

Spille- og kodehæfte

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|  | **Brændstoftank niveau 1**  **1 x Brændstof**  **Hvor starter BeeBot og hvilken retning (Take Off sted)**   |  |  |  | | --- | --- | --- | | **1** | **2** | **3** |   **Tegn jeres kodepile ind her**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |   **Brug først blyant så I kan viske ud ☺** |
|  | **Brændstoftank niveau 2**  **2 x Brændstof**  **Hvor starter BeeBot og hvilken retning (Take Off sted)**   |  |  |  | | --- | --- | --- | | **1** | **2** | **3** |   **Tegn jeres kodepile ind her**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |   **Brug først blyant så I kan viske ud ☺** |
|  | **Brændstoftank niveau 3**  **3 x Brændstof**  **Hvor starter BeeBot og hvilken retning (Take Off sted)**   |  |  |  | | --- | --- | --- | | **1** | **2** | **3** |   **Tegn jeres kodepile ind her**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |   **Brug først blyant så I kan viske ud ☺** |
|  | **FN’s Verdensmål - ren bæredygtighed**  **1 x Bæredygtighed**  **Hvor starter BeeBot og hvilken retning (Take Off sted)**   |  |  |  | | --- | --- | --- | | **1** | **2** | **3** |   **Tegn jeres kodepile ind her**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |   **Brug først blyant så I kan viske ud ☺** |
|  | **Personalemodul**  **1 x Personalemodul til rumstation**  **Hvor starter BeeBot og hvilken retning (Take Off sted)**   |  |  |  | | --- | --- | --- | | **1** | **2** | **3** |   **Tegn jeres kodepile ind her**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |   **Brug først blyant så I kan viske ud ☺** |
|  | **BeeBot flag**  **1 x Flag**  **Hvor starter BeeBot og hvilken retning (Take Off sted)**   |  |  |  | | --- | --- | --- | | **1** | **2** | **3** |   **Tegn jeres kodepile ind her**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |   **Brug først blyant så I kan viske ud ☺** |
|  | **Solcelle**  **1 x solcelle**  **Hvor starter BeeBot og hvilken retning (Take Off sted)**   |  |  |  | | --- | --- | --- | | **1** | **2** | **3** |   **Tegn jeres kodepile ind her**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |   **Brug først blyant så I kan viske ud ☺** |
|  | **Digital kæde til sammenkobling af satellitter**  **1 x Digital kæde**  **Hvor starter BeeBot og hvilken retning (Take Off sted)**   |  |  |  | | --- | --- | --- | | **1** | **2** | **3** |   **Tegn jeres kodepile ind her**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |   **Brug først blyant så I kan viske ud ☺** |

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|  | **Værktøj**  **1 x Værktøjskasse**  **Hvor starter BeeBot og hvilken retning (Take Off sted)**   |  |  |  | | --- | --- | --- | | **1** | **2** | **3** |   **Tegn jeres kodepile ind her**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |   **Brug først blyant så I kan viske ud ☺** |

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|  | **Rumkikkert**  **1 x Rumkikkert**  **Hvor starter BeeBot og hvilken retning (Take Off sted)**   |  |  |  | | --- | --- | --- | | **1** | **2** | **3** |   **Tegn jeres kodepile ind her**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |   **Brug først blyant så I kan viske ud ☺** |

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|  | **Antivirus til bakteriebekæmpelse**  **1 x Antivirus**  **Hvor starter BeeBot og hvilken retning (Take Off sted)**   |  |  |  | | --- | --- | --- | | **1** | **2** | **3** |   **Tegn jeres kodepile ind her**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |   **Brug først blyant så I kan viske ud ☺** |

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| SORT HUL    JERES RUMSTATION | **FORHINDRINGER**  **Der er forskellige områder på banen, hvor man IKKE kan/må flyve med sit BeeBot-rumskib.**  **De to sorte huller på banen er forhindringer, som I skal styre udenom.**  **På området hvor Jeres rumstation skal stå, kan/må I heller ikke flyve med Jeres BeeBot -rumskib.** |
|  | **Bekæmp de farlige rum-bakterier**  Opgaven kræver:  3 x Brændstof  1 x Antivirus  **Opgaven løst giver:**  8 point  **Opgaven koster:**  1 brændstofenhed  **Hvor starter BeeBot og hvilken retning (Take Off sted)**   |  |  |  | | --- | --- | --- | | **1** | **2** | **3** |   **Tegn jeres kodepile ind her**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |   **Brug først blyant så I kan viske ud ☺** |

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|  | **Fang de 3 satellitter  og kæd dem sammen**  Opgaven kræver:  4 x Brændstof  1 x Digital kæde  **Opgaven løst giver:**  15 point  **Opgaven koster:**  2 brændstofenheder  **Hvor starter BeeBot og hvilken retning (Take Off sted)**   |  |  |  | | --- | --- | --- | | **1** | **2** | **3** |   **Tegn jeres kodepile ind her**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |   **Brug først blyant så I kan viske ud ☺** |
|  | **Byggegrunden - Jeres rumstation**  Opgaven kræver:  Holdet skal selv til konkurrence medbringe deres egen flotte, kreative og fantasifulde rumstation.  Grundmålene skal være max.14 cm x 14 cm og en højde på mellem 5 til 50 cm.  Dommeren vurderer point fra 0 til 20 point ud fra:  Æstetisk udseende 0 - 5 point  Materialevalg 0 - 5 point  Konstruktion 0 - 5 point  Relation til temaet 0 -5 point  +5 point for brug af teknologi (lys/lyd etc.)  +1 point ekstra pr. centimeter som bunden af rumstationen er løftet fra spillepladen.  Ud over rumstationen skal hvert hold bygge en rumraket eller et rumskib og medbringe på konkurrencedagen.  Rumraketten eller rumskibet har som sådan ikke nogen funktion på spillepladen, men der kan gives ekstra point fra 0-5 for konstruktionen. |
|  | **Merkur er blevet væk**  Opgaven kræver:  4 x Brændstof  1 x Rumkikkert  **Opgaven løst giver:**  12 point  **Opgaven koster:**  1 brændstofenhed  **Hvor starter BeeBot og hvilken retning (Take Off sted)**   |  |  |  | | --- | --- | --- | | **1** | **2** | **3** |   **Tegn jeres kodepile ind her**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |   **Brug først blyant så I kan viske ud ☺** |
|  | **Ødelagt satellit**  Opgaven kræver:  4 x Brændstof  1 x Værktøj  1 x Solcelle  **Opgaven løst giver:**  14 point  **Opgaven koster:**  1 brændstofenhed  **Hvor starter BeeBot og hvilken retning (Take Off sted)**   |  |  |  | | --- | --- | --- | | **1** | **2** | **3** |   **Tegn jeres kodepile ind her**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |   **Brug først blyant så I kan viske ud ☺** |
|  | **Plant BeeBot flaget**  Opgaven kræver:  4 x Brændstof  1 x BeeBot flag  **Opgaven løst giver:**  11 point  **Opgaven koster:**  1 brændstofenhed  **Hvor starter BeeBot og hvilken retning (Take Off sted)**   |  |  |  | | --- | --- | --- | | **1** | **2** | **3** |   **Tegn jeres kodepile ind her**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |   **Brug først blyant så I kan viske ud ☺** |
|  | **Udforsk den ydre Mælkevej**  Opgaven kræver:  5 x Brændstof  1 x Rumkikkert  1 x FN17 Bæredygtighed  **Opgaven løst giver:**  20 point  **Opgaven koster:**  2 brændstofenheder  **Hvor starter BeeBot og hvilken retning (Take Off sted)**   |  |  |  | | --- | --- | --- | | **1** | **2** | **3** |   **Tegn jeres kodepile ind her**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |   **Brug først blyant så I kan viske ud ☺** |
|  | **Bemand rumstationen**  Opgaven kræver:  5 x Brændstof  1 x Personalemodul  **Opgaven løst giver:**  18 point  **Opgaven koster:**  2 brændstofenheder  **Hvor starter BeeBot og hvilken retning (Take Off sted)**   |  |  |  | | --- | --- | --- | | **1** | **2** | **3** |   **Tegn jeres kodepile ind her**   |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |   **Brug først blyant så I kan viske ud ☺** |