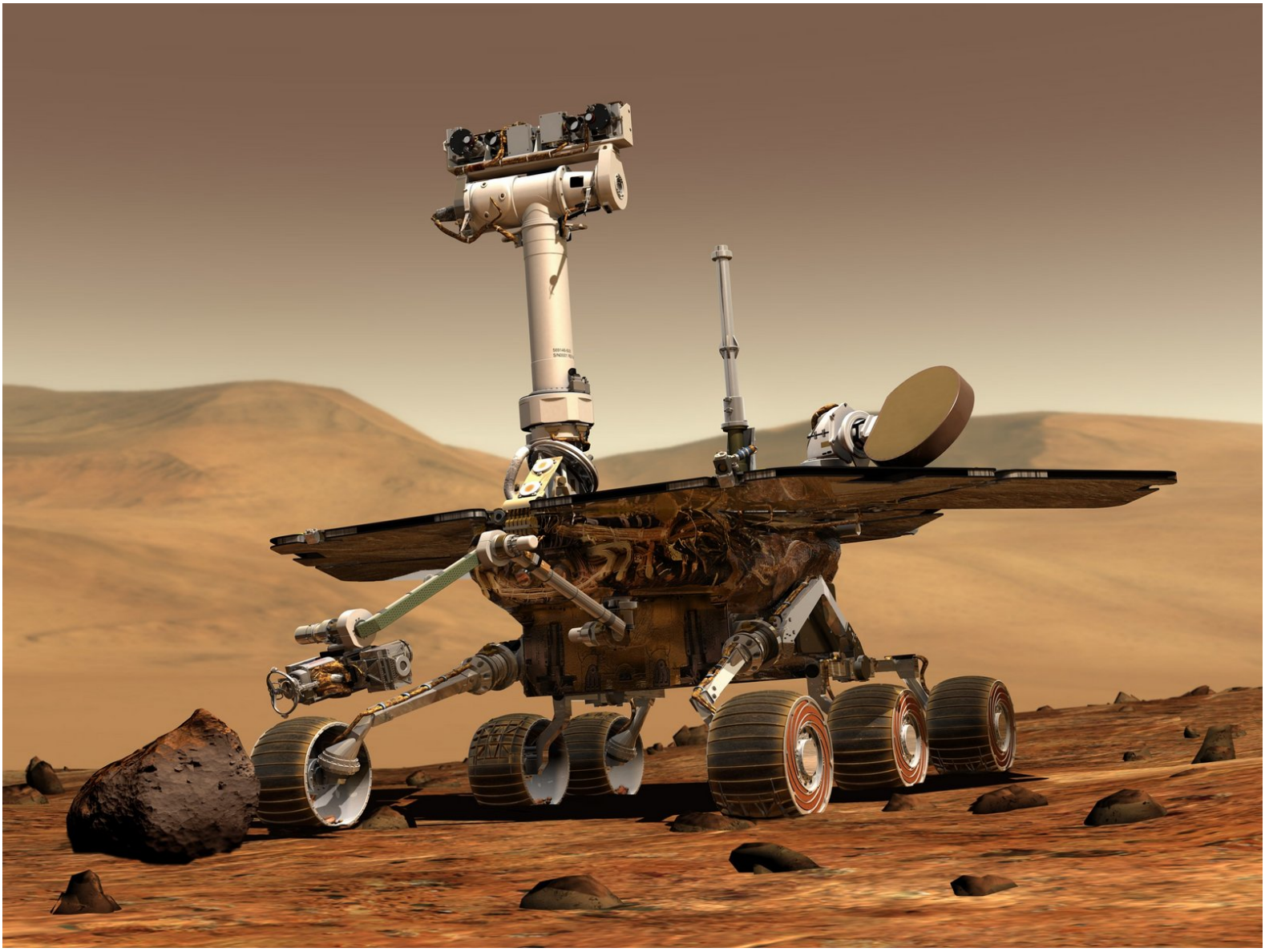
# B - Exploring the Planet

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

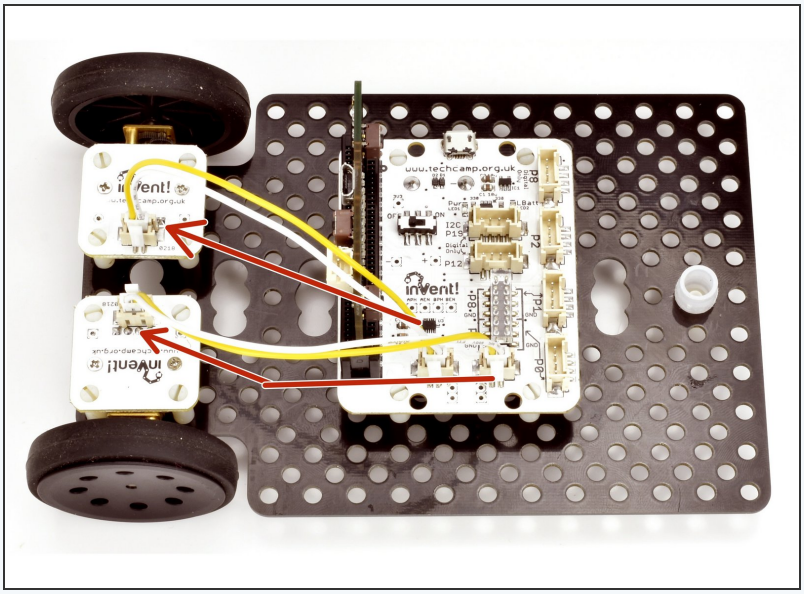
Our robot needs to do more than just move backwards and forwards if we are going to explore Mars - let's learn how to make it turn!

Step 1

## Setup your Robot

- Your robot should be setup in the same way as the previous section!

⚠ Don't forget that the left motor should be plugged into M1, and the right motor into M2!



Step 2

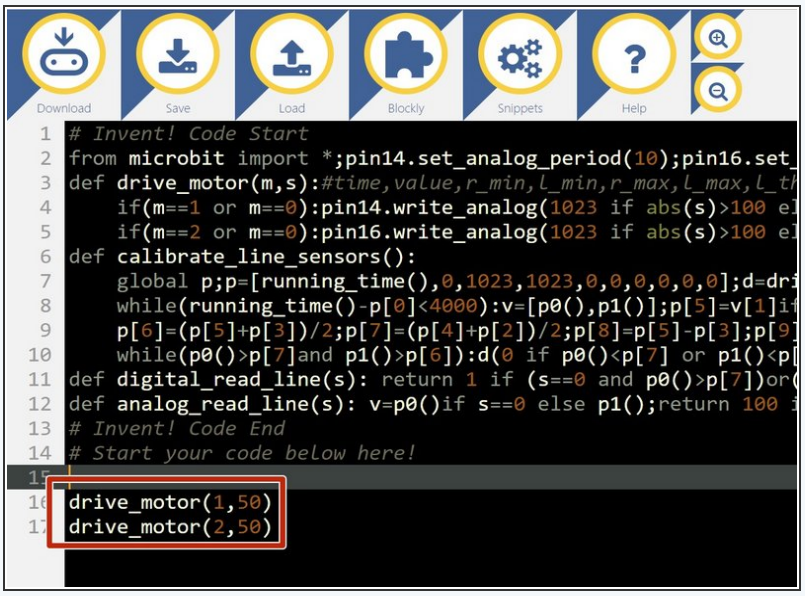
## How to Turn


- 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!

Step 3

## Setup the Program

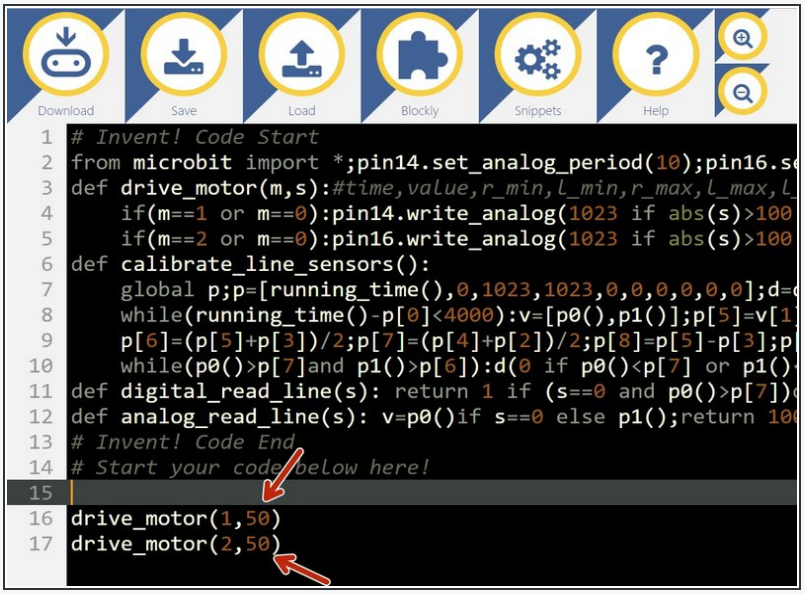
- **Load** up your program from the previous session, and make sure it has the lines of code at the top that we always need.
- Then add the line of code in the picture, which will make both motors go forwards at **50%.**




Step 4

## Motor Functions

- Remember how the **second number" we give to the** drive_motor **function controls the** speed"'?
- **Experiment** with changing the speed of **one motor** and uploading the code to your robot. Which way do you think the robot will turn? How can you make it turn faster?



Step 5

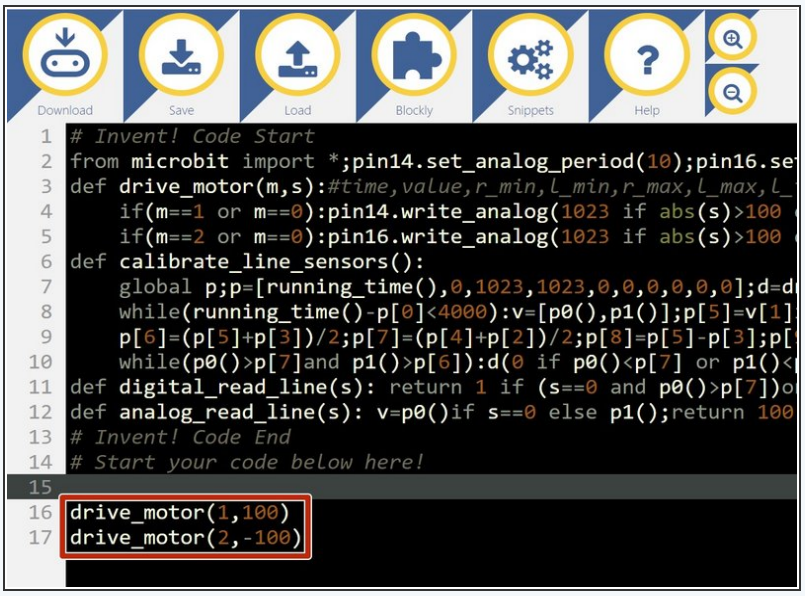
## Turning Challenge

- 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.
- Once you've picked up the astronaut, use a **sleep()**line and two more **drive_motor** functions, to make your robot **reverse** back around the planet and go **back to where it started.**


Step 6

## 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!



Step 7

## Spinning Challenge

- 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**.