01

CURVED MOVE 2 — PIVOT

1. Open Lego Mindstorms
2. Click File → New Project → Program.
3. Click File→ Save Project As→ Computer → your name → file name
   {Name Curved Move 2} . For example, it would say "Hill Curved Move 2"
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
   Pacing Robot   Around the object

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?

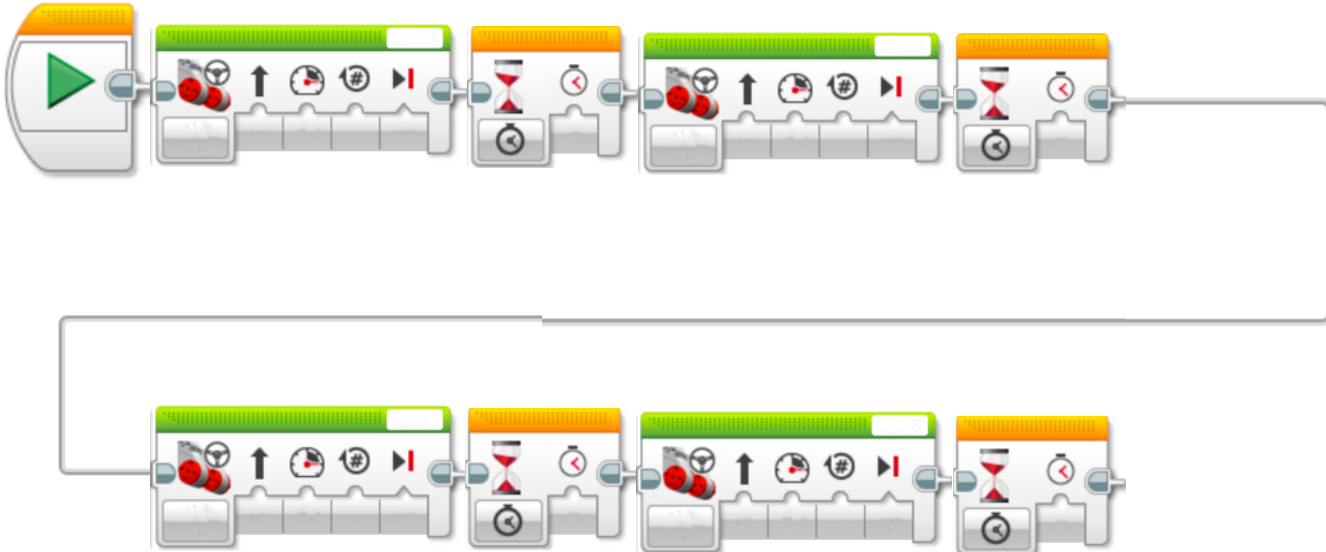What does the third green block do?   What does the fourth green block do?

CHALLENGE 2: **Create a program to spin the robot 4 times.**

Copy the program from above and paste into the "different spins" tab. Keep the 50 and -50 the same for the Direction (arrow). Changing the power and type of movement (rotation, degrees or time), can you get the robot to spin 360 clockwise and then 360 counterclockwise twice?
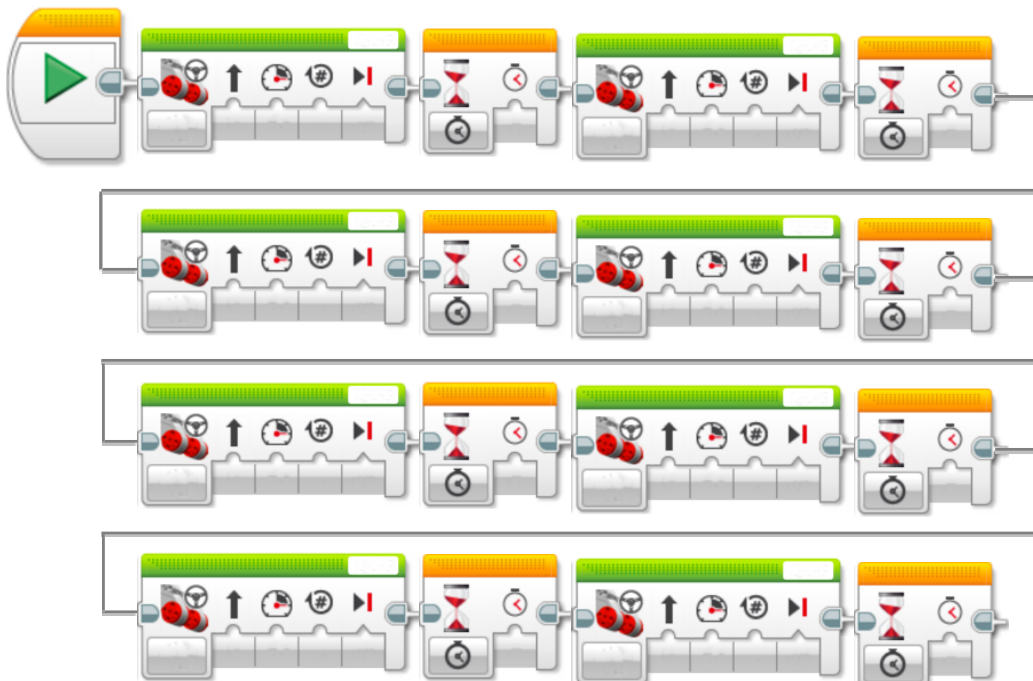
Create a program that has your robot travel forward at least 50 cm, pivot 180º, travel back to the starting spot and pivot 180º three times. (Wait 1 second between moves). Show your code.

CHALLENGE 4: **Make a square around an object**

Grab an object. Put it down on the ground. Create a program that has your robot move around the object in the shape of a square or rectangle. You can turn using Pivot or Precise turn.

CHALLENGE COMPLETED