

# **C** - Exploring the Planet

Our robot needs to do more than just move backwards and forwards if we are going to explore Mars - let's learn how to make it turn!



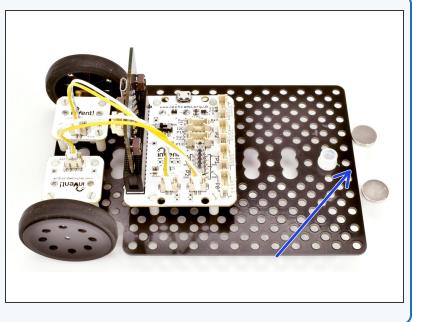
## INTRODUCTION

Our robot needs to do more than just move backwards and forwards if we are going to explore Mars - let's learn how to make it turn!

#### Step 1

#### **Robot Setup**

- Your robot should be setup in the same way as the previous section!
- Make sure the **magnet module** is still attached.
- Don't forget that the left motor should be plugged into M1, and the right motor into M2!



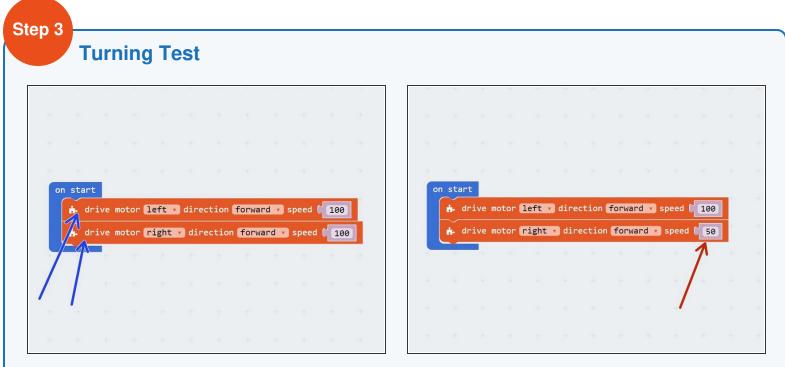
#### How to turn

Step 2



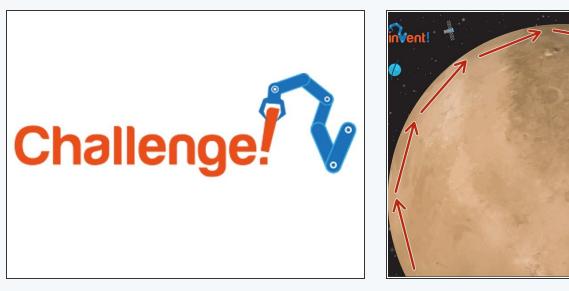


- Turning a car is easy you can just rotate the wheels!
- However the wheels on most robots are **fixed**, so we have to do something different.
- Fixed wheel machines steer using 'skid steering' exactly the same way as a tank! You might have also seen small diggers that have 4 fixed wheels steering like this as well.
- Skid steering is easy you just increase or decrease the speed of one wheel, and the robot will turn!



- Create a simple program to make your robot drive **forwards**, but use **2 separate motor blocks**, 1 for each wheel.
- Now change the speed of <u>one</u> of the wheels, and upload your code.
- Which way do you think the robot will turn? How can you make it turn faster? Experiment and find out for yourself!

### **Turning Challenge**



- Let's use what we've learned to **pickup** the stranded astronaut again.
- This time, pickup the astronaut by driving your robot around the outside of the planet! Try and stay as close as you can to the edge.

#### Step 5

Step 4

#### Super Fast Turning!

- You may have worked this out already, but we can actually make our robot spin on the spot if we want to!
- Try making one motor go forwards at 100%, and the other backwards at 100%. Your robot should spin on the spot!

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Mission

## Spinning Challenge

Step 6

- Now we can turn the robot, let's pick up the astronaut by driving across the planet, but come back facing forwards!
- Write a program to go and **pick up** the astronaut, turn on the spot and drive back to base going forwards.

Extension