

Team:
Members:

Robot:

Team Name:

Period:

Robot Educator – The Common Palette #2

Continue programming the Common Palette from the Robot Educator. After you have completed each number, show the teacher that it is complete. You may program ahead, but Ms. B. will only initial a maximum of 2 at a time. (40 pts)

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

- On *Curve Turn*, the robot must move in a complete circle and arrive back where it started.
- On *Point Turn*, the robot must turn in place exactly 2 revolutions and then stop facing the direction it started.
- On *Drive in a Square*, the robot must be placed on the corner of a floor tile and move around the tile.
- On *My Block 1*, the robot must be placed on the corner of a floor tile and move around the tile, however the code should look different. You will need to show Ms. B. your code for *both Drive in a Square* and *My Block 1*.
- On *Parking Bay*, you must figure out where to place the robot so that it winds up between the double lines on the floor.

Students Fill This Out			Teacher Fills This Out			
#	Robot Educator Name	What does it do?	Date	Initials	Pts	Total
06					6	
07					6	
08					8	
09					8	
10					8	
XX	Show Ms. B. a flash drive with all 10 programs and xxxx.				4	