Rover Challenge Activity Scoring Sheet

Design an electric toy rover and track/course to complete challenges. Create elements of the to help the rover earn more points. Student teams consider scoring options and plan a strategy to earn points based on the performance of their rover on the course they create.

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Performance Levels:
- 25 points = Road Racer
- 35 points = Road Master
- 50 points = King/Queen of the Road

Challenge	Points Earned	Examples
Complete Basic Loop	+10	☞ Loop goes over smooth ground
Loop Over Bump/Terrain	+15	Loop goes over the bumpy terrain
Loop Over Bridge/Seesaw	+25	Construct a bridge/seesaw that the rover goes over as part of the loop
Loop under bridge	+15	Construct a bridge that the rover fits under
Carry small object(s) loaded before the run	+5 per object	Small wiffle ball, foam block, action figure
Push a small object or ball along the course with rover	+15	Plow structure
Collect object and carry on Rover	+15 per object	Scoop ball or block into compartment on Rover
Deliver/Drop Off any object	+15 per object	Drop off item at specified location
Knock Object(s) Over or Push Object(s) aside	+5 per object	Cow Catcher structure

Optional penalties	Points Earned	Examples
Assisting the rover	-5 per touch	Nudges the rover if it gets stuck

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