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Projects 1.00 Wheeled Robots

Tutor Notes

The Wheeled Robots projects offer a fun way for students to get into digital making. We often start with this series as a way to teach the fundamentals of digital making and coding through a series of engaging projects. On completion, students will have learnt a whole range of skills around the basics of microcontroller electronics, coding and physical design.

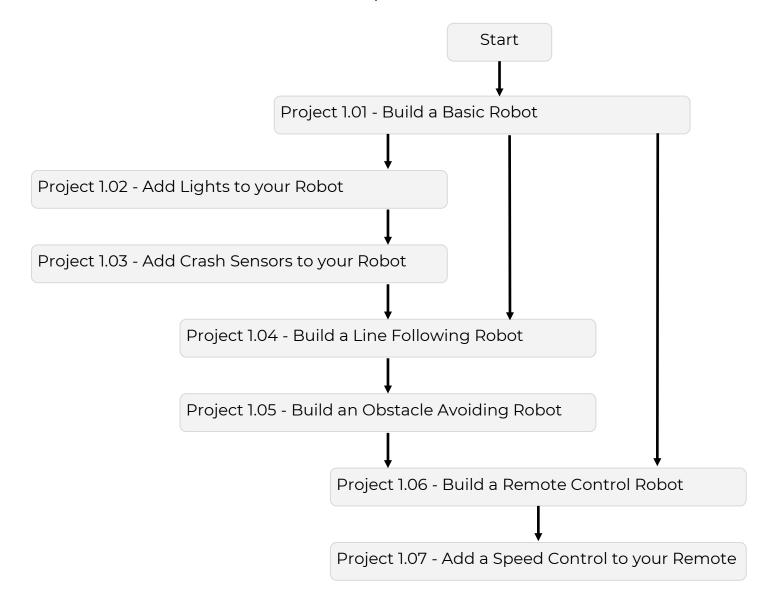
Learning Outcomes

Each project adds new microbit making and coding skills as follows:

Project	New Making Skills	New Coding Skills
Project 1.01 - Build a Basic Robot	motor control	on start and forever
	differential drive	sequencing blocks
		loops
		pause
		adding extensions
Project 1.02 - Add Lights to your Robot	leds	writing to pins
	digital outputs	
Project 1.03 - Add Crash Sensors to your Robot	buttons	reading from pins
	digital inputs	random
		music
Project 1.04 - Build a Line	TODO	
Following Robot		
Project 1.05 - Build an		
Obstacle Avoiding Robot		
Project 1.06 - Build a		radio
Remote Control Robot		ifelse ifelse
		boolean expressions
Project 1.07 - Add a Speed Control to your Remote	potentiometer	variables
	analogue inputs	map

Learning Paths

Each project will take 1-2 hours depending on student experience and how many of the challenges they tackle. You can select which projects to do based on the time available. The diagram below shows the dependencies between projects so that you can choose an appropriate path. You must start with project 1.01, but you can stop at any point and the robot will have reached a state of completeness for the students.



Coding the XXX



	Your challenge!
Text	

Solutions

Controller

