

Team Member Names: _____

Calculate Robot Turns

1. Programming the NXT to turn requires that you take into consideration the total number of degrees in a circle. How many degrees are in a circle? _____

2. Using the move block, program your robot to swing turn to the angles below. Use the space provided to write the degrees the robot's wheel must rotate to turn the robot the given angle.

Turn the robot 90°: _____

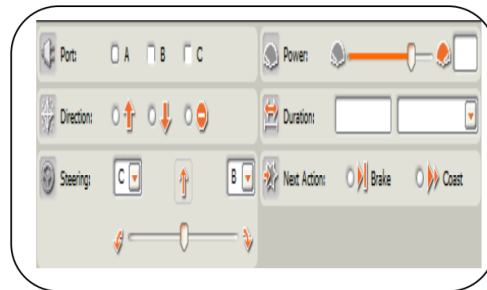
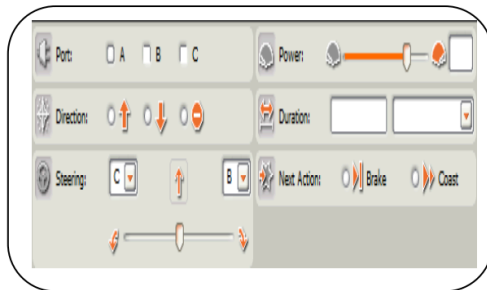
Turn the robot 180°: _____

Turn the robot 270°: _____

Turn the robot 360°: _____

Fill in the configurations used to program your robot.

Fill in the configurations used to program your robot to turn 90° turn.



Use "Degrees"

