

3 Go Turn Back

Mission: The robot will travel the distance assigned, turn 180 degrees to face the opposite direction and then travel to the original starting point.

Equipment:

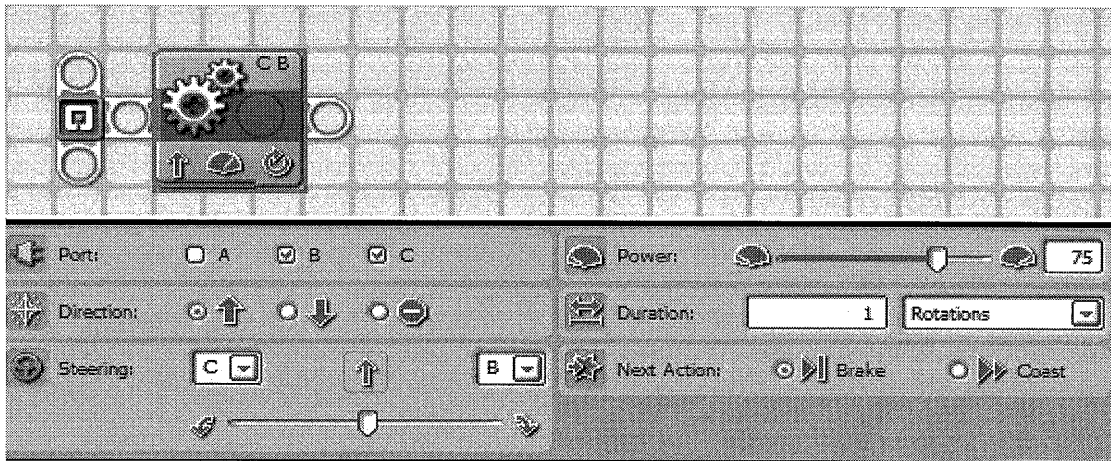
White table top or playing field.
12 inch or 30 cm ruler

Sensors:

none

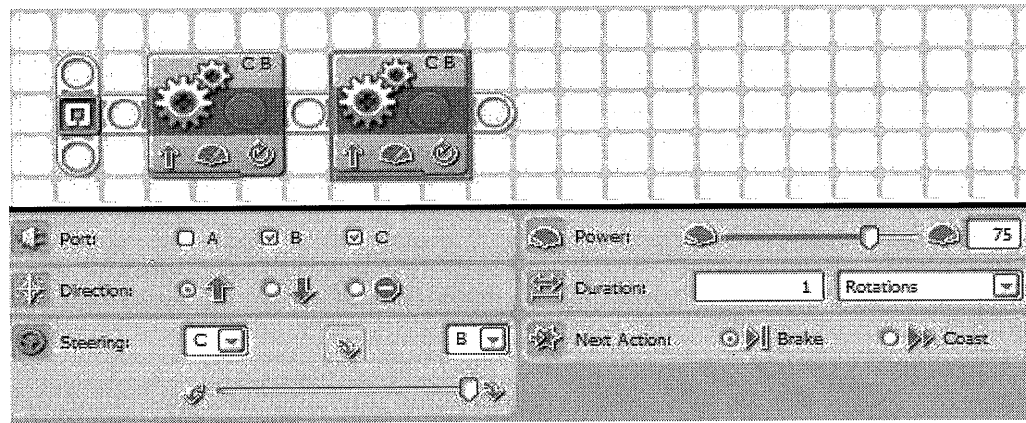
Directions:

1. Place a move block at the beginning of the program bar and set the rotations for the distance you want it to go.

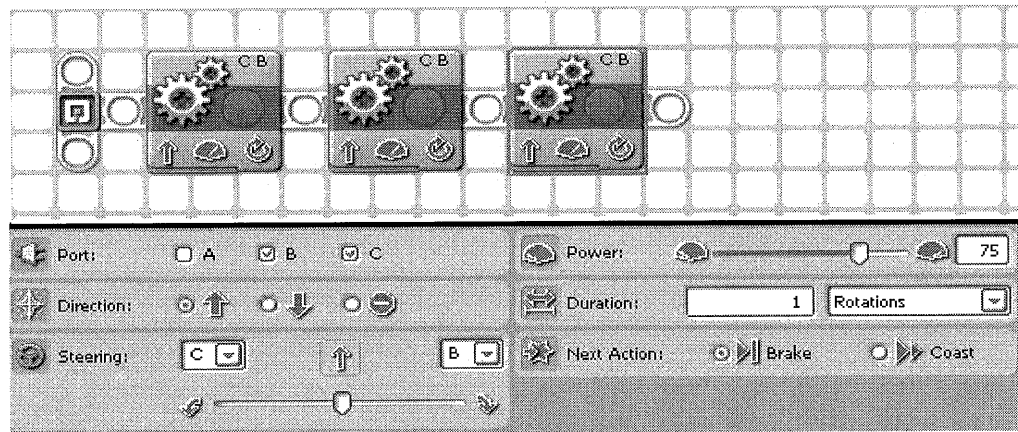


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2. Place another move block and slide the steering slider at the bottom left all the way to one side to make the robot do a spin turn 180 degrees until it is facing the opposite direction. Experiment or use your engineering journal to set the number of rotations at the right amount to get it to do the turn correctly.



3. Place another move block and leave it going forward and set it to the number of rotations you set the first move block. If you got the rotations for the turn correctly and if you set the first and the last blocks to the same rotations, the robot will return to the same spot it started.



Secret to success: write down the amount of rotations it took to make the 90 degree turn. Keeping this information for future use will speed up the writing of other programs in the future. You won't have to take time figuring out how to make a turn on future assignments that way.

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