

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

01

## MOVE TANK 1

1. Open Lego Mindstorms
2. Click File → New Project → Program.
3. Click File → Save Project As → Computer → your name → file name {Name Move Tank 1} . For example, it would say "Hill Tank 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	Recreate 2	360 Turn
Circle	3 point turn	
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?

### CHALLENGE 2: Recreate 2

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

What does the second green block do?

Describe what the "Tank Move" block does.....



**CHALLENGE 3: Make your robot do a precise 360 degree turn using tank**

Create a program that will have your robot make a clockwise 360-degree turn using the tank block.

**CHALLENGE 4: Create a program that will have your robot travel in a circle**

Using the Tank Block, have your robot travel in a circular pattern at least 360 degrees

**CHALLENGE 5: Have your robot make a 3-point turn.**

If you do not know what it is, first look up a 3-point turn on YouTube. Then create a program that will have your robot perform a 3-point turn similar to what a car would do to turn around. Write your code in the Blocks below



**CHALLENGE COMPLETED**

