

Socially Distant Time Fillers

Students can spread out in the room and play these retro games!

- **Mission Control May I? (Mother May I?)**

- Have students code their robot to take a “Baby Step”, a “Giant Step”. etc. Save them all to the VEX IQ robots. The player that is “Mission Control” stand in front of the robots that are lined up. Mission Control then calls on each student and gives them instructions on how to move forward. For example, “Sally, take two giant steps.” Sally then says, “Mission Control May I?” then runs her program for “Giant Steps” twice, when she is told “Yes” by Mission Control. If Sally forgets to ask, then she cannot move. First one to reach Mission Control wins.

- **Simon Says**

- One person is the leader and calls out actions that the VEX IQ can perform with a Remote (ex. Spin in a circle three times). Everyone else must follow the leader and do the action with their robot but only when the leader says, “Simon says”.

- **It Tag**

- The robot selected to be “it” chases the others, attempting to get close enough to “tag” one of them while the others try to escape.

- **Red Light, Green Light**

- One person is chosen to be ‘it’ (the traffic light) and stands a good distance away from the other players’ robots (that are lined up) with his/her back to them. When it calls ‘Green Light,’ the robots move forward until ‘Red Light’ is called and they freeze their robots on the spot. Any robot seen moving must return to the starting line. The robots must remain frozen until the next ‘Green Light’ command is given. Play continues in this manner until someone reaches and touches it. The tagger becomes the new it and the game begins again.

- **Duck, Duck, Goose**

- Have all the ducklings (robots) in a circle. One robot travels around the circle by remote, with the driver saying “duck” when he passes each robot. Whenever the player wants, he/she can declare someone “goose.” The robot runs from the “goose” to take the “goose’s” seat without being caught. The new “goose” then repeats the game.

