

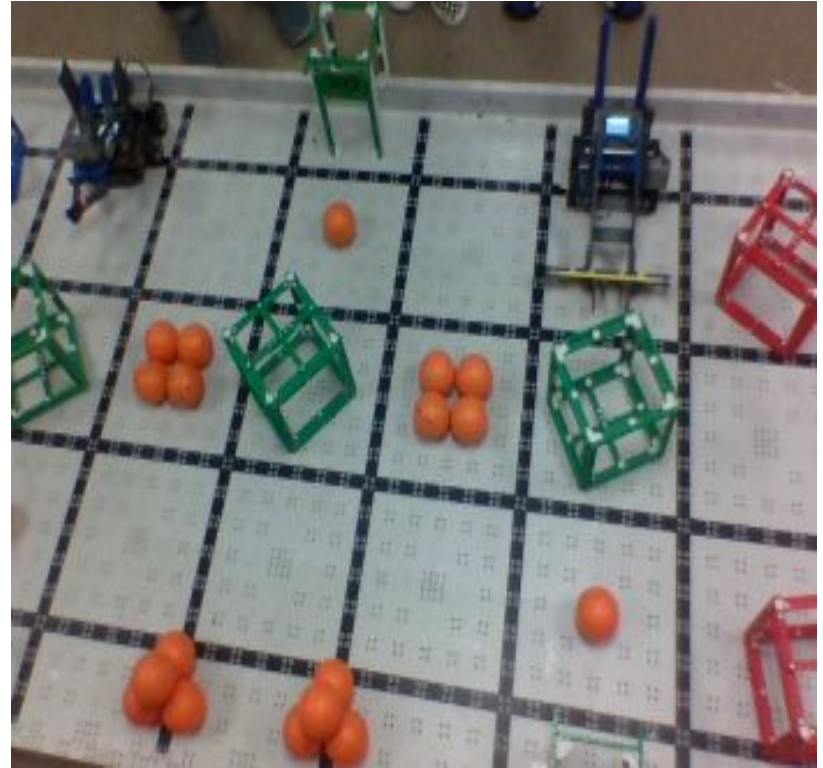
Girls and Their Super Powers!

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Team: 148E Rock-A-Bots



Our first battle (tournament)

We felt confident about our design, and we put in a lot of effort and hours. Our design was simple but worked. When the referee said, "Go!" we quickly found out we did not know how to use our super powers! Every match we scored under twenty points. Our first battle we got ten points, after that we thought we were ready for our second match which was a total disaster, we got zero points. We walked away with LAST place, and we felt powerless. When we got back to the portable we talked about our next game plan, and all of us thought it would work. We made a list of who was best at what skill, that was their super power.



This is all about the girls and their mega super powers on our team.

First up is Angelina, her superpower is building, we call her our booster builder. She also has a small superpower about coming up with ideas. Wondering what ideas she thinks about? So do we!

Next up we have Karen our mastermind coder. She is highly intelligent for a superhero, we could not do without her.

We have our next superhero Jaylyn. She finds pieces that other superheroes can't. That's why we call her fast finder. She also builds the extra pieces we need for our super strategy robot!

Superhero Kenzie. She's our superhero fixer. We call her quick fixer. She also keeps us on track.

When we get off track, she puts us back.

Last of all is super Paisley. She's a good driver, and she cheers us up when we need it. If we are about to lose she says, "Go, go, go!" if we lose it's okay because we had fun! We call her chanting cheerer.



Quick
Fast
Booster
Builder
Fixer
Cheerer
Chanting
Finder
Coder
Mastermind

Our superhero Katherine G Johnson

Katherine G Johnson was born August 26, 1918 in West Virginia USA. She was an American mathematician who calculated and analyzed the flight paths of many spacecrafts during her more than three decades with the U.S. space program. Her work helped send astronauts to the moon. She is our role model because she was the first African American to send someone to the moon and our school is named after her.



Girl power event

When we first heard about the event we were super excited about being able to lead! We started planning right away. We thought about an encouragement wheel where you check in at the computers. But before you checked in you could buy snacks, sweets, and chips. Girls got to make slime, lava lamps, drive robots, get cookies, popcorn, prizes, launchers, take photos, fun build, and build a boat. Kenzi was at the lava lamp station, Jaylyn was at fun build station, Paisley was at slime station, Karen was at robot driving station, Angelina was at the catapult station, and a few robotics girls not on our team helped with other stations. When we were done we had a big cleanup at the slime station. All of the snacks were gone and there was Kona Ice which was awesome! We cleaned up and we were done.



Girl power event continued

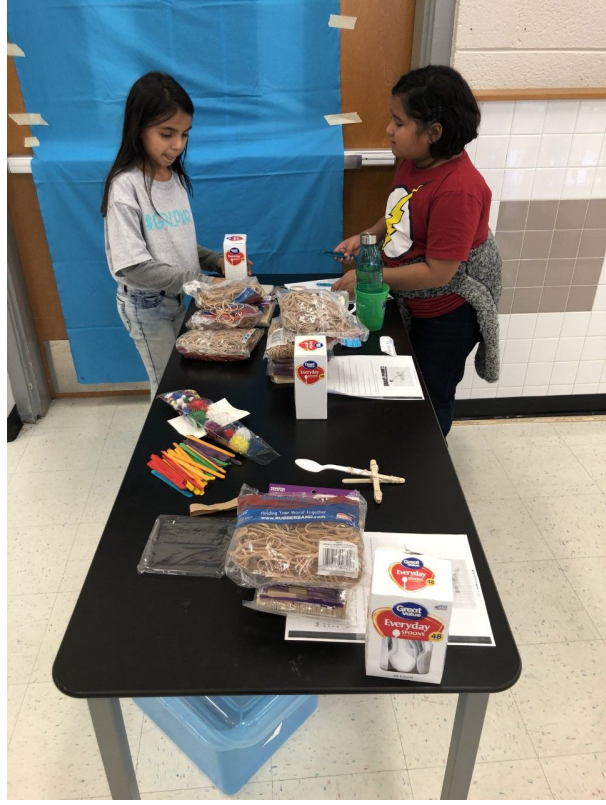
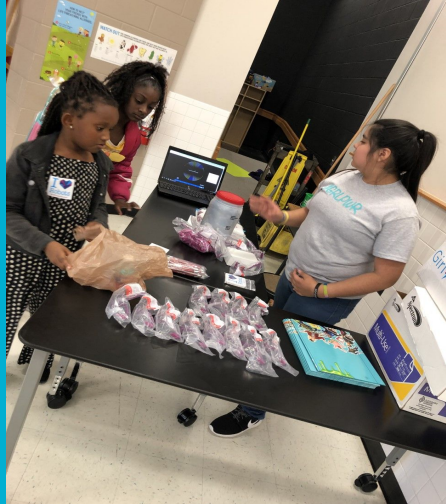
We felt awesome!

- 1.No boys were allowed.
- 2.Everybody had fun.
- 3.There were a lot of people who showed up.
- 4.We made plans to make next year better



Pictures from girl power event





Successful battle strategies

After reflecting on our last tournaments we went to the drawing board, and came up with a robot that used all our skills. That battle strategy brought us to the finals, and we are using that strategy again but making a few adjustments to it to make it better. We came in seventeenth to move into the finals. Our average points were 58 a match, and one match we got seventy points all because we just lifted cubes. Now that we know our super powers we are a reliable team.

Photography: Shutterstock/© Yuganov Konstantin



GIRL POWER

By: Jaylyn , Kenzi , Angelina ,
Karen ,and Paisley.

We love girl power!

