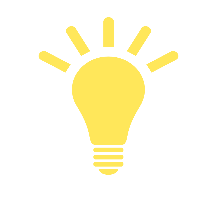
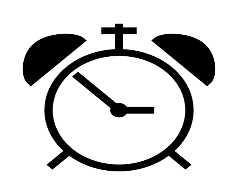
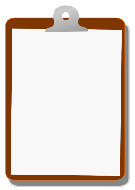
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**Challenge: Part 1:**The team is to construct a maze that an Ozobot could maneuver through. You are making a maze for your competitors, so make it difficult, but still do-able! Make sure it has enough space for the Ozobot to move around/under.

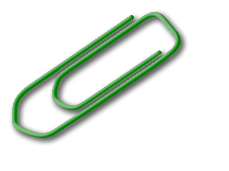
**Part 2:** The team is to code their Ozobot through a competitor’s maze using Ozobot’s color codes.

**Time:** You will have 15 minutes to use your teamwork, creativity and innovation skills to build a maze for your competitors. You will then have 10 minutes to use coding to create, test and refine a code that will get your Ozobot through a maze.

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**Setup:** All materials to be used are placed on the table. The team will create a maze for their competitors to maneuver. Teams will move clockwise to a competitor’s maze and use coding to create, test and refine a code that will maneuver their Ozobot through the maze.

**Procedure:** During the first 15 minutes, you are to construct your maze. At the end of the 15 minutes, your maze **must completely connect** from the start to finish line. Your team should determine and label a **start** and **finish** line. During the next 10-minutes, you may not alter the maze. Using the code sheet and markers, your team will create a code to gets your Ozobot from ‘start’ to ‘finish’.



**Materials**

* ****1 White piece of paper
* Legos
* Ozobot Markers
* 1 Ozobot
* Code Sheet

**Scoring:** 5 points if your Ozobot finishes the maze.