

TEAM # NAMES

LESSON 4-4: THE MOVE TANK COMMAND IS THE BEST CHOICE FOR TURNS BECAUSE THE SPEED AND DIRECTION OF THE B (LEFT) MOTOR AND C (RIGHT) CAN BE SET

TASK 1: TURN AROUND

1. SELECT THE "MOVE TANK" COMMAND



2. SET THE SPEEDS FOR 35 AND -35 TO MAKE A SHARP TURN TO THE RIGHT.



3. START WITH 1 ROTATION. FIGURE OUT HOW MANY ROTATIONS TO MAKE EACH TURN:



U TURN (HALF CIRCLE) -----

Teacher Check



RIGHT TURN (QUARTER CIRCLE) -----

Teacher Check



4. CHANGE THE SPEEDS TO -35 AND 35 TO TURN LEFT



LEFT TURN (QUARTER CIRCLE) -----

Teacher Check



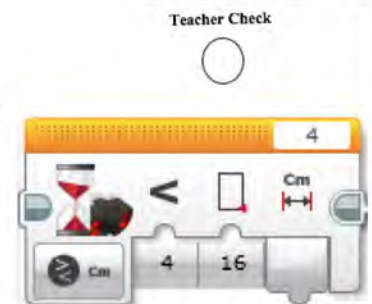
TASK 2: STOP BEFORE HITTING THE SIDE OF THE TABLE

1. GO FORWARD (MOVE STEER ON) AND USE THE ULTRASONIC SENSOR.

2. SET THE ULTRASONIC SENSOR FOR DISTANCE IN CENTIMETERS (<16). STOP

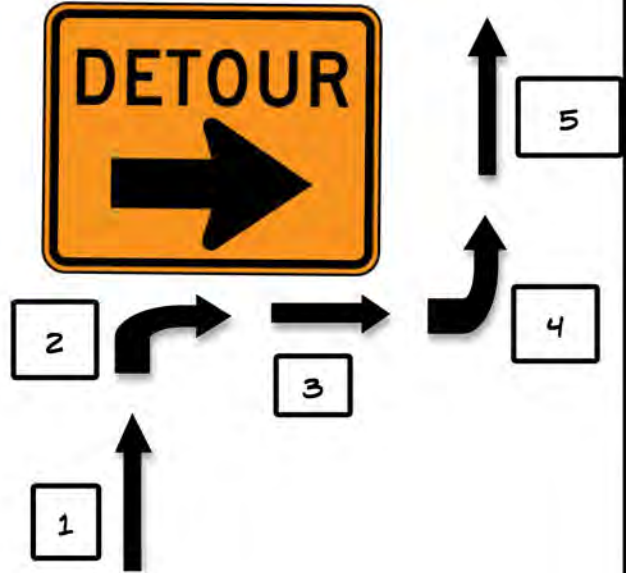
3. TURN AROUND

4. GO FORWARD AND STOP WHEN THE ROBOT IS <10 CM FROM THE OTHER SIDE OF THE TABLE.



TASK 3: DETOUR AROUND AN OBSTACLE

1. USE THE ULTRASONIC TO DETECT THE OBSTACLE
2. TURN RIGHT
3. FIGURE OUT HOW FAR TO GO
4. TURN LEFT
5. FIGURE OUT HOW FAR TO GO



Teacher Check

