

## LEGO WeDo "Soccer" Projects #7-8-9

### Game Score Sheet

Date of Match: _____	<b>Goalie Team</b>	<b>Kicker Team</b>
Class Period: _____	Member names:	Member names:
Tally Marks: [like this: I    III IIII <del>IIII</del> ]	<b>Blocks:</b>	<b>Goals:</b>
	(Misses:)	
<b>Match Winner:</b>		
Referee / Witness:		

#### Customization Rules/Procedures:

1. You may **alter** your assigned "role" (project) within the parameters/limitations below.
2. You may **only** use parts from your WeDo set.
3. You **must** use the motor to power any motion; you **must** use a program for control.
4. You **may** use hands for stability/aiming **only**.
5. You should **practice**. You may "scrimmage".
6. You need to be **ready** on competition day.
7. Have **fun**. It's a game.

#### Goalie:

- **May** alter **design** of the goalie figure.
- Must have **moveable head** and **arms**.
- Must have **visible legs**.
- **May** use **any** electronic or programming parts.
- **May NOT** alter design of beams that attach to motor, **except** to add length with white pieces.
- **Must** reduce width of **goal frame** to \_\_\_\_ cm.

#### Kicker:

- **May** alter **design** of kicking **legs/feet**.
- **May NOT** change/move the **motor** position.
- **May** use **any** sensors or programming tricks.
- **May** kick from **anywhere** on field that is **minimum** of \_\_\_\_\_ cm away from goal.

#### Fans:

- **May** also serve as **referees**.
- **May** change design to add "**spirit**" to game.
- **Must** make program to keep/display **score** by pressing "tally" keys.

#### Tournament Rules/Procedures:

1. Each team should have one person operating the **computer** (program) and one person holding/operating the **model** (goalie, kicker, or fans). If a student lacks a partner, they may get a volunteer to stand in. Be careful to arrange the USB cables **safely** out of the way.
2. A **Referee** must be officiating for the Match to count.
3. **1 Match = 10 kick attempts**. 6+ Goals is a win for Kicker, 6+ Blocks or 7+ Misses wins for Goalie. 5 or less is a tie.
4. A **Match** should **start** with operators having their models in position on the field. Each should be on opposite sides of the field. Motors should be off and no programs should be running. Operators may use hands to hold model in place, but must keep hands out of field/play area.
5. The **kicker team** may **choose** where to **place** their model at the beginning of each kick. No-one should be touching anything else that could interfere. Referee should check.
6. Referee will **say** "Start your programs...Kick when ready!"
7. At "Start your programs," computer operators should start their program and leave it running.
8. At "Kick," the kicker team should aim and kick the ball by whatever means allowed, and keep hands still otherwise.
9. A **goal** is scored if the ball passes though the goal frame from inside to out.
10. A **block** is scored if the ball bounces off of the goalie and away from the goal. Anything else is a **miss**.
11. **Interfering** with any parts of the game, touching opponent's parts, or loss of self-control may result in loss.
12. **Referee** may make judgements and call for re-do's. **Teacher** may be called for disputes. Remember it's a **game**, though.

