

Lego Mindstorm: Lesson 2



A collection of hand-drawn blue icons in the top-left corner, including a molecular structure, a globe, a lightbulb, a brain, a calculator, a graph, a test tube, and the chemical formula H₂O.

Hi again!

We're back. :)

Who's ready to code?

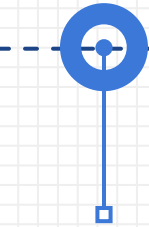
A collection of hand-drawn blue icons in the top-right corner, including a calculator, a globe, a lightbulb, a brain, a calculator, a graph, a test tube, and the chemical formula H₂O.

A vertical strip of a book cover with a textured, brownish-gold background, partially obscured by a grid of science-related doodles. The book cover appears to be a hardcover with a slightly worn, leather-like texture. The grid of doodles is composed of various hand-drawn icons in a light blue color, including a beaker, a calculator, an atom, a cell, a microorganism, a graph, a globe, a rocket, a lightbulb, a star, a DNA helix, a brain, a water molecule, and the chemical formula H2O. The doodles are arranged in a regular grid pattern, with some overlapping the book cover strip.

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How did we make the robot move?



Software?



Move
forward?



Move
backward?

We can tell the robot what to do using computer science

Goals for the day:

Turn left

- ✗ Make the robot turn left.
- ✗ Make the robot turn left 2 times.

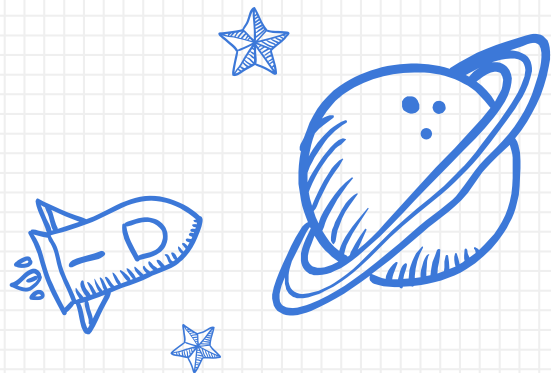
Turn right

- ✗ Make the robot turn right.
- ✗ Make the robot turn right 2 times.

Make a square

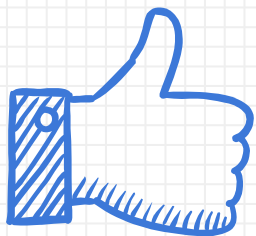
- ✗ How to make a robot go in a square?
- ✗ What is a loop?





Loop

a way to make a computer do the same thing (or similar things) over and over



Let's do it!

Any questions?

Rules:

- ✗ Stuck? Ask a mentor!
- ✗ Work together!
- ✗ Take care of the robots.

Credits

Special thanks to all the people who made and released these awesome resources for free:

- ✗ Presentation template by SlidesCarnival
- ✗ Photographs by Unsplash

