Botball Lesson Plan

**Title:** Using the starting light

**Concept / Topic to Teach:** Starting the robot using the starting light.

**Standards Addressed:**

**Goal:**

By the end of this activity, students will be able to start their robot using a light.

**Anticipatory Set:**

This is important because the Botball game starts using a starting light. The only way the robots are allowed to run is by starting from this light.

**Time Required:**

**Required Materials:** Computer with KISS-IDE, CBC, iRobot Create, download cable

**Activity Procedure:**

1. Open KISS-IDE
   1. Target: CBCv2
   2. New Program
2. Watch Video
3. Try it out
   1. Start an existing program with a desk lamp or flashlight.

**Assessment:** Using the mock up game board, or any of the previous activities, have the students start their robot using a desk lamp or flashlight. Students will:

1. Touch “Run” on the CBC
2. Calibrate the light sensor
3. Start the remainder of the program using a light

**Extension Activities:**

**iRobot Create: On board sensor handout**

wait\_for\_light();

This will prompt you to step by step set the values for light on and light off. Once the values are set, the next time the light sensor sees the light, the program will move to the next line of code.

Unless you choose to write your own code (to do the same thing), you will need to use this command to start your robots routine at the tournament.