

*Read the description of the roles for team members provided below. Then, divide your students into at least two teams. Teams work best with four students.*

*Each group must use the Team Challenge Set and the copymaster given. Any additional materials such as paper is at the discretion of the teacher and should be equally available to all groups.*

## Who's Who on the Team

All students build and program the robot for the competition. However, in order to finish the robot in time, additional responsibilities must be shared. Therefore, each team consists of students with the following roles. These roles are assigned at the beginning of the project and are usually maintained (at the discretion of the teacher) until the project is completed. To help determine which students fill which roles, have each student fill out the Who's Who on the Team? copymaster.

### TEAM MANAGER

- Oversees the team's activities every day.
- Ensures the project is moving forward on schedule.
- When issues arise, negotiates a consensus among the team members on how to proceed.



### COMMUNICATION SPECIALIST

- Records the day's work in the team journal.
- Organizes the advertising and marketing of the final "Big Day" competition with the other team's Communication Specialists.
- Explains any team questions or concerns to the Team Manager.



### MATERIALS SPECIALIST

- Tracks the use of all hardware, software, building elements and other materials.
- Distributes materials and requests additional materials, if necessary.
- Keeps an inventory and makes sure everyone stores the materials properly. (ALL team members must take part in the clean up.)



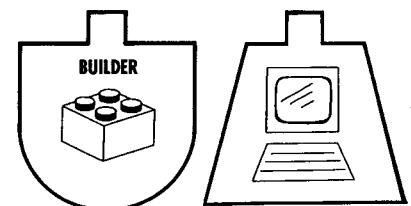
### INFORMATION SPECIALIST

- Summarizes the information for the project, including reading any new information aloud to the team, making sure the information sheets, job sheets and other literature are in order.
- Provides daily status reports (verbal and / or written) on the project.



### BUILDERS AND PROGRAMMERS

- In addition to the responsibilities described above, all students on the team are also builders or programmers. These two groups within each team can switch responsibilities from day to day.



PROGRAMMER