The Thirsty Robot

Get the fuel for your thirsty robot!

Robots are very hard workers and great listeners. Sometimes they work SO HARD that it they get low on fuel and start losing their memory. The ‘programmer’ has to help guide the robot back to the refueling station.

Step 1:

* Choose who will be the ‘programmer’ and who will be the ‘robot.’

Step 2:

* Practice your directions [left, right, forward, backward] – sometimes you can use ‘stop’ and ‘go’ if the other directions are too many to remember

Step 3:

* The programmer needs to think about how to direct the robot.
* Then the programmer uses the directions [left, right, forward, backward] to guide the robot back to the refueling station.
* The programmer can choose to **tell** the robot what direction to go or they can **draw** a map or directions.

Step 4:

* The robot must listen carefully to the programmer

and follow their directions.

Step 5:

* Once at the refueling station, the robot

is full of energy and can now guide the programmer back to his house

(since programmers also get tired

from all their thinking!)