



SMART FLY



# SMARTFLY

-Age-

13 to 16 years old

-Team-

3 to 5 Students

Simulador

Drones



#### **Educational Benefits**

Students develop the programming logic.

Helps them to know and respect a set of rules.

Promotes concentration..



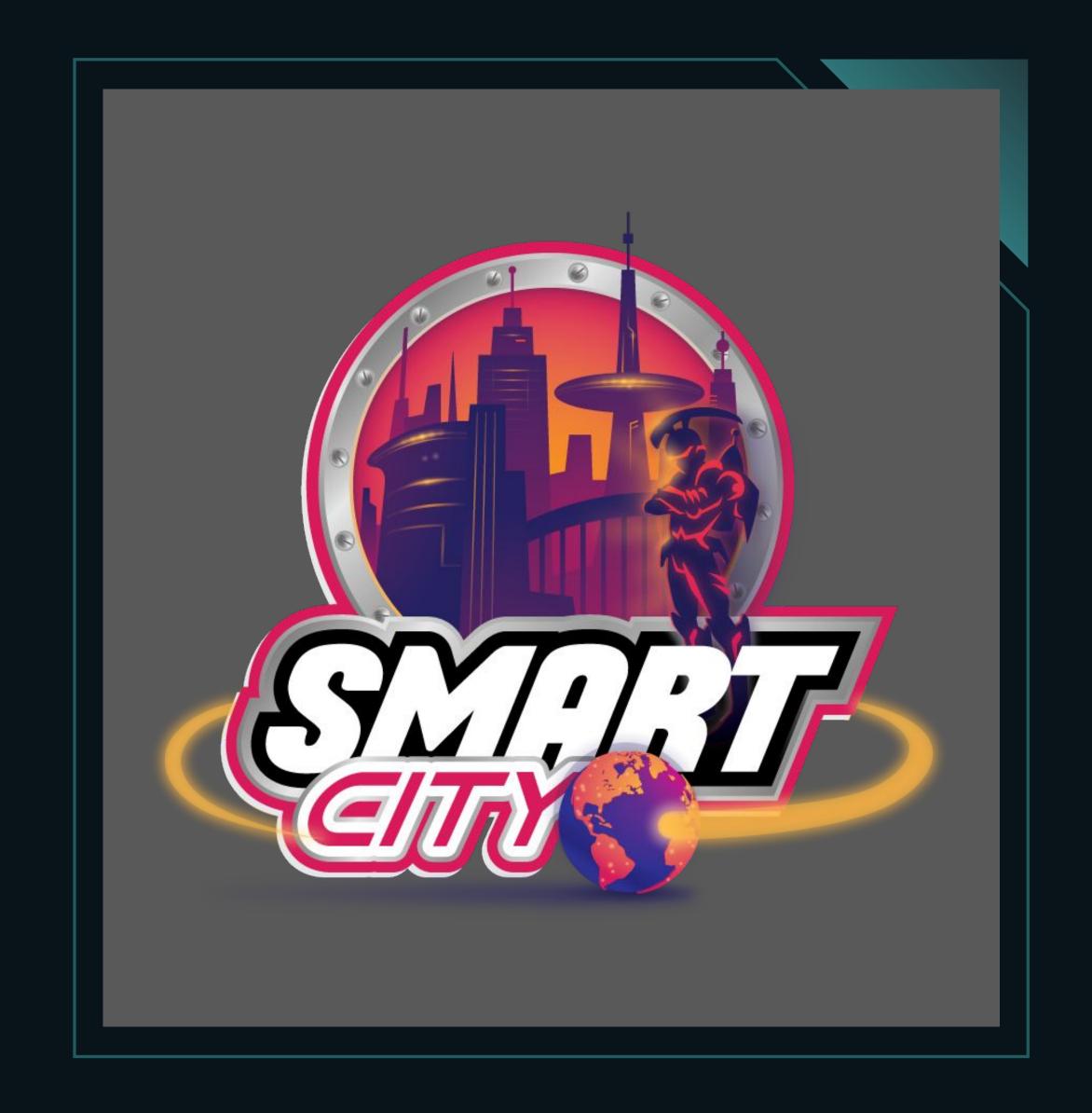
# OBJECTIVE OF THE CHALLENGE

Students will have to complete the challenges that are proposed on the day of competition.

These challenges will become more complicated in each round, 100% compliance with the challenge and the time to complete it will be taken into account.

The simulator with which the challenge will be carried out is DroneBlocks from the platform;

https://www.ponteenlinea.net/educacionstem/login/index.php



## PRESENTATION

The date of the tournament will be June 18, 2021, we will send you your schedule and zoom link to connect.

The presentation of the challenges will be live and must be explained to the judges by each of the students.

The finalists will have their final rounds on June 19 and will be broadcast live via Facebook Live



#### Virtual Tournament



#### Programming



STEAM CHALLENGE



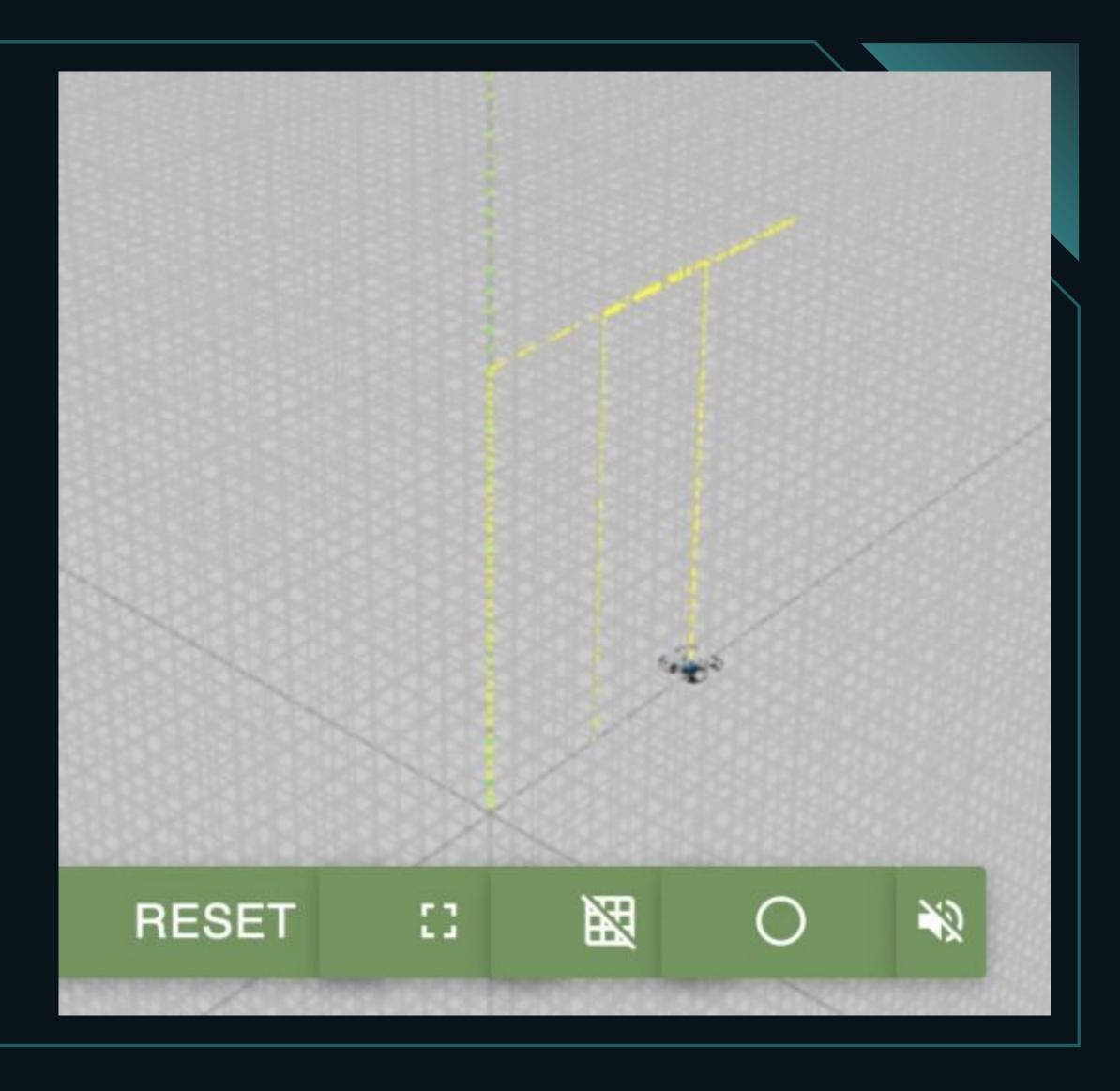
**Smart Fly** 

## CHALLENGE

Airplanes do not longer need pilots and you will be the autopilots.

The challenge is to solve challenges, these challenges will be revealed on the day of competition.

Aspects to qualify: Programming, creativity, solution of the challenge



## CHALLENGE

They will have to enter the drone simulator that is located on the platform:

https://www.ponteenlinea.net/educacionstem/login/index.php

For more information regarding the username and password you can contact us.

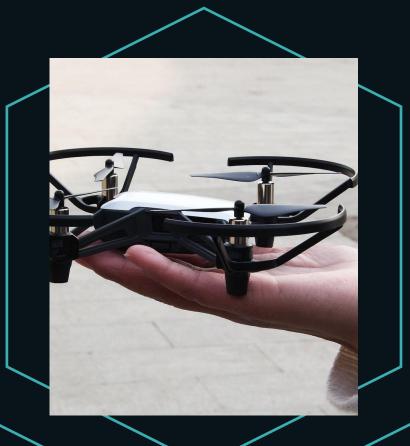
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## SMARTFLY







### SMART FLY

YOU CAN CHANGE THE WORLD!

