 Activity

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|  | To the Left, To the Right Code the BaseBot to turn left and right. |

# Step by Step

1. [Build the BaseBot](http://link.vex.com/iq/builds/basebot/iq-2nd-gen-basebot) and open the BaseBot (Drivetrain 2-motor) template in VEXcode IQ.
2. Drag in a [Turn for] block and attach it to the {When started} block. What do you expect the BaseBot to do?
3. Download the project to the Brain and run it.
4. Change the dropdown on the block to “left”, download, and run the project. Now what does the BaseBot do?
5. Use masking or colored tape on the floor or tiles to create a path with at least two turns for the BaseBot to travel.
6. What order should the robot drive forward and turn right or left? Plan your project flow in your engineering notebook. Then add additional [Drive for] and [Turn for] blocks to make the BaseBot travel the path.

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| ‘LEVEL UP’  * **Changing Angles -** Change the parameter of the [Turn for] block to have the BaseBot turn at different angles. | Pro Tips  * Outline your planned path in a VEXcode IQ project using [Comment] blocks! |

**Standard:** CSTA (2-AP-11) Algorithms and Programming - Create clearly named variables that represent different data types and perform operations on their values.