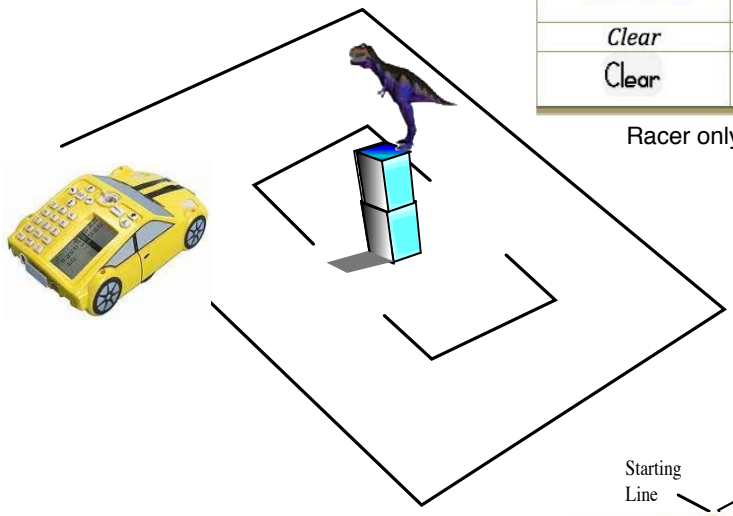
Start Over	Command	Number How many?/How far?	Do It!
Clear	Fd	2	GO
Clear	↑	2	GO

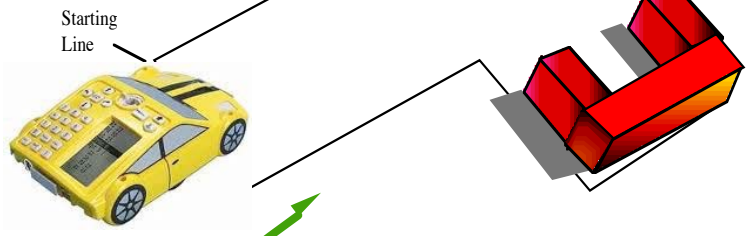
Racer only understands instructions given in this order.



CHALLENGE 5

Teach Racer to

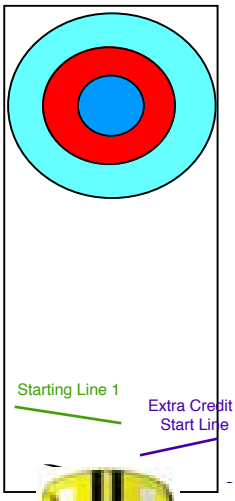
Find the Monster in The Maze.

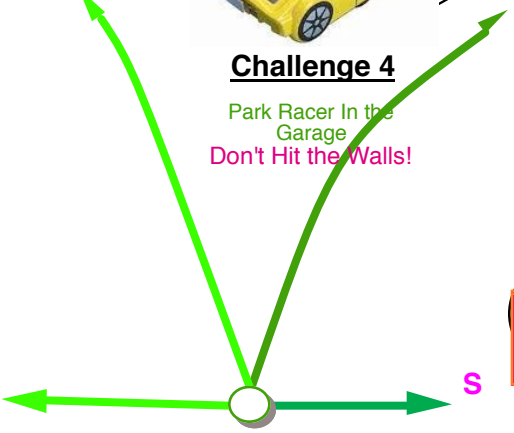


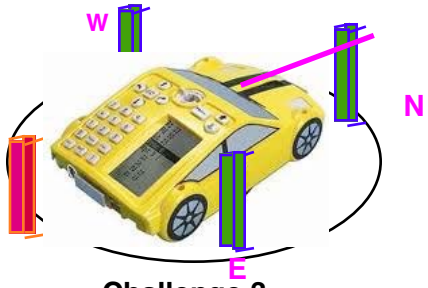
Challenge 4

Park Racer In the Garage

Don't Hit the Walls!





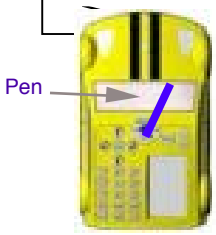


Challenge 3

Teach Racer Robot to

Knock Over 3 pegs...

Don't Touch the Red Peg!



Challenge 2

Teach Racer to

Hit the Bull's Eye!



Got Your Ruler?!



Got your Protractor?!

CHALLENGE 1

Teach Racer to

Knock Over the Towers

Stay inside the rectangle!



Challenge Tree 1:
Learn to speak Racer Robot's Language!

© 2000-2011 Math & Science Olympics!™
& Challenge Tree Learning, Inc.

OLD TOWN ACADEMY

Achievement Scale

5/5 = A +
4/5 = A
3/5 = B
2/5 =C
0-1 =?!



Racer Robot--Ready to Climb the Project Tree!