



Name: \_\_\_\_\_



01

## CURVED MOVE 1 - PRECISE

1. Open Lego Mindstorms
2. Click File → New Project → Program.
3. Click File → Save Project As → Computer → your name → file name {Name Curved Move 1} . For example, it would say "Hill Curved Move 1"
4. After saving your project create programs within this project by clicking the + next to Program tab (NOT THE + NEXT TO THE PROJECT!!). Name the programs:
 

Recreate	Different Spins	Recreate 2
Spin.move	Creative4x	
4. Since the project is already named at the end of every class you will click FILE → SAVE PROJECT NOT FILE → SAVE PROJECT AS

### CHALLENGE 1: Recreate



The first green block makes the robot....?

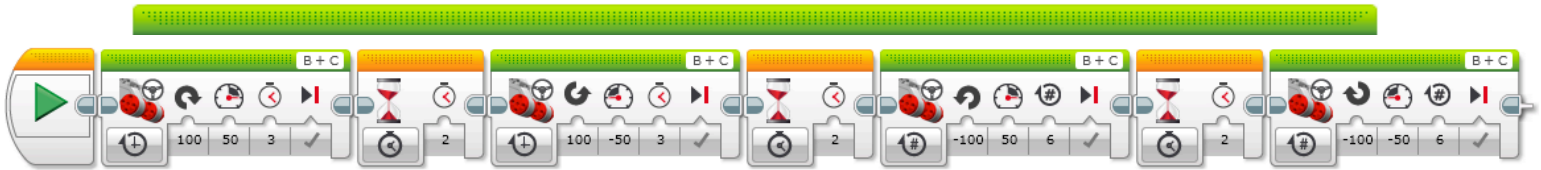
What does the second green block do?

What does the third green block do?

### CHALLENGE 2: Different spins

Create the exact same program as above, but change the first arrow block to -100 for each green block. What changes? Why? What does this tell you about the values and direction?





**CHALLENGE 3: Recreate 2**

This program involves negative values in different places. What did you notice about the spinning of the robot? Were anything the same? Different? Remind you of multiplying in math in any way?

**CHALLENGE 4: Create a program to spin and move your robot**

Using any power, make a precise spin about 90 degrees in either direction, wait 2 seconds and then move your robot forward 30 cm (you can use degrees, rotations or time to move forward). Write your coding below.



**CHALLENGE 5: Create a program to make your robot move all around**

Time to be creative. Make a program where you robot does 4 precise turns and 4 straight movements. You can choose to wait between moves or not.



**CHALLENGE COMPLETED**

