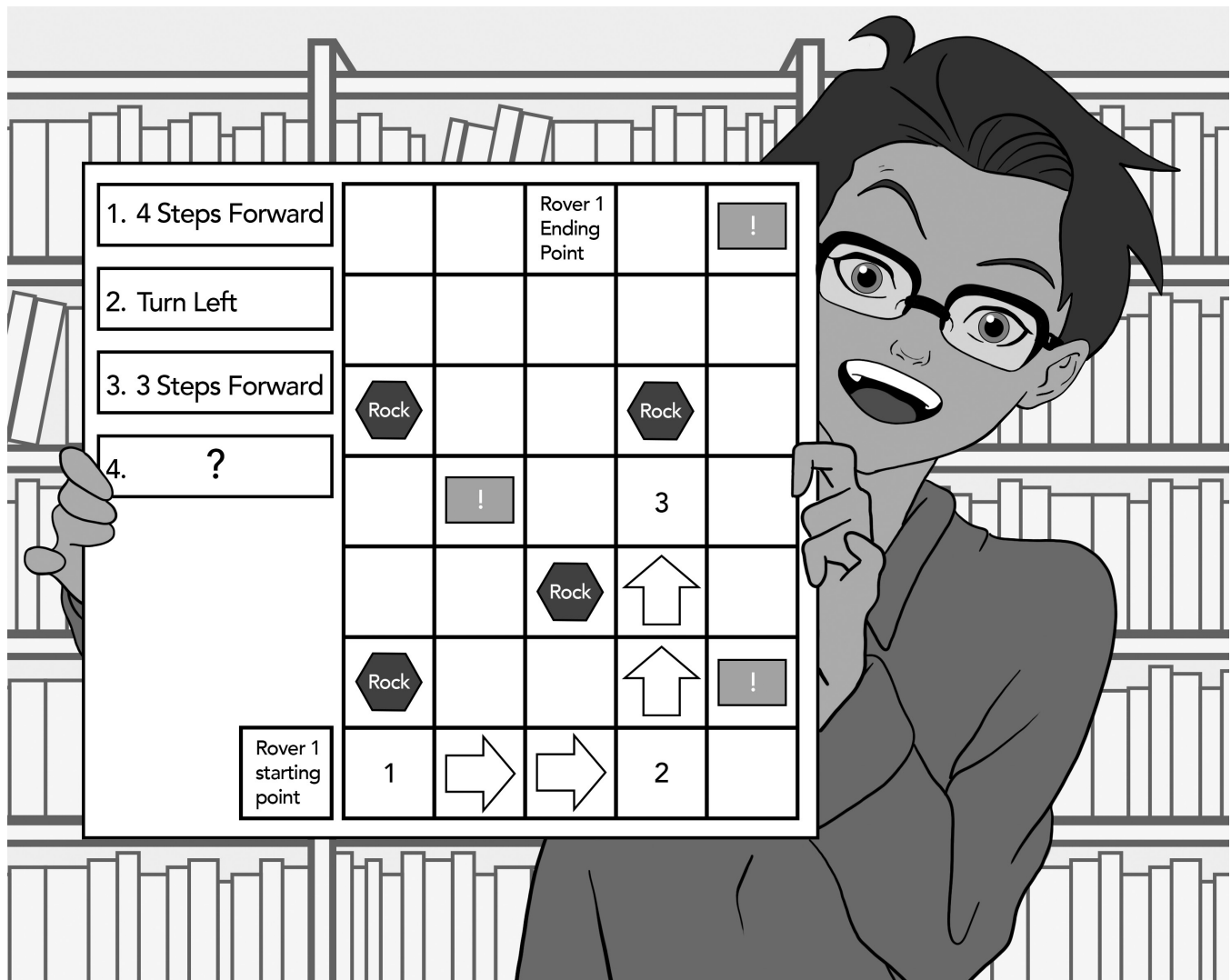
Rover Races

1. 4 Steps Forward			Rover 1 Ending Point		!
2. Turn Left					
3. 3 Steps Forward	Rock			Rock	
4. ?		!		3	
			Rock	⬆	
	Rock			⬆	!
	Rover 1 starting point	1	➡	➡	2

Image 2: Explain the Game

Participants will be working in teams to get a human "rover" from the starting point to the ending point.

- One person on each team will be the rover, which follows directions such as "Take 4 steps forward," "Turn Left," or "Pick up Rock."
- One person on each team will be the "programmer." Only the programmer will be able to see the map.
- The remaining members will act as radio signals ("relays"), taking turns to deliver a command from the programmer to the rover.
- Some of the colors of construction paper are "hazards" – place to avoid. If your rover accidentally steps on a "hazard," you will receive an instruction from the facilitator to stand still for 20 seconds. Only your team's programmer will know which colors are hazards.

Image 3: Play the Game!

- The first team whose rover reaches its end point wins the race; cheer on the remaining teams as they continue toward their ending point.
- If desired, repeat the game, changing the roles for the rovers, programmers, and relays.