MAKEX
Lebanon

MakeX Inspire
'Fruit Wonderland'

National 31 May 2025

Competition Overview

The MakeX Inspire - Fruit Wonderland competition will be divided into two sections based on the participants' age groups. Each section will have different match formats and scoring rules to ensure fair and engaging gameplay for all participants.

01 **4-5 Years Old:** Focus on manual control of the robot.

02 **6-7 Years Old:** A mix of manual and automatic robot operation.

Competition Regulations

To ensure a smooth and enjoyable experience for the youngest participants in the Fruit Wonderland category, the following rules will be in place:

1. Arrival Timing:
   - Participants in the Fruit Wonderland (4-5 years old & 6-7 years old) category will arrive later than the other age groups.
   - This staggered arrival ensures they have a comfortable and engaging introduction to the event.

2. Pre-Round Activities:
   - While waiting for their turn, students will participate in fun activities designed to keep them engaged and entertained.
   - These activities will help students feel comfortable before their official rounds begin.

3. Competition Arena Rules:
   - When it is time for their official round, students will be guided to their designated competition table.
   - No coach or parent is allowed to enter the competition area once the round begins.
   - Physical barriers will separate the competition arena from parents and coaches.
   - These barriers will be placed at least 1.5 to 2 meters away from the arena to:
     - Prevent distractions for the participants.
     - Ensure fair play and compliance with competition regulations.

4. <u>Respecting the Rules & Environment:</u>
- o **Parents and coaches must remain outside the designated competition area at all times.**
- o **Encouragement and cheering are welcome but must be done from outside the barrier zone.**
- o **This setup is designed to create a focused environment for the students and help them complete their tasks with confidence.**

Robot Sharing Rules
- There is **no fixed limit** on how many students can share a robot.
- **Each club or school** can manage robot sharing among students **at their discretion**.
- **Battery Management:** It is **recommended to use one mTiny robot for every four students** to ensure proper charging and availability.

What MakeX Provides
Each participating student will receive:
✓ **Competition Arena & Required Props**
✓ **Official MakeX T-Shirt**
✓ **Lunch Box**
✓ **Participation Certificate**
✓ **Medal of Participation**

Fruits Carrier Mission

Mission Background:

Let's help farmers transport the fruits to the storage area.

Score:
1 Fruit = 1 Point

Process:

① The participant stands by.

② The participant selects the mission card to decide where to place the fruit trees.

③ The staff places the fruit trees accordingly.

④ The staff clicks the fruit card to activate the mission.

⑤ The participant starts to code mTiny to transport the fruits.

Starting Point

Operation Area

4-5 Years Old Section

Props
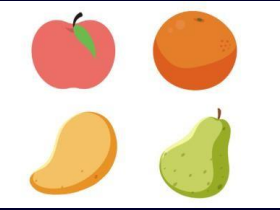
Fruits Carrier Mission：
Put the direction coding cards on the direction control panel, click them and make it more accurate.

- **Number of Rounds:** 2 rounds
- **Round Type: Manual control only**
- **Task:** The student must transport fruits from the **starting area** to the **designated box**.

- **Match Duration: 150 seconds per match**.
- **Scoring System:** The total number of **fruits delivered across both rounds** determines the final score.
- **Bonus score:** If the robot is decorated with a hat, clothes, drawing stickers, or any other dresses, it will be scored one extra Fruit Point.

6-7 Years Old Section

Number of Rounds: 2 rounds

Each round consists of:

- **1 manual control round**
- **1 automatic round** where the robot must operate without human intervention.

Task: Move fruits to the designated area following the competition's automatic and manual rules.

Match Duration: 240 seconds for the automatic stage
120 seconds for the manual stage
Scoring System: The **total accumulated points** across all rounds determine the ranking.

MakeX Inspire Fruit Wonderland

Participants need to program mTiny based on coding cards on the spot and control the mTiny to finish missions on the arena. This activity will strongly build up their programming thinking, mathematics logic, and imagination ability.

1. Pest Off Mission (4mins): remove the harmful pests
2. Fruits Carrier Mission (2mins): collect and carry the fruits to the collection area.

*Bonus score: If the robot is decorated with a hat, clothes, drawing stickers, or any other dresses, it will be scored one extra Fruit Point.

Type	Coding Activity

Form	on-site

Equipment	mTiny

Age	6-7

Team	1 kid and 1 adult

Kit	

Arena and Props

Materials	quantity
Map	1
Pest card	5
Fruit tree	4
Fruit props	8
Fruit basket	1
Storage box	2
Coding card	36
Coding card slot	4
Direction control panel	1

Map
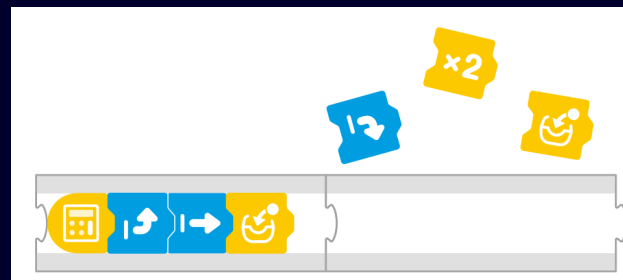
Pest card

Fruit basket

Storage box

Fruit tree
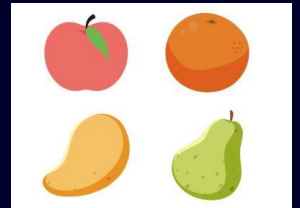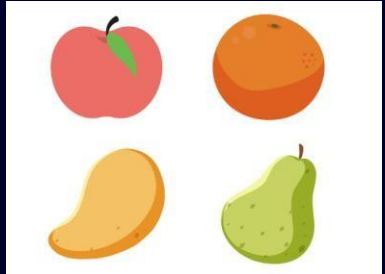
Fruit props
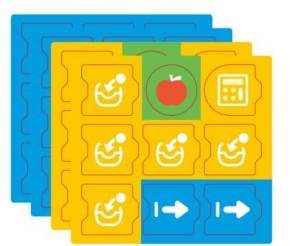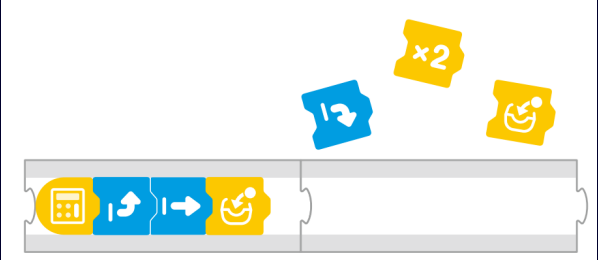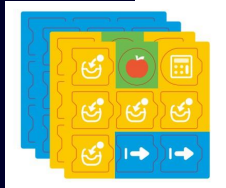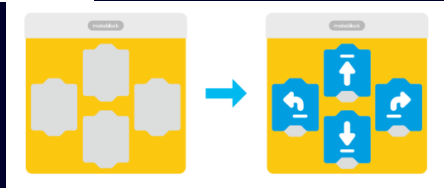
Coding card slot

Coding card
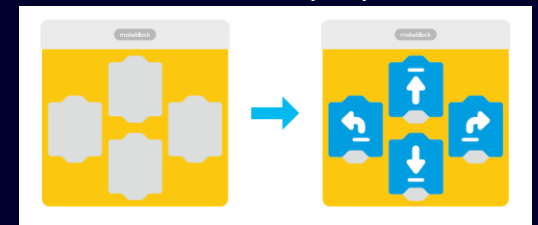
Direction control panel

Activity Rules

Mission	Robot	Props List	Pictures of Map and Props
Pests Off	mTiny	Map, Pests card, Coding cards, Coding card slots	
Fruits Carrier		Map, Fruit trees, Fruit props, Coding cards, Direction card panel, Fruit basket, Storage box	

Activity Rules

Pest Off Mission
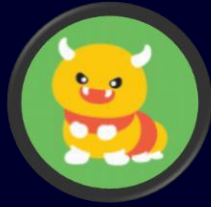
Mission Background:
The pests are invading the fruit wonderland!
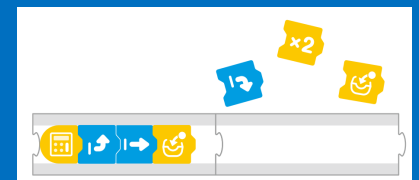Let's help farmers catch those pests!

Score:
1 Pest = 1 Point

Process:

① The participant stands by.

② The participant selects the mission card to decide where to place the pest cards.

③ The staff places the pest cards accordingly.

④ The staff clicks the pest card to activate the mission.

⑤ The participant starts to code mTiny to catch the pests.

Starting Point

Operation Area

Activity Rules
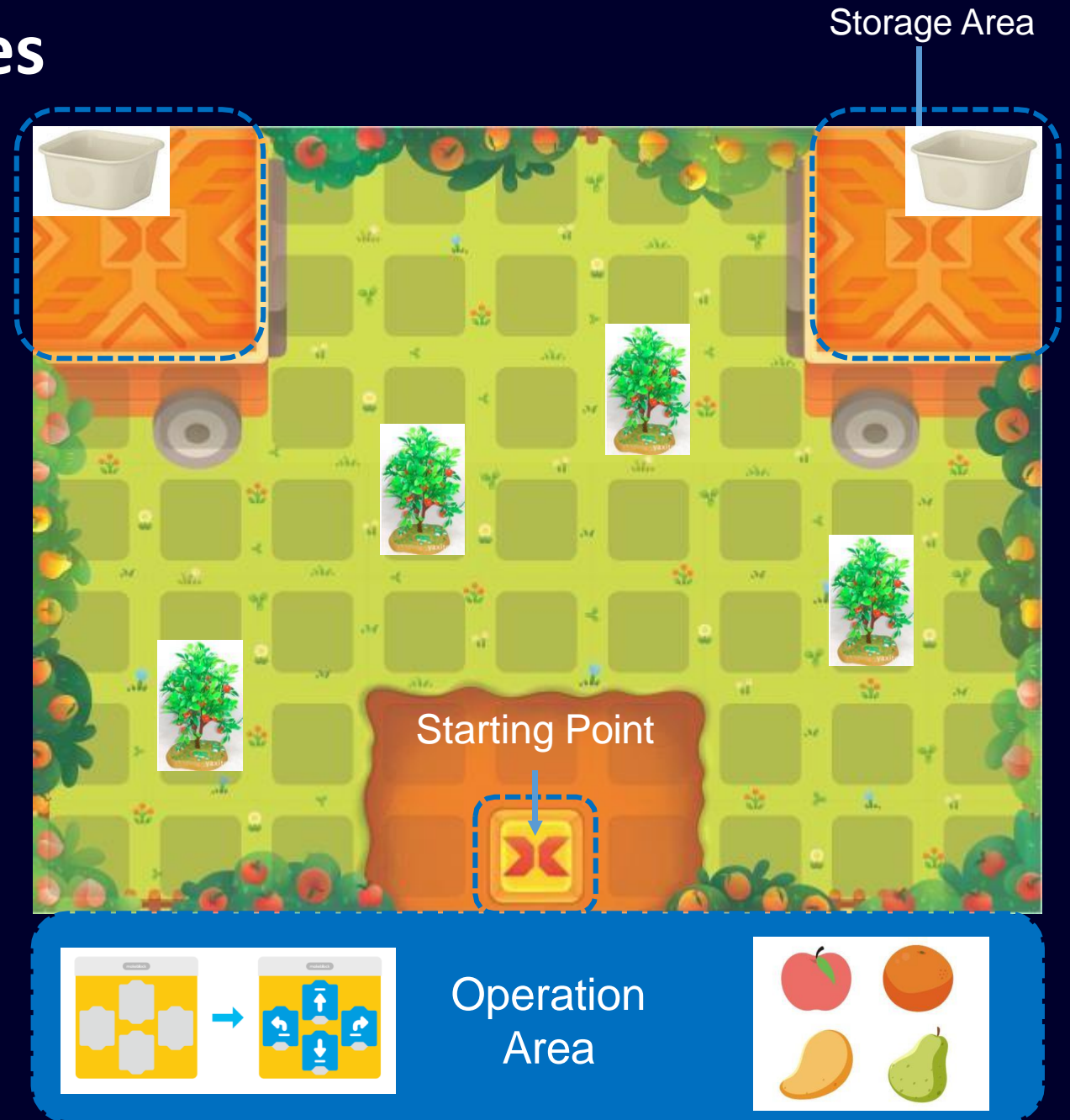
Fruits Carrier Mission

Mission Background:

Let's help farmers transport the fruits to the storage area.

Score:
1 Fruit = 1 Point

Process:

① The participant stands by.
② The participant selects the mission card to decide where to place the fruit trees.
③ The staff places the fruit trees accordingly.
④ The staff clicks the fruit card to activate the mission.
⑤ The participant starts to code mTiny to transport the fruits.

Starting Point

Operation Area

Highlights

Coding Cards
4 kinds, 36 pieces in total
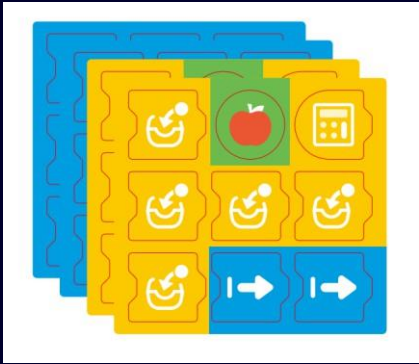
Props
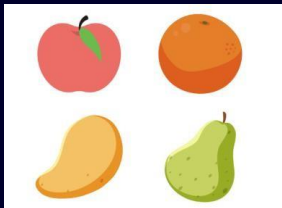

Pests Off Mission：
Put the coding cards into the coding card slot and make it more tidy and convenient.

Fruits Carrier Mission：
Put the direction coding cards on the direction control panel, click them and make it more accurate.

MakeX Inspire
Inspire Learning In A Fun Way