

**Team:**  
**Members:**

**Robot:**

**Team Name:**

**Period:**

### Robot Educator – The Common Palette #1

Pages 49-60 of the NXT 2.0 User Guide contain an overview of the Robot Educator. For the next set of activities, you will follow the directions that are contained in the Robot Educator Software. Start with the Common Palette. After you have completed each number, show the teacher that it is complete. You may program ahead, but Ms. Blomeyer will only initial a maximum of 2 at a time. (30 pts)

Note: You will not receive credit until you have demonstrated the following:

- On *Play Sound*, the robot must play a sound other than the default sound.
- On *Use Display*, the robot must display something other than the default happy face.
- On *Drive Forward*, the robot must move forward the length of 4 floor tiles.
- On *Reverse*, the robot must move backwards the length of 4 floor tiles.
- On *Accelerate*, the robot must move forwards a total distance of 4 floor tiles, 2 tiles slow and then 2 tiles fast.

Students Fill This Out			Teacher Fills This Out			
#	Robot Educator Name	What does it do?	Date	Initials	Pts	Total
01					4	
02					4	
03					6	
04					6	
05					6	
XX	Show Ms. B. a flash drive with all 5 programs.				4	