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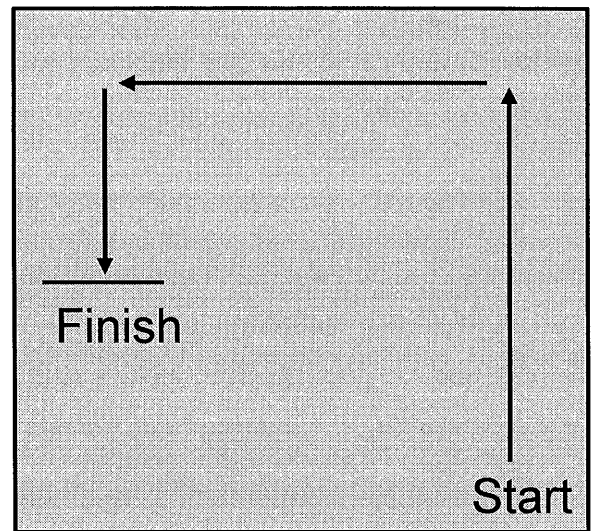
2 Turns and Bump

Mission: the robot will follow a course where it will travel forward, turn left, turn left again, and knock down a block.

Equipment

blue painter's tape to make a line on the field.

small block for robot to tip over

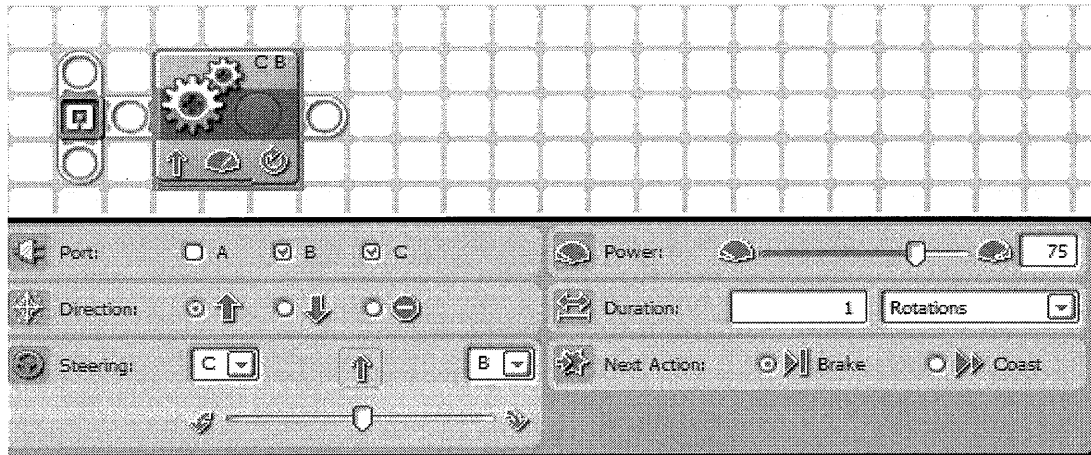


Sensors:

none

Directions:

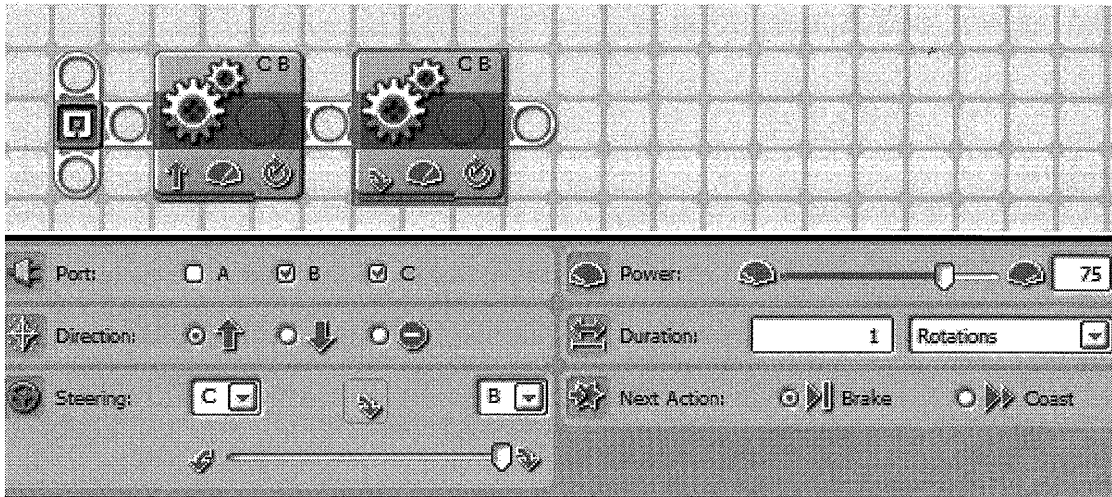
1. Place a move block at the start of the program bar. Set the number of rotations to move the robot the distance it needs to go.



The move block makes the motors rotate. Use trial and error or refer to your notes about the number of rotations needed to go the distance.

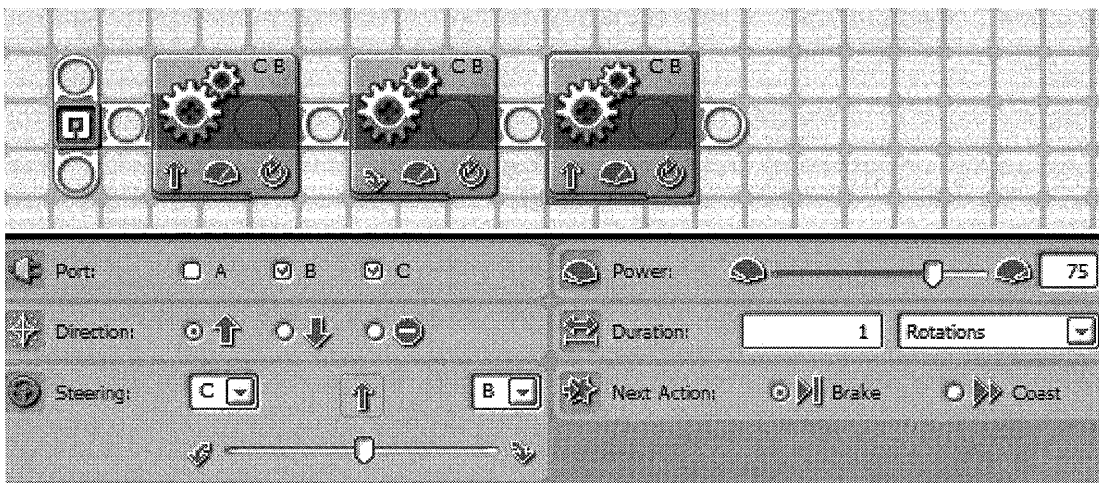
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2. Place another move block after the first one. Slide the steering bar on the lower left of the illustration in the direction you want it to turn. Set the rotations so that the robot will turn 90 degrees.



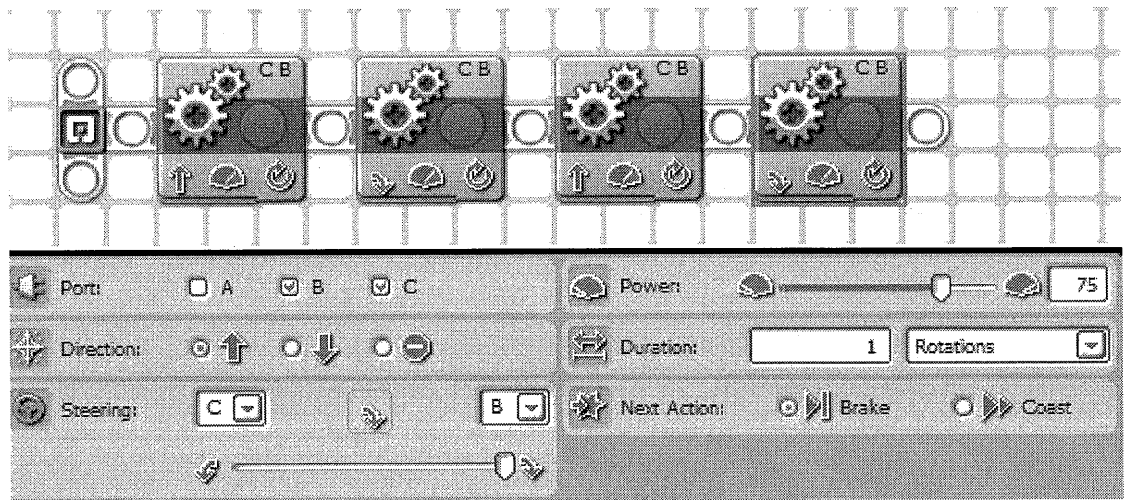
Sliding the steering bar all the way to one side or the other makes the robot turn in place with one wheel turning forward and the other wheel turning backwards.

3. Place another move block after the turn and set the rotations for the distance needed.

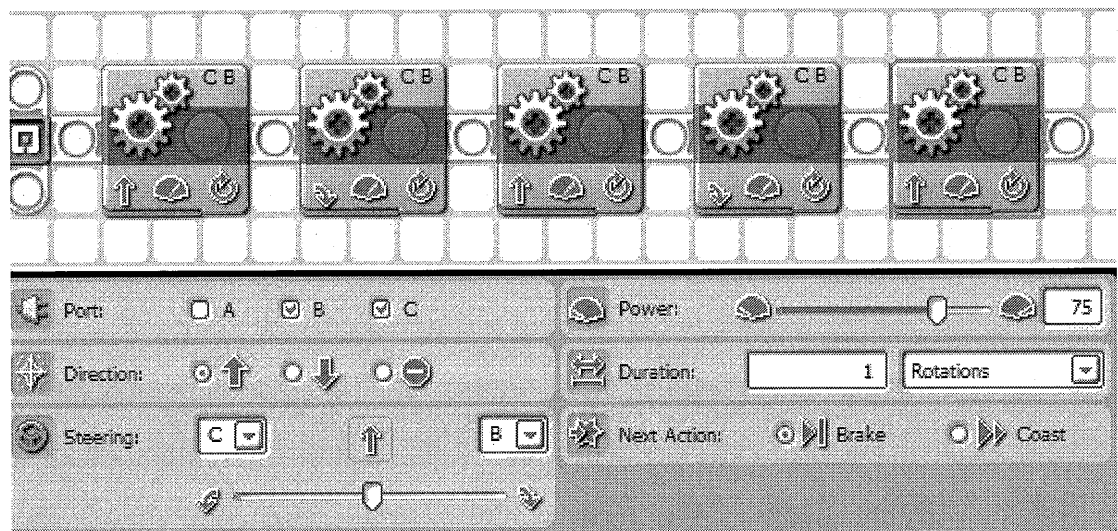


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4. Place another move block and set the steering bar all the way to the side. Set the rotations to make a 90 degree turn.



5. Place another move block on the program bar and set it to unlimited.



This will make the motors turn until it bumps the block. You will need to adjust the number of rotations to get it to the block and bump it to knock it down.

Secret to success: Use your notes to know how many rotations it takes to go a foot and how many rotations it takes to make a 90 degree turn and it will help you get the rough distances and turns for your mission. A little adjusting will be necessary, but that won't take as long as it would without using your notes.

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