Learning How To Code Your EV3 – Using Your <u>Computer</u>
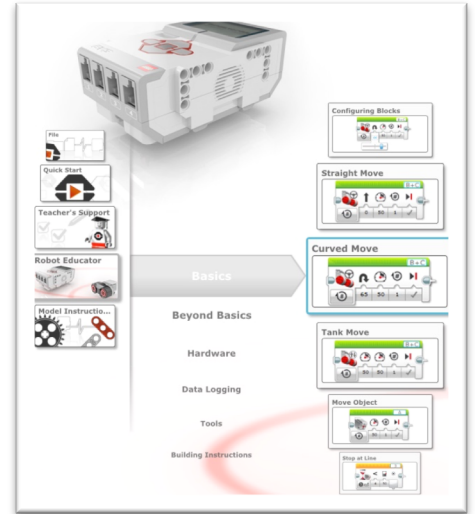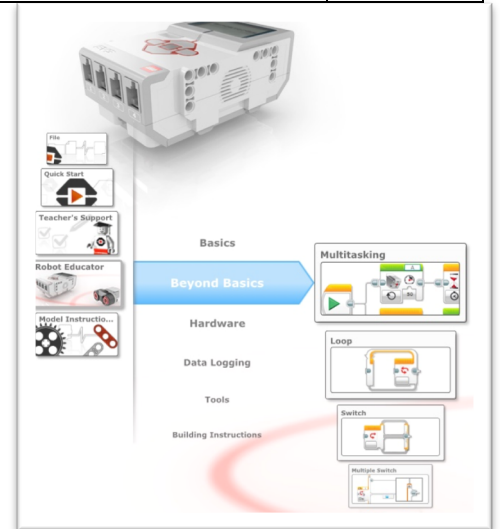## Grade Sheet - 100 pts.

Instructions:

In the previous assignment, you learned how to manually code the EV3 to work its way through a maze using all the sensors. Now, you will learn how to code your EV3 using the "Lego Mindstorms Education EV3" app. on your computer.

- Please drag the "Lego Mindstorms Education EV3" app. icon from your applications folder to your Dock.
- Open the <u>"Lego Mindstorms Education EV3" app.</u>
- Select "Robot Educator," then "Basics." Follow and complete each of the tutorials in the "Basics" segment. Each segment should have both a video tutorial and a step by step guide…just click on the "Open" button and work your way through each of the pages.
- Each time you complete a segment, have your partner initial that they saw you accomplish it.

Basics (40 pts.)	*Intitial*			*Intitial*
1. Configuring Blocks (5pts.)			5. Move Object (5pts.)	
2. Straight Move (5pts.)			6. Stop At Line (5pts.)	
3. Curved Move (5pts.)			7. Stop At Angle (5pts.)	
4. Tank Move (5pts.)			8. Stop At Object (5pts.)	

Now open the "Beyond Basics" segment. Follow and complete each of the tutorials in the "Basics" segment. Each time you complete a segment, have your partner initial that they saw you accomplish it.

Beyond Basics (60 pts.)	*Intitial*			*Intitial*
1. Multitasking (5pts.)			7. Sensor Blocks (5pts.)	
2. Loop (5pts.)			8. Range (5pts.)	
3. Switch (5pts.)			9. Gyro Rate (5pts.)	
4. Multiple Switch (5pts.)			10. Compare (5pts.)	
5. Data Wires (5pts.)			11. Variables (5pts.)	
6. Random (5pts.)			12. Color Sensor (5pts.)	