



ROBOT MOVEMENT - TURNING

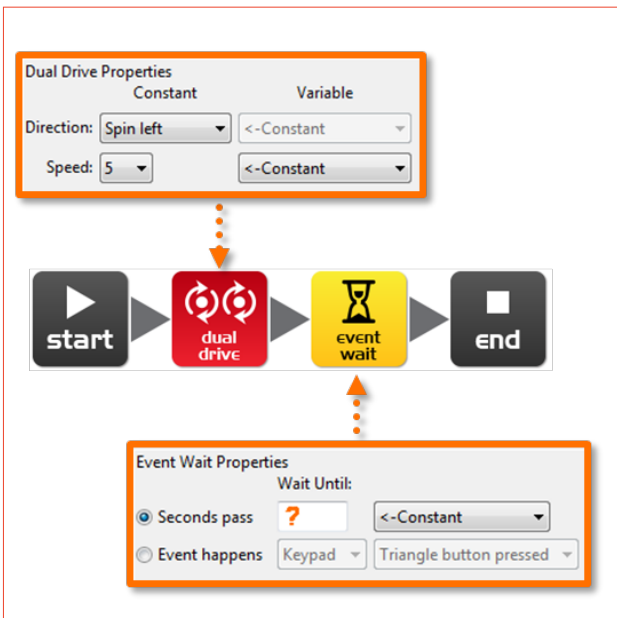
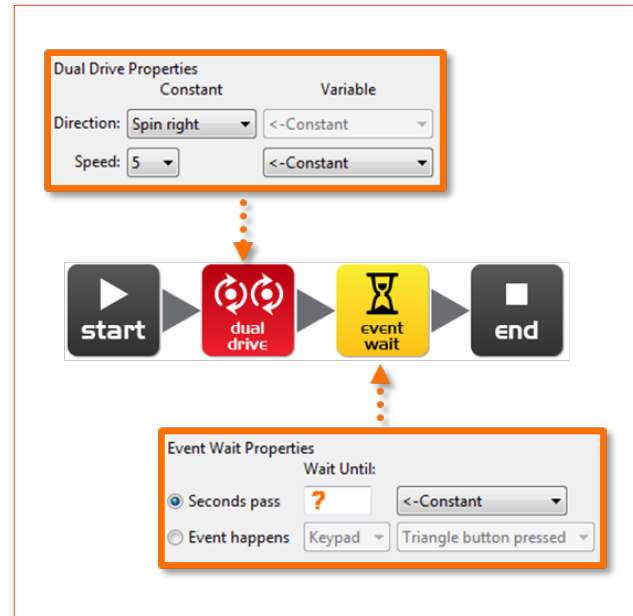
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I'm Learning: ROBOTICS/PROGRAMMING

- Write the following program to turn the Edison robot right 90 degrees. Use the Turning Activity sheet as start and stop markers. Set the 'Seconds pass' to an amount of time in seconds to have the robot turn right exactly 90 degrees. Try different amounts of time until your robot right from the start point to the end point.

Q. What happened?

- What is the correct amount of time to get your robot to turn 90 degrees?
- Describe what the robot is doing and why?



- Write the following program to turn the Edison robot left 180 degrees. Use the Turning Activity sheet as start and stop markers. Once again, modify the 'Seconds pass' property to an amount of time in seconds to have the robot turn left exactly 180 degrees. Try different amounts of time until your robot turns left from the start point to the end point.

Q. What happened?

- What is the correct amount of time to get your robot to turn 180 degrees?
- Describe what the robot is doing and why?