

The **RoboCup Junior Robotics Competition** offers young students an exciting introduction to the field of robotics, a new way to develop technical abilities through hands-on experience with electronics, hardware and software, and a highly motivating opportunity to learn about teamwork while sharing technology with friends.

RoboCup Junior provides a unique opportunity for participants with a variety of interests and strengths to work together as a team to achieve a common goal.

QSITE (The Queensland Society for Information Technology in Education) - Far North Chapter in collaboration with **Cairns School of Distance Education** extends an invitation to local High and Primary Schools to enter this competition. Prior experience is not necessary

2016 Challenges

- Junior Dance Challenge
- Senior Dance Challenge
- Rescue Challenge



WHEN: Saturday, 11th June 2016 (8:30am – 12:00 pm)

WHERE: Cairns SDE – L Block Conference Centre

COST: \$15 per team.....[REGISTER your team by 10th June](#)

Need Help to Start?

Further Information & Registration Details:

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SUPPLEMENTARY INFORMATION

RoboCup Dance

The RoboCup Dance is a stunning integration of Science, Technology and the Arts. Participants program their robots to dance to music. Competitors are encouraged to decorate their entries and to motorise robot limb movements, to give their robots real personality. RoboCup Dance can be approached in a number of ways with creative new ideas appearing every year. Some previous ideas have been robots dancing together in tightly choreographed teams, students interacting with their robots while they were dancing, students creating their own music to dance to and students telling a story while the robots act it out to the music. The Dance Challenge is a real team effort where students are can design their own t-shirts, prepare themselves for the team interview and create their costumes, on top of the programming and building.

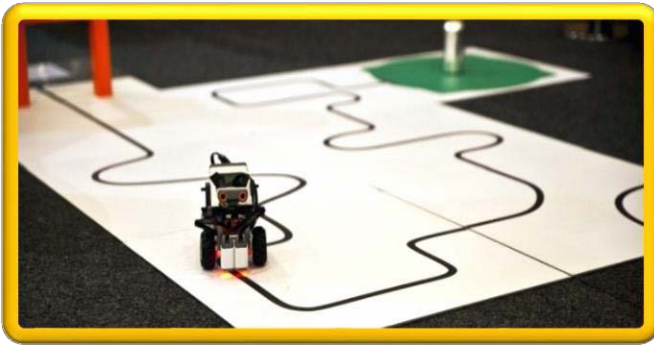
For more information on the Dance, including tips, tricks and tutorials go to
<http://www.robocupjunior.org.au/dance>



Rescue Challenge

Primary Rescue is designed for primary aged students. Robots compete by following a winding line on a series of tiles to a designated rescue area. On the way the robot could encounter obstacles, bridges and short cut opportunities that will challenge the most intrepid programmer. After negotiating the randomly selected path, the robot arrives at a green coloured area which indicates a chemical spill. While the clock is still ticking the robot must find "the victim" before pushing them out of the quicksand to safety.

Secondary Rescue suits Secondary aged students. Robots compete on the same field as the Primary Rescue and play under the same rules, however, when Secondary Rescue teams reach the chemical spill they need to find "the victim" and control it (contain or lift) and then manoeuvre it out of the chemical spill. Finally they need to save the robot and exit the chemical spill from where they entered.



For more information on the Rescue, including a copy of the rules go to:
<http://www.robocupjunior.org.au/rescue>



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