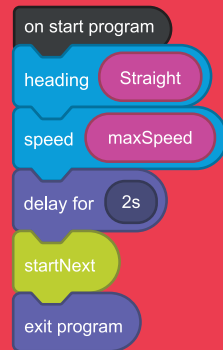




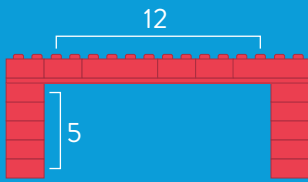
Today we're going to learn how to move a robot through a LEGO obstacle course. Complete the "Code Your Robot" and "Build with LEGOs" steps in any order before moving on to the "Navigate" step.

code your robot

1. On your screen, you'll see "on start program" and "exit program" blocks. Sphero works inside these two blocks.
2. Drag command blocks between the start and exit blocks from the bottom of the screen to move Sphero. Slide screen left to find descriptions of commands.
3. Next, set values for your commands. Look under the "Variables" tab for a list of values.
4. Place your Sphero at its starting location, and press "AIM" in the top right corner.
5. After your Sphero has been aimed so the light shines straight back at you, press "Start" to test your code!



build with legos



1. Create a doorway for the Sphero that is at least 5 bricks tall and 12 studs wide. Feel free to get creative with it!
2. Have your structure checked by a coach.

place
sticker
here

navigate

1. Place your doorway on the LEGO table in the marked area.
2. Build a program that will move Sphero from the starting location through your doorway.
3. Place Sphero on the starting location and start your program.
4. Adjust the program and/or the board and try again until your Sphero successfully rolls through your doorway.
5. Congrats! You've completed the objective.

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