

Right Face

Introductory Presentation

Opening Activity

This is your program from Full Speed Ahead to go forward for 720 degrees.



How can you use this to make a right turn program?

Opening Activity

There are many ways to make this a right turn program.




1. Motor C moves forward and motor B moves backward
2. Motor C moves forward and motor B stays stationary
3. Motor B moves backward while motor C stays stationary
4. Motor C moves faster than motor B

Discussion Questions


Will these turns look different than the one from the previous slide?

Swing Turn Motor Block Behaviors



Left Swing Turn
Robot turns left until the right motor has rotated 360 degrees

Click on the blocks to learn more



YES! They do look different. Try them... or look in the behaviors library for videos of these behaviors

Review

Remember from “Wheels and Distance” that the distance your robot travels in one rotation will be equal to the circumference of the wheel.

Does that mean that your robot will travel that same distance in one rotation when turning?

Review

Remember, from Full Speed Ahead, there are many steps in getting your robot to move.

Choose these steps carefully.



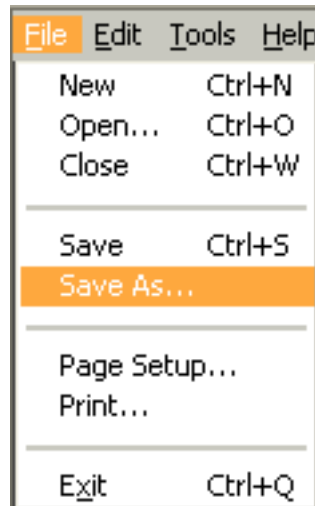
Review

While programming your Motor blocks, make sure you select the proper **output ports**, and set both motors to the same **direction** and **power** level.



Preview

Don't forget to save your program under a different name so you don't save over your "moving forward" program from Full Speed Ahead.



Good Luck!

Now you have the necessary knowledge to get started in the Right Face Activity.

