

2019#01 City Lights, Camera, Action!

Four FLL teams preparing for the 2019-2020 City Shapers FLL Season each focused on a different area of the competition: Core Values, Project, Robot Design and Robot Game. These four areas are now equally weighted toward the advancement criteria. Each team has all members from the same grade level: 4th, 5th, 6th or 7th grade. To start off their team meetings they each practiced a different form of programming automation.



1. The rookie 4th-grade team started off focusing on Core Values and building a Starter Jig since it didn't require them to have advanced programming skills.
2. The team that focused on Robot Design designed a very flat and sturdy rear bumper that made straightening their robot with wall wreckoning very effective.
3. The team that learned how to manage gyro drift at their first meeting was a 4-year veteran team that had been together since their 1st year when they were all in the 4th grade.
4. The Naboo Taboos didn't use a gyro on their robot but was still able to focus on the Robot Game by using another sensor that allowed for straightening their robot perpendicular to lines on that game field.
5. Cloud City Slickers was back for their 2nd year, since they focused on Core Values their rookie year, they decide to focus on Robot Design for the City Shapers season.
6. The Geonosis Clones were 2 grade levels ahead of the Cloud City Slickers who did not use the gyro sensor.
7. The team focused on the Robot Game started their season perfecting their Line Squaring algorithm.

Grade Level	Team Name	Automation	Area Focus
4th Grade			
5th Grade			
6th Grade			
7th Grade			

		Team Name				Automation				Area Focus			
		Cloud City Slickers	Geonosis Clones	Mos Eisley Wiselys	Naboo Taboos	Gyro Sensor	Line Squaring	Starter Jig	Wall Wreckoning	Core Values	Project	Robot Design	Robot Game
Grade Level	4th Grade												
	5th Grade												
	6th Grade												
	7th Grade												
Area Focus	Core Values												
	Project												
	Robot Design												
	Robot Game												
Automation	Gyro Sensor												
	Line Squaring												
	Starter Jig												
	Wall Wreckoning												