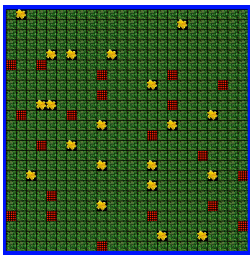
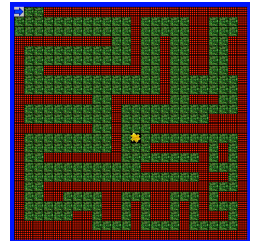


(30 pts) Approx. 3 days

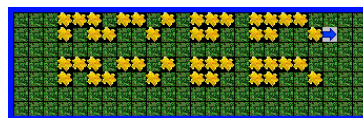
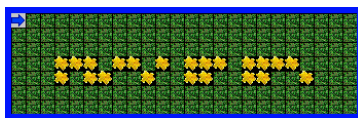
As we wrap up our time with Jeroo, it's essential that we tackle one last super challenge! So far you've done basic things with simple hop/plant commands. Then you did more advanced things with boolean questions like "isNet" and "isWater" as part of a complicated if/else question system. Now it's time to combine everything you know about Jeroo as you try to tackle one last super challenge.

1. Before you jump into the super challenge of your choice, take some time to take the Unit 1 Quiz: Jeroo available on our website. You only get 1 attempt at this quiz, and you must work alone. You ARE allowed to use your engineering notebook, though!
2. Watch the introductory video about the super challenges. This video simply introduces each one and gives a little simple advice that you might want to consider. Then, pick one (1) super challenge that you want to try and complete!
3. The super challenges are described below. Pick the one you want to work on, and take a page of notes in your engineering notebook about possible challenges, problems, tools, and solutions that your super challenge will bring with it. Then, see if you can solve it!
4. **Challenge 9: THE MAZE** Your Jeroo is now like Theseus (from Minotaur battling fame). Create a Jeroo that can navigate a maze made of nets. The Jeroo should start at (0,0), enter the maze, pick a flower somewhere in the maze, then get back out. The real challenge to this, is that the same program you write for one maze needs to be able to work on ALL provided maze maps!



Challenge 10: ISLAND CLEAR Develop a program that creates a Jeroo at (23,23) with no starting flowers and has the Jeroo run around and pick up all the flowers on the island, then use them to disable all the nets on the island. Again, the program you write for this island needs to work on ALL provided net/flower islands.

Challenge 11: FLOWER COPY 2 Develop a program that creates a Jeroo with a pouch full of flowers (like 50 or so). The Jeroo should then hop around to create a copy of the pattern of flowers that already exist on the island.



The starting and finishing orientation of one of the test islands

5. Have Mr. Benshoof check your progress on your super challenge at the end of the unit!

Part 3: Tasks	10-8 points	7-4 points	3-0 points
✔ Unit 1 Quiz	+ Up to 10 points – your grade is based on how many questions you get correct		- You did not take the Unit 1 quiz before August 30
📄 Super Challenge Notes	+ You clearly picked one (1) super challenge + You have some good notes/plan/ideas written in your engineering notebook	- Your notes or plan are lacking important parts	- Your notes or plan are totally missing
⊕ Super Challenge	+ You were able to solve the super challenge!	- You made progress on your super challenge	- You did not start your super challenge at all
☆ Checkoff from Benshoof	+ Mr. Benshoof got to see your Super Challenge progress	N/A	N/A

