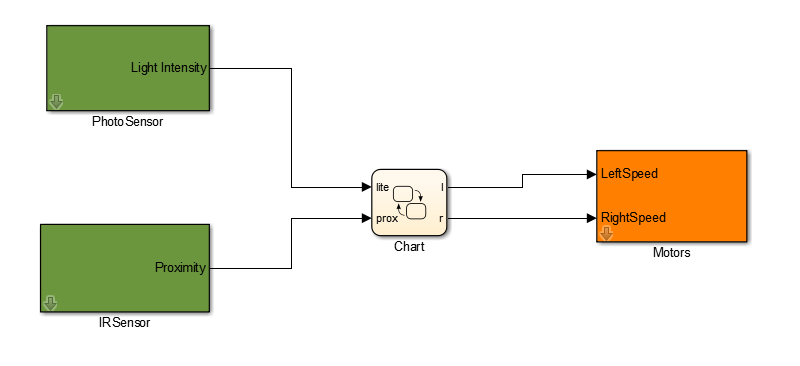
Goals:

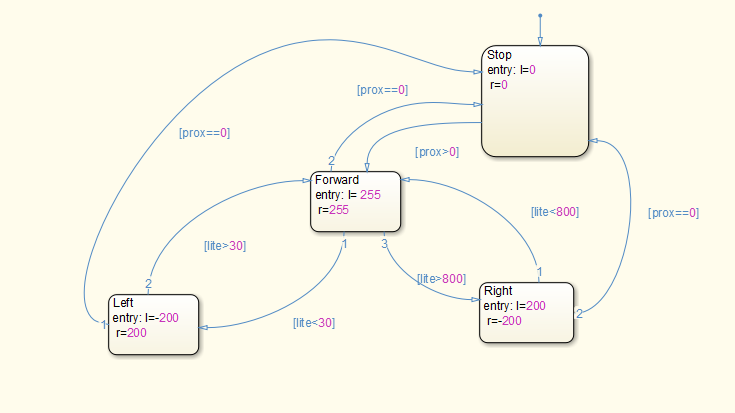
1. Use the “Darkness Follow Bot Code” Have students guide their robots through an obstacle course.
2. Give students time to adjust their code so they create the best robot possible for an in class time trial.

Standards Covered: (f), (i), (j)

Sequence:

*“Darkness Follow Bot”*



1. The objective here is to create a robot which follows a hand put up close to it. The combination of close proximity to a hand casts a shadow. Have students open up the file DarknessFollowBot.slx
2. Have students double click into the “chart”
3. Explain- In the above chart, for the light readings to be factored in for right or left movement, the logic of the chart indicates that the first condition is that [prox>0]. Basically that there needs to be a hand close enough to the front of the robot indicating that it needs to move.

Exercises to consider:

1. Fine tune the movement of the Darkness Follow Bot. Have the Darkness follow but be changed to an autonomous light seeker rather than a robot dependent upon having a hand in front of it to move. How will you account for objects in the way of the light seeker robot?
2. Add in a dashboard block to the model in order to fine tune the movement of your Darkness Follow bot.
3. Create a light seeking robot *(note: this activity is also done in Lesson 3 Unit 5*)

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