# **Robot Educator Tasks**

# MrG Mr. Gunkelman

# Hardware

Complete the following lessons and have Mr. Gunkelman Sign-off/stamp each lesson

- 1. Brick Displat
- 2. Large Motor
- 3. Miedium Motor
- 4. Touch Sensor
- 5. Color Sensor (Color)
- 6. Color Sensor (Light)
- 7. Ultrasonic Sensor



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# Basic

# Complete the following lessons

- 1. Configuring Blocks
- 2. Straight Move
- 3. Curved Move
- 4. Tank Move
- 5. Move Object
- 6. Stop at Object
- 7. Stop at Line
- 8. You may complete the other lessons if you have time

# Lesson Challenges (after you have gone through ALL the Basic Lessons)

# Straight Move

- None

#### Curved Move/Tank Move

- See Rubric (drive on curvy course)
- Worksheet
  - o BONUS: Draw an 8
  - o BONUS: Draw the first letter of your name

# Move Object

- Grab and move Cuboid 10 15 cm and leave it
- Grab and move "large object" 10 15 cm and leave it
  - o Eraser and large bin
- See Rubric (drive on curvy course)
  - Any part of the cuboid touching the end points counts as (in the box)
- Worksheet

# Stop at Object

- Make the robot stop after HITTING a wall and back up at least 10 cm
- Make the robot sense a wall between 5 10 cm and then back up at least 10 cm
  - o BONUS: The robot senses the cuboid and then lowers the arm around it
- Worksheet

#### Stop at Line

- Have the robot stop at a line and back up at least 10 cm

\*\*\* All Lesson Challenges must be completed before you attempt the BONUS\*\*\*

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# **Beyond Basic**

# Complete the following lessons

- 1. Color Sensor Calibrate
- 2. Multitasking
- 3. Loop
- 4. Switch
- 5. Range

# Lesson Challenges (after you have gone through ALL the Beyond Basic Lessons)

#### Color Sensor Calibrate

- None

# Multitasking

- Program the robot to
  - Go forward 20 cm WHILE playing a sound, turn 90° and play a different sound WHILE driving at least 20 cm
  - o Go forward 20 cm WHILE playing a sound AND displaying something on the robot

#### Loop

- Program the robot to go forward until it hits something, turn and repeat until I say stop
  - o BONUS: program the robot to stay on top of a desk
    - Hint: use the ultrasonic sensor

#### Switch

- Race: See how fast you can get your robot to complete the Straight Line Competition
  - o Straight line of tape for 40 cm
- Race: See how fast you can complete the 90° Turn Competition
  - o 20 cm, 90° turn, 20 cm
- Race: See how fast you can get your robot to finish the Curvy Line Competition
  - o See Diagram Below



Worksheet

## Range

- None

## Other:

 Create a program that will make your robot go forward until it hits something, says ouch, turns and drives away and repeats this until you I say stop (think loop)

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