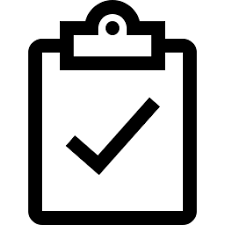
**WORKSTATION 1: BLUEBOT**



**LEARNING OUTCOMES:**

**ST1-4LW-S describes observable features of living things and their environments**

**ST1-3DP-T describes, follows and represents algorithms to solve problems**

**Task: Workstation 1**

**For this task you will be helping an animal avoid predators to find food.**

1. **Choose an animal to research, draw a picture of the animal, the food they eat and three natural predators (each on 15x15 card)**
2. **Use a 5x6 mat with elements of an animal habitat. Include one food (what the animal eats) as an endpoint, predators and obstacles. The mat must include a path for the animal (Bluebot) to travel.**
3. **Device an algorithm for the Bluebot to avoid being next to any of the predators (including diagonal), and help the animal to reach its food.**
4. **Swap with another team to try out different habitats. (This time control the Bluebot from the iPad.)**
5. **Now solve the same problem on the iPad (no Bluebot) using the minimum number of instructions by taking a picture of your own mat .**

