Lesson 30

Robots and rules: programming the floor robot

Technology

Words to use

Program · Bug · Repeat

Our mission

Get the robot from Start to the star and keep out of the puddles. Use a turn, and three forwards in a row.

Arrows to draw

↑ forward · ← turn left · → turn right

Our first try: draw one arrow in each box. Leave spare boxes empty.

1	2	3	4	5	6	7	8

The bug

Put a ring round the arrow that was the bug. If it worked first time, write "no bug".

We changed ...to ...

Our program that worked: draw one arrow in each box. Put a box round your three forwards in a row.

1	2	3	4	5	6	7	8

Why must every step be exact?
