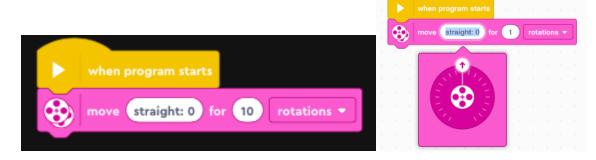
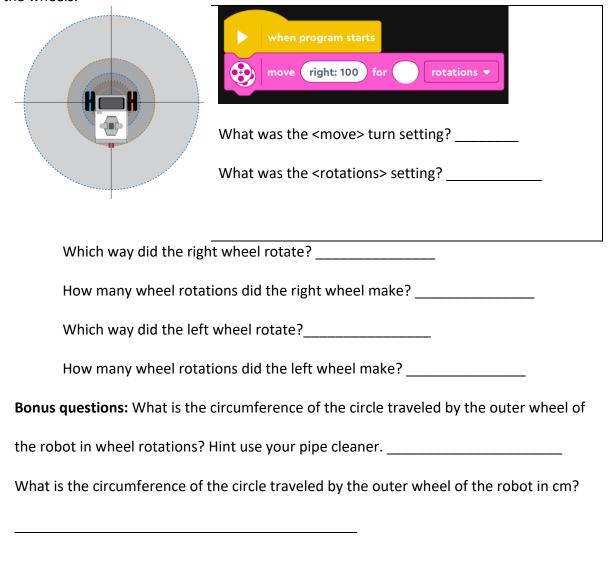
## **Programming the Move Steering to Turn a Robot**

Drag a <move> block onto the programming stage. Click on the move area to input turning.

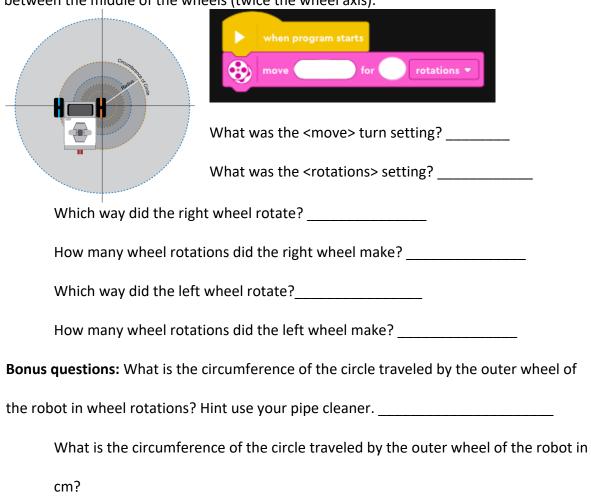


 Find a way to program the robot to make one complete spin and end up in the exact same spot. The diameter of the turn should be the same as the distance between the middle of the wheels.



## **Programming the Move Steering to Turn a Robot**

2. Find a way to program the robot to make one complete pivot and end up in the exact same spot. With a pivot, one wheel stays in the same position. Align one wheel center point of the mat where the lines cross. The diameter of the turn should be twice the distance between the middle of the wheels (twice the wheel axis).





## **Programming the Move Steering to Turn a Robot**

3. Find a way to program the robot to make one large turn and end up in the exact same spot. The diameter of the turn should be four times the distance between the midpoint of the wheels (4 times the wheel axel).

	when program starts  for rotations   that was the <move> turn setting?  that was the <rotations> setting?</rotations></move>
Which way did the right wheel rotate?	
How many wheel rotations did the right wheel make?	
Which way did the left wheel rotate?	
How many wheel rotations did the left wheel make?	
<b>Bonus questions:</b> What is the circumference of the circle traveled by the outer wheel of the	

What is the circumference of the circle traveled by the outer wheel of the robot in

robot in wheel rotations? Hint use your pipe cleaner. \_\_\_\_\_



cm?