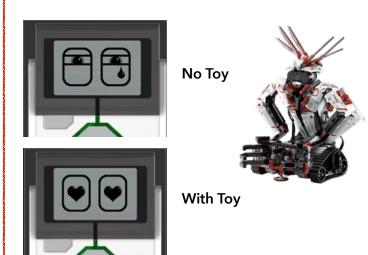


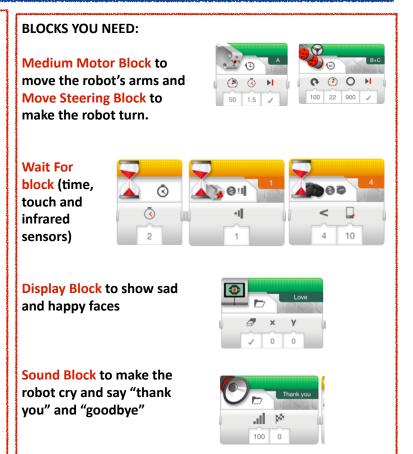
GRIPP3R FINDS HIS TOY

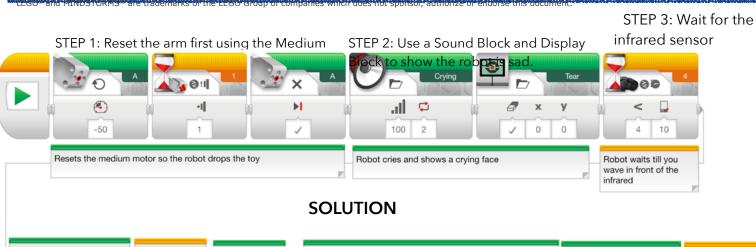
Designed for LEGO® MINDSTORMS® 31313 and EV3 Programming App

PROGRAMMING CHALLENGE:

In this lesson, we will help GRIPP3R get his toy back. GRIPP3R will drop his toy, cry, and will display a sad face. When you wave in front of his Infrared sensor, and then give him this toy, he will lift it up and show a happy face and say "thank you". He will say "good bye" and turn away.









STEP 4: Say "thank you" and wait a little to receive the toy

STEP 5: Move the Medium Motor to hold the toy. STEP 6: Use a Sound Block to say "good bye" and Display Block to show the robot is happy.

STEP 7: Use the Steering Block to have the robot turn so you can see the smiling face. for 7 seconds