

Northshore Robotics, Team Pelican 98577a Presents:

Theme It Up Challenge 2021-2022:

Let's Get Nutty!

Our team was thinking about the biomimicry challenge and how our coach likes us to think of nature to inspire our designs. So, we decided to do our theme it up challenge based on nature. We are going to make it about a squirrel trying to get acorns back to its nest in the tree. There is a fence around the tree. If the squirrel gets acorns in its nest at the top of the tree, its a high scoring object. If it lands inside the fence but not in the tree it is only low scoring. There are ditches at each end of the field that can be cleared for bonus points. The squirrel can climb the lower fence or upper fence to get extra points too. We used all of the Pitching In game elements in our "Theme It Up" Challenge.

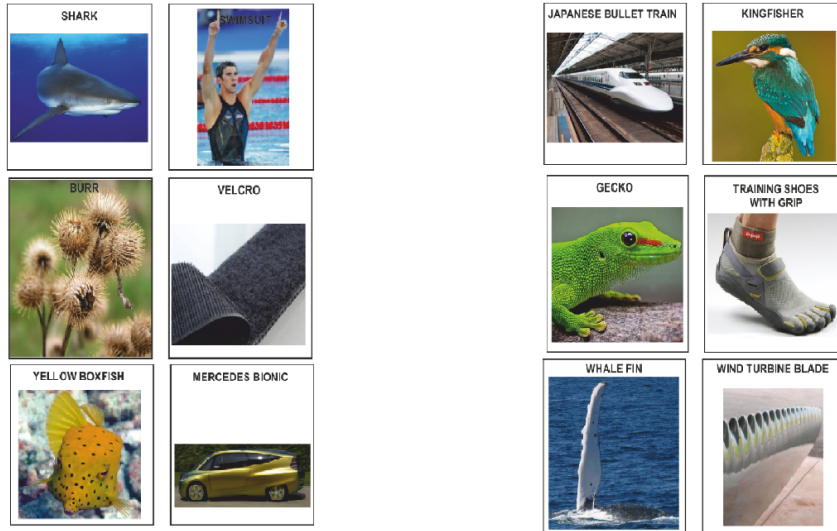
Below is our script, who each part is read by, and what we will use on the screen. We used old clip art for most of the images and also created the field and fences from photos. We do not have a fancy editing program so we just used Microsoft Paint.

Storyboard and Script:

The video starts with an introduction to the theme and why we chose it.

Biomimicry is an approach to engineering where you use nature to inspire new ideas and solve challenges. Many creative technologies have been inspired by animals and plants.

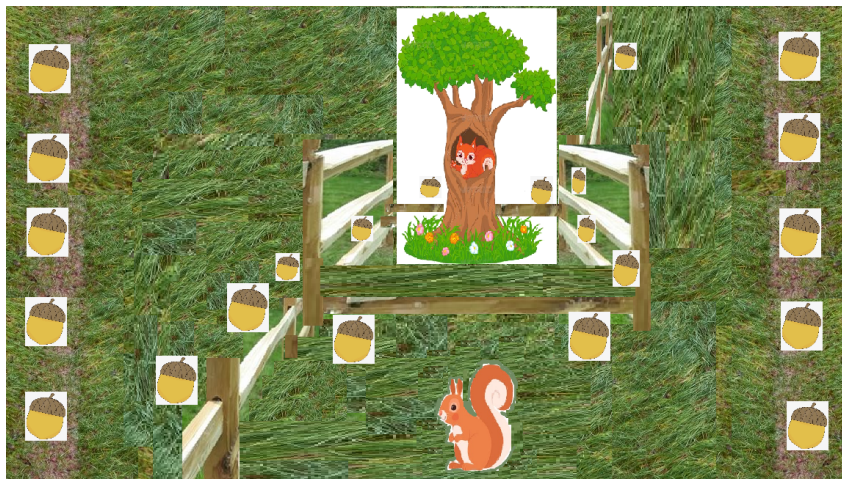
Voiced by Gideon. Screen will show a few biomimicry examples to give people an idea of things inspired by nature.



Welcome to the 2021 2022 game, the Vex IQ Challenge inspired by nature,  
 “Let’s get Nutty!!!”. (Zoe)

-Show the title of the game

In this game, you will design a robotic squirrel. Your squirrel needs to be  
 able to gather acorns to deliver to its nest, and to climb and hang from  
 fences. (Hudson)



There is a fenced area around your tree to keep you out, and 22 acorns  
 scattered in the field and ditches around your home. The object of the  
 game is to score as many points as possible in a one minute round. (Kai)

Each acorn collected into the fenced area around your tree is worth 2 points. Each acorn your squirrel can throw into their nest at the top of the tree earns 6 points. (Aldo)



Squirrels can earn two additional 5 point bonuses by clearing out the acorns from each ditch on each end of the field. (Zoe)



At the end of the match, squirrels will climb and hang from the fence for extra points.

A squirrel that is completely off the ground will be considered low hanging and receive **6** points. (Gideon)



A squirrel that lifts itself completely above the lower bar of the fence will be considered high hanging and will receive **10** points. (Zoe)



Teams will have to experiment with different ways to keep the squirrel small enough to get around the whole field while also being able to store acorns, toss them into their nest, and climb the fence.

-photos of silly squirrels trying to get under a fence and carry acorns.

Let nature inspire your design.

See your manual for tournament rules and details.

Now go get nutty! (Zoe)

-end credits

Video produced with HitFilm Express  
and Microsoft Paint

Produced By Louisiana's Northshore Robotics  
Vex IQ Elementary Team, Team Pelican, 98577A

Produced, Written & Edited by Zoe Witt

Voiced by Gideon Shapiro, Kai, Arlo, & Hudson Wasuna, and Zoe Witt