

Lobby Introduction Worksheet

Names: _____

LOBBY INTRO

Introducing the Software

Open Lego Mindstorm Software (tutorials)

- Click on Quick Start
- Programming
 - Play the video (1:28)
 - **What did the video show you?**

 - **Complete what the video displayed.**
 - **What happens when you change your motor to part C?**

- Programing Overview
 - Play the Video (4:35)
 - **How many different robots were available for you to choose?**

 - **How do you close the content editor?**

 - **What happened when a slider is moved?**

 - **How do you zoom in or out?**

 - **Complete the program the video displayed**
 - **Run the program**
 - **Record the number above the motor (in port view)**

 - **Repeat 3 more times**
 - **What does this program do?**

The following are optional

- Data Logging (**OPTIONAL**)
 - o Play the Video (1:04)
 - **Repeat what the video displayed**
 - What happens when you move the Gyro left and right?
 - What happens when the move the Gyro STRIAGHT up or down?
 - **Connect a different sensor (motor, light, push button, ect.)**
 - What happens when you alter the sensor?

- Data Logging Overview (**OPTIONAL**)
 - o Play Video (6:47)
 - Create a new experiment
 - Connect the Gyro to the Brick
 - **Make a prediction using the pencil (top of page) of what the graph will look like when you move the gyro straight up and back to the starting position.**
 - Double check the parameters
 - Duration: 10 seconds
 - Rate: 10 samples per second
 - **Run the program**
 - **Was your prediction correct? If not, why?**
 - Create a new experiment
 - Connect the Gyro to the Brick
 - **Make a prediction using the pencil of what the graph will look like when you rotate the gyro 90 degrees to its left and then back to the original spot**
 - Double check the parameters
 - Duration: 10 seconds
 - Rate: 10 samples per second
 - **Run the program**
 - **Was your prediction correct? Explain why or why not.**