

## Race to the Wall with Sensor (Extension)

### Task Description

This is an extension of the *Race to the Wall Challenge*.

The goal is to get your robot as close to the wall as you can ***without touching it***, as fast as you can, and have your Lego person remain standing on top of the robot for the entire race.

*Use the Ultrasonic Sensor to detect the robot's proximity to the wall.*



- Which robot was the fastest?
- Which robot got the closest?
- Whose Lego person remained standing?

### Rules

- The robot must start behind the start line.
- Your Lego person must stand freely on the robot. They cannot sit nor can they be strapped or tethered in anyway.
- The programming makes use of the sensor.



### Materials Needed

- EV 3 robot in base configuration with the [Ultrasonic Sensor](#) attached. See Lego Building Instructions Manual pp. 42-47.

- Masking tape to mark a starting line on the floor. The start line should be parallel and about 4-5 feet from a wall.
- 1 Lego person for each robot.

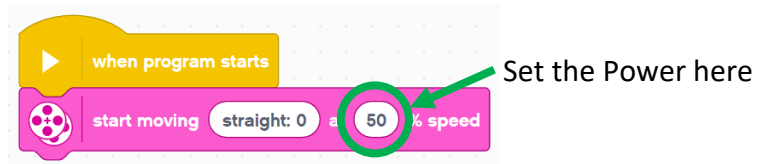
## Note for Teachers

- Students learn to attach a sensor to the robot and how to program it.
- Note that the Ultrasonic Sensor can measure centimeters or inches.
- Use this website to learn more about how to program the Ultrasonic Sensor: [http://stem-education.ca/?page\\_id=523](http://stem-education.ca/?page_id=523)
- If the robot starts with too much power, the Lego person will fall off.

## Programming Race to the Wall with Sensor

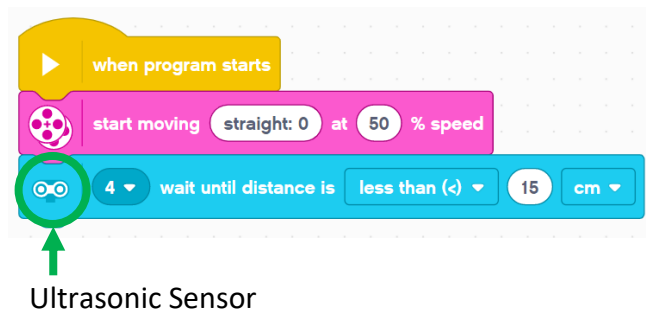
### STEP 1

First, drag a <Move> Block from the pink *Movement* menu. To set the speed, choose appropriate power between 0 and 100.

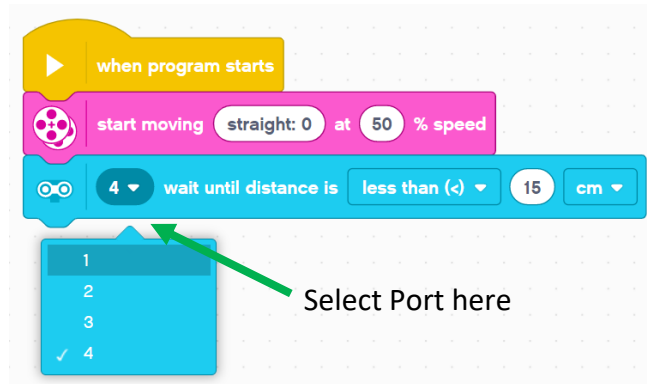


### STEP 2

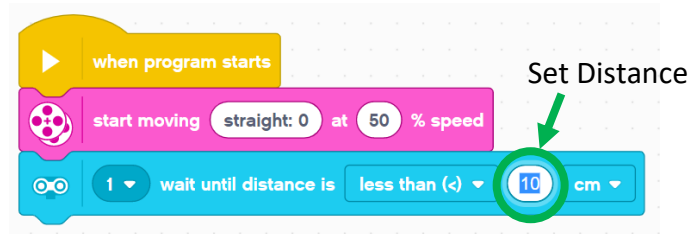
Next, drag a <Wait> Block from the blue *Sensor* menu. Select the block with the Ultrasonic Sensor (note the icon).



Select the correct port. Check where you plugged the sensor into the base: The ports are labelled 1-4.



Set the distance:  
In the example, once the Ultrasonic Sensor detects an object that is *less than* 10 cm away, the next block will be run.



### STEP 3

Finally, drag a second <Move> Block from the pink tab menu to stop the forward motion.

