Challenge Updates

Project Updates

15 November 2016

UPDATE 4 – MORE ON INTERACTIONS
Clarification of "Affect"

For ANIMAL ALLIES℠, teams should think of people and animals as allies in the quest to make life better. We previously defined that, "the person does not need to physically touch the animal, but the person must clearly affect the animal or the animal must clearly affect the person to be an appropriate interaction for ANIMAL ALLIES." To further clarify, the word "affect" could also include indirect interactions, as well as, actions such as studying and observing.

It is also important to note that the word "affect," is meant in a positive manner, and that interactions should NOT include the harm of another person or animal during the process. The Project mission this season is to make our interactions with animals better, and hopefully, better for us all!

30 August 2016

UPDATE 1 – ANIMAL KINGDOM

Clarification of Animal Definition

The Challenge defines an animal as "any member of the scientific animal kingdom (besides humans) that is currently alive today." Depending on where you live, you may have learned about either five or six kingdoms used in biology to classify all life on earth. Wherever you are in the world, you must choose an animal from Animalia (the animal kingdom). Living things from the following kingdoms would NOT be considered "animals" for ANIMAL ALLIES℠: Plantae, Fungi, Protista, Archaea/Archaeabacteria, Bacteria/Eubacteria, or Monera. You can refer to biology sites like this one for definitions of each kingdom: http://www.ric.edu/faculty/ptiskus/six_kingdoms/.

UPDATE 2 – DEFINITION OF INTERACT

Clarification of Problem Identification Requirements

The Project asks each team to "pick a situation when people and animals interact." The person does not need to physically touch the animal, but the person must clearly affect the animal or the animal must clearly affect the person to be an appropriate interaction for ANIMAL ALLIES℠. For example, if a person puts food in a bowl, and the animal eats the food, then the person has affected the animal.

UPDATE 3 – LIVE ANIMALS

Disclaimer

The ANIMAL ALLIES℠ Challenge asks you to learn about the ways that people and animals interact. We do NOT require teams to interact directly with any animal during this research. Any team that chooses to work with live animals should do so ONLY under the supervision of a trained adult professional. If your team chooses to work with an animal, we strongly recommend that you do NOT bring this animal to any *FIRST*® LEGO® League event. Your event may have an official policy on this subject – check before you attend.

Challenge Updates

Robot Game Updates

3 November 2016

UPDATE 4 – THE SCOPE OF "MORE"

Official Ruling

Due to continuing uncertainty about D02 Bullet 3 (The scope of the "MORE," statement); we have decided to extend you the Benefit Of The Doubt as follows:

•   M04 – If multiple pieces of Food are in one area, but are not alike, only the points for that particular Target Area do not count.

•   M09 – If more than one Manure Sample is Transported at a time, only those particular Manure Samples will not count. Other/legally Transported Manure Samples are unaffected.

UPDATE 3 – FROG MODEL/FROG COUNT

Official Ruling

It is unclear when to treat the Frogs as two animals, so here are the rulings:

•   Each Frog meeting scoring requirements will score.

•   It is OK to load the Frog Model at the start of the match.

28 October 2016

UPDATE 2 – SENSOR IDENTIFICATION

Correction of typo in Challenge Guide

Our Challenge Guide misidentifies the touch sensor. The words "GYRO/ANGLE" are under the touch sensor rather than the Gyro Sensor. The picture of the Gyro sensor is just labeled as EV3.

30 August 2016

UPDATE 1 – "ALL" SAMPLES

Wording Change for Mission M15

Original: "All *twelve* Manure Samples are completely in the Training And Research Area"
Changed to: "All *seven* Manure Samples are completely in the Training And Research Area"

Challenge Updates

28 October 2016

UPDATE 1 – WELCOMING DIVERSE VIEWPOINTS ON ANIMAL-HUMAN INTERACTIONS

This year's Challenge includes missions illustrative of the real-world challenges facing animals – both in their natural habitats and in man-made environments. There are differing viewpoints on how humans and animals interact – including whether it is humane for cows to be kept for commercial dairy farming, or whether and how zoos and aquariums should work with animals removed from the wild. We believe it is important for coaches to keep this in mind as you guide your students in the Challenge. As is the case for all our Challenges, we encourage coaches to provide opportunities for their teams to be educated on the issues at hand, and to welcome dialogue that addresses different perspectives on an issue.

To design the real-world problems included in our ANIMAL ALLIES℠ Challenge, *FIRST*® LEGO® League staff collaborated with experts in the fields of rescue biology, biomimicry, ecology and veterinary medicine, among others, from the University of New Hampshire, National Geographic, the Biomimicry Institute, Omaha's Henry Doorly Zoo & Aquarium, Tufts University Cummings School of Veterinary Medicine, and the New England Aquarium Animal Care Center.