

## **Rationale Of The Game**

This OzoFarm program promotes coding skills as well as creative and logical thinking. Participants are encouraged to first familiarise themselves with how the Ozobots and the colour codes in correlation work. Continuing on to:

- Fun circuits, namely the chicken- and piggy challenge, which can be connected and where codes need to be added according to the individual game rules;
- Provided guidelines to create your own OzoFarm;
- Different game scenarios where a farm can be used as a one player or two player game;

The question proposed through the program is: 'How could today's children use technology to shape our future?'

- Participants are encouraged to create their own farm by thinking of our environment and farming industries important in our area, envisioning how and where robots could be used in Queensland's farming;
- The game and instructions are supposed to:
  - make learning basic coding skills fun and interesting by starting at the very beginning of coding and giving the chance of self-paced learning
  - Allow small group activities that encourage communication and exchange of ideas as well as team work;
  - Encourage 'learning by doing', determination, building of confidence and to be able to overcome initial setbacks as vital skills for the future of technology enhanced farming

## **Instructions**

### **Make your own farm rules:**

- You must be able to attach a second farm onto yours
- Every Farm earns a maximum of 5 Points
- You can maximal subtract 3 points per farm
- Each farm has at least one turn back point
- Each farm can have one restart point

### **Competition rules:**

- Each Ozobot starts in its own farm
- When the Ozobots meet the battle is over and points are added up
- If the Ozobot is stuck it is either place immediately in front of the place it was stuck on or at the start
- Individual farm rules apply – if conflicting with 'Make your own farm rules' the later apply

Chicken Challenge Rules:

- If you meet a smiling egg spin
- If you meet a confused egg run like crazy
- If you meet a crying egg turn around
- If you are a pig in the chicken coup: exit and play again
- Allowed Codes:
  - Turbo
  - Go Left
  - Go Straight
  - Go Right
  - Line Jump Straight
  - U Turn
  - Spin
  - Tornado
  - Slow
  - Win/Exit (Play Again)

Piggy Challenge Rules:

- If you are the cutest pig, keep on CRUISE-ing along
- If you are running from a wolf it is END OF GAME
- If you meet a cooking pig: SPIN – bacon for breakfast
- If you are a pirate pig: ZIG ZAG – and say “Ahoy”
- If you get caught just wearing underpants: run away FAST
- If you are a pig in mud: WIN/EXIT and play again
- Allowed Codes:
  - Fast
  - Go Left
  - Go Right
  - Line Jump Straight
  - U-Turn
  - Spin
  - Zig Zag
  - Cruise

**OzoFarm Characters**



Image source:

Farmer Jo:

<http://previews.123rf.com/images/dedmazay/dedmazay1302/dedmazay130200001/17887352-Farmer-on-a-white-background-illustration-Stock-Vector-farmer-cartoon-gardener.jpg>

Farmer Dan:

<http://previews.123rf.com/images/dedmazay/dedmazay1107/dedmazay110700007/9931703-Farmer-on-a-white-background-vector-illustration-Stock-Vector-farmer-cartoon-man.jpg>



Two empty rectangular boxes, one on the left and one on the right, positioned horizontally below the tractor image.



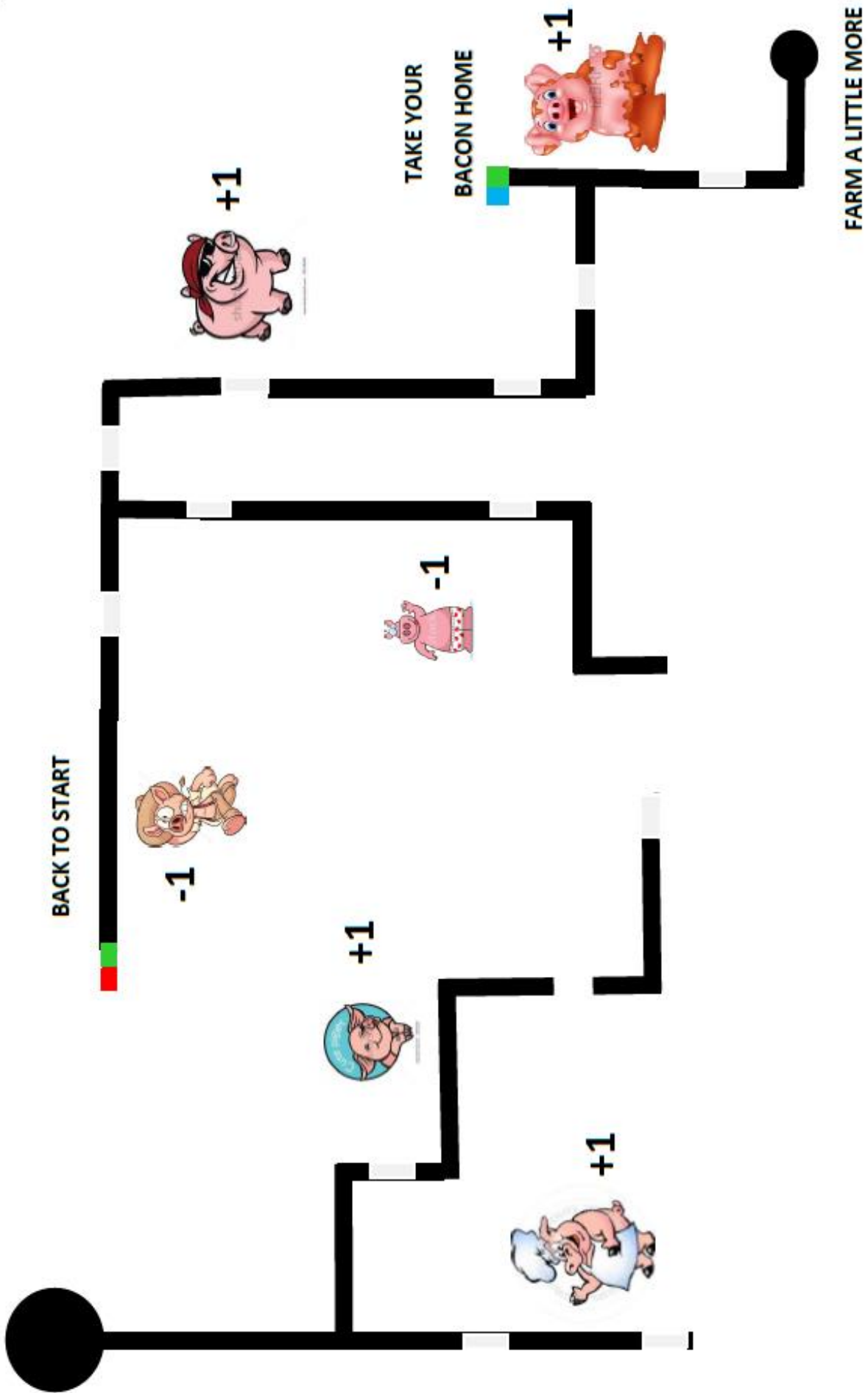
Two empty rectangular boxes, one on the left and one on the right, positioned horizontally below the green tractor image.



Two empty rectangular boxes, one on the left and one on the right, positioned horizontally below the BB-8 image.

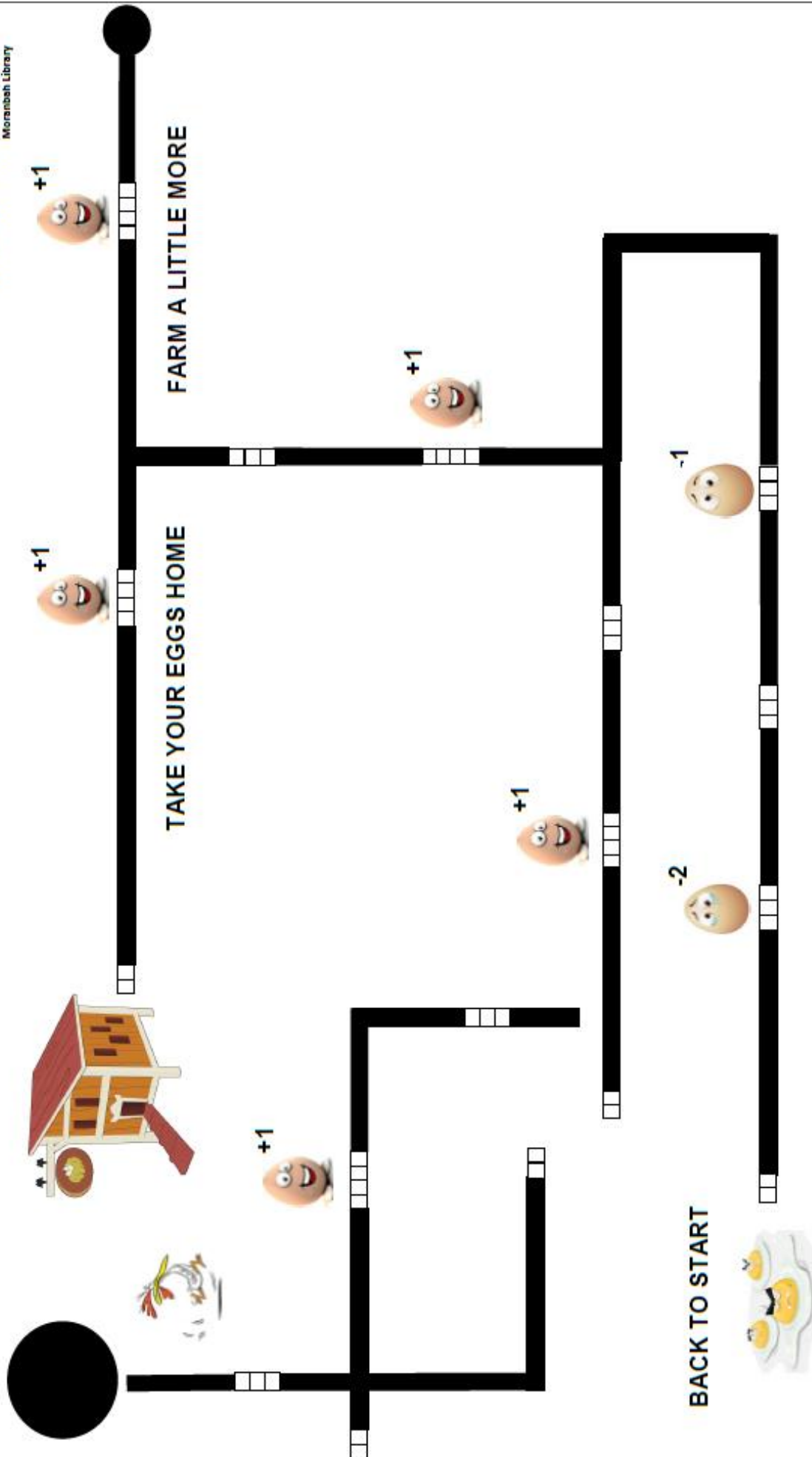


Two empty rectangular boxes, one on the left and one on the right, positioned horizontally below the Iron Man image.



1. Photo Pig: Andrew Lawrence (11/12/2017)  
2. Pig with Blue Hat: Andrew Lawrence (11/12/2017)  
3. Pig with Red Hat: Andrew Lawrence (11/12/2017)  
4. Game Pig: Andrew Lawrence (11/12/2017)  
5. Pig with Blue Hat: Andrew Lawrence (11/12/2017)  
6. Pig with Red Hat: Andrew Lawrence (11/12/2017)  
7. Pig with Blue Hat: Andrew Lawrence (11/12/2017)  
8. Pig with Red Hat: Andrew Lawrence (11/12/2017)

The Chicken Challenge – Collect Your Eggs  
Moranbah Library



1. Chicken: <https://www.shutterstock.com/search/chicken>  
 2. Chicken Egg: <https://www.shutterstock.com/search/chicken%20egg>  
 3. Chicken House: <https://www.shutterstock.com/search/chicken%20house>  
 4. Cooked Egg: <https://www.shutterstock.com/search/cooked%20egg>  
 5. Egg: <https://www.shutterstock.com/search/egg>  
 6. Farm: <https://www.shutterstock.com/search/farm>

**Piggy Challenge Rules:**

- If you are the cutest pig, keep on CRUISE-ing along
- If you are running from a wolf it is END OF GAME
- If you meet a cooking pig: SPIN – bacon for breakfast
- If you are a pirate pig: ZIG ZAG – and say “Ahoy”
- If you get caught just wearing underpants: run away FAST
- If you are a pig in mud: WIN/EXIT and play again
- Allowed Codes:
  - Turbo
  - Go Left
  - Go Straight
  - Go Right
  - Line Jump Straight
  - U Turn
  - Spin
  - Tornado
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### Chicken Challenge Rules:

- If you meet a smiling egg spin
- If you meet a confused egg run like crazy
- If you meet a crying egg turn around
- If you are a pig in the chicken coup: exit and play again
- Allowed Codes:
  - Turbo
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