

Activity Two. There and back again.



Task Outline:

Program your robot to move from its position on the start line across the turn line, 50 cm away, turn around and return to the same position it started from.

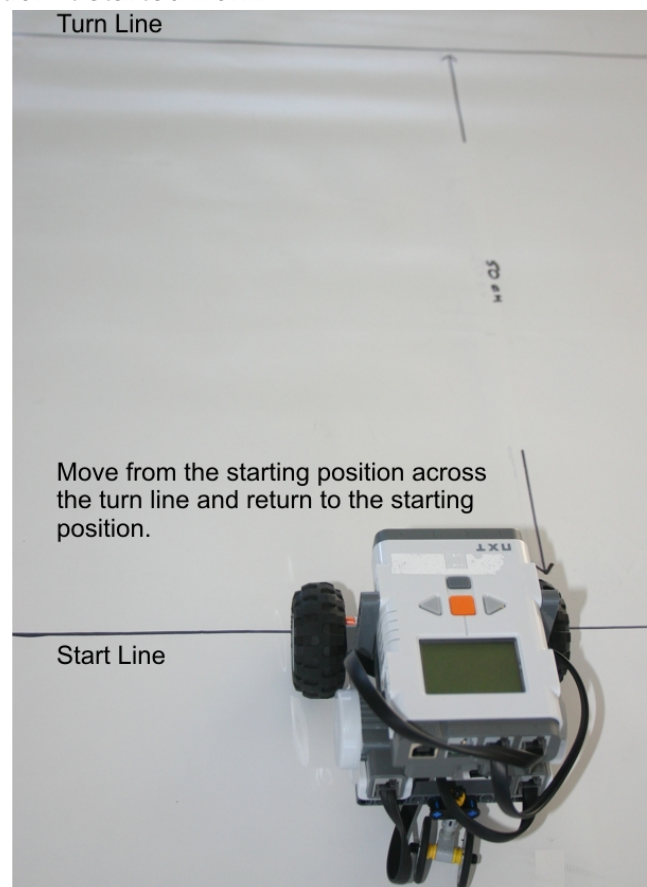
This task will require the user to use several motor blocks to move their robot from the start position over the turn around line and back to the same position it started from. key to this task is using the **Duration** property of the motor to enable the turn to be exact. Careful experimentation with the four different options of this property will enable precise turns.

The four **Duration** options are:

- Unlimited
- Degrees
- Rotations
- Seconds



Power, Duration and Next Action options in the Motor Block pane.



Learning Outcomes:

- To develop familiarity with the programming interface.
- Creating and linking multiple blocks.
- Uploading, locating and executing programmes.

Hint:

In the Duration property Degrees relates to the number of degrees the Motor will rotate for the instruction. A 360° Duration will do one full rotation of the wheel.

