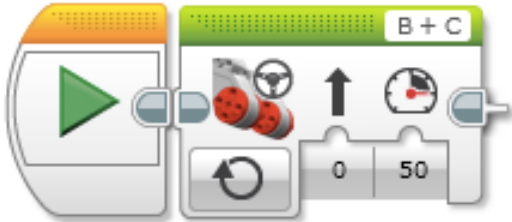


"ON" MODE Skills Challenge

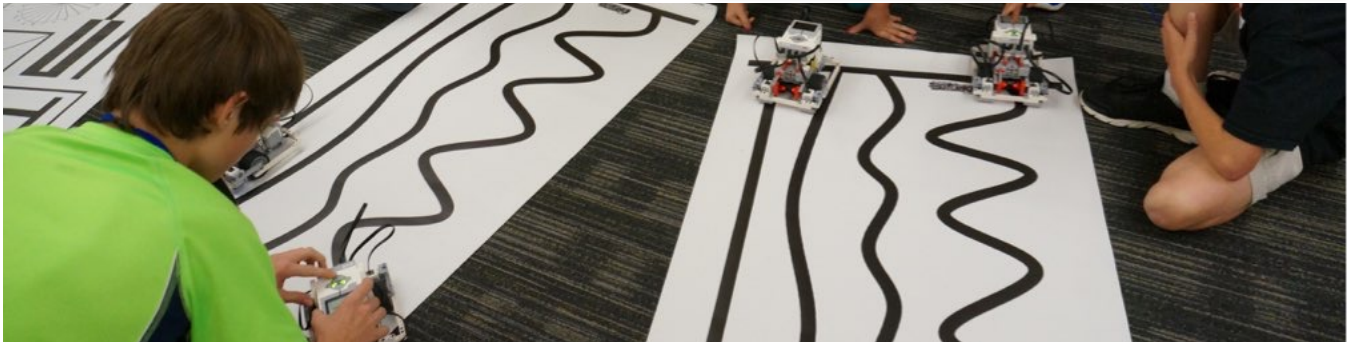
By EV3Lessons



Materials

Sample code on the left.

EV3 for the students to test their code.



Set up:

Give students the sample code above.

This challenge can be assigned as homework as students can program on their own copy of the EV3 software or as an in-class exercise.

Instructions to team/class:

Each student should predict what the code will do. Then, they should try it on a robot.

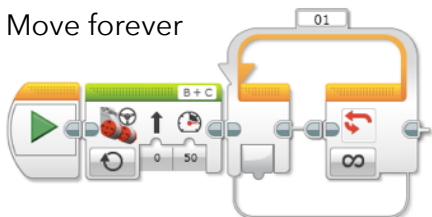
Discussion:

Did the student's hypothesis turn out correct or not? What happened and why?

You would have noticed that the robot did not move. Simply turning on the motor does not make the robot move. The "Motor On" block is used to run a motor while you play the code that comes after this block. The motor will run until you either turn it off with the "Motor Off" block or if the program ends.

In the above code, because there were no blocks of code after the Motor On, the code ended immediately. The two simple pieces of code below show how you could use the Motor On block. What do they do?

Move forever



Moves until 15cm from the wall

