



AUSTRALIAN RESEARCH COUNCIL CENTRE OF EXCELLENCE FOR  
MATHEMATICAL AND STATISTICAL FRONTIERS

# ROBOTS

## FOLLOW SIMPLE RULES TO GET THE ROBOTS TO THE FINISH

### MATHS:

- Strategy game. Advanced variations require students to think about optimisation and comparing different strategies through counting.

### NEEDED:

- Plastic sticks as long as the grid squares are wide
- A paper sign with "FINISH" written on it

### RULES:

- Pick a square to label as the finish, and lay a few sticks down in some arrangement. Four people are 'robots' and start on random squares. The robots take turns moving: you move in straight lines and only stop when you hit a wall, the edge of the grid, or another robot (but only one robot per square).
- The first robot to get to the 'Finish' square wins.

### VARIATIONS:

- Work together to get any robot to the 'Finish' square in the least number of moves.