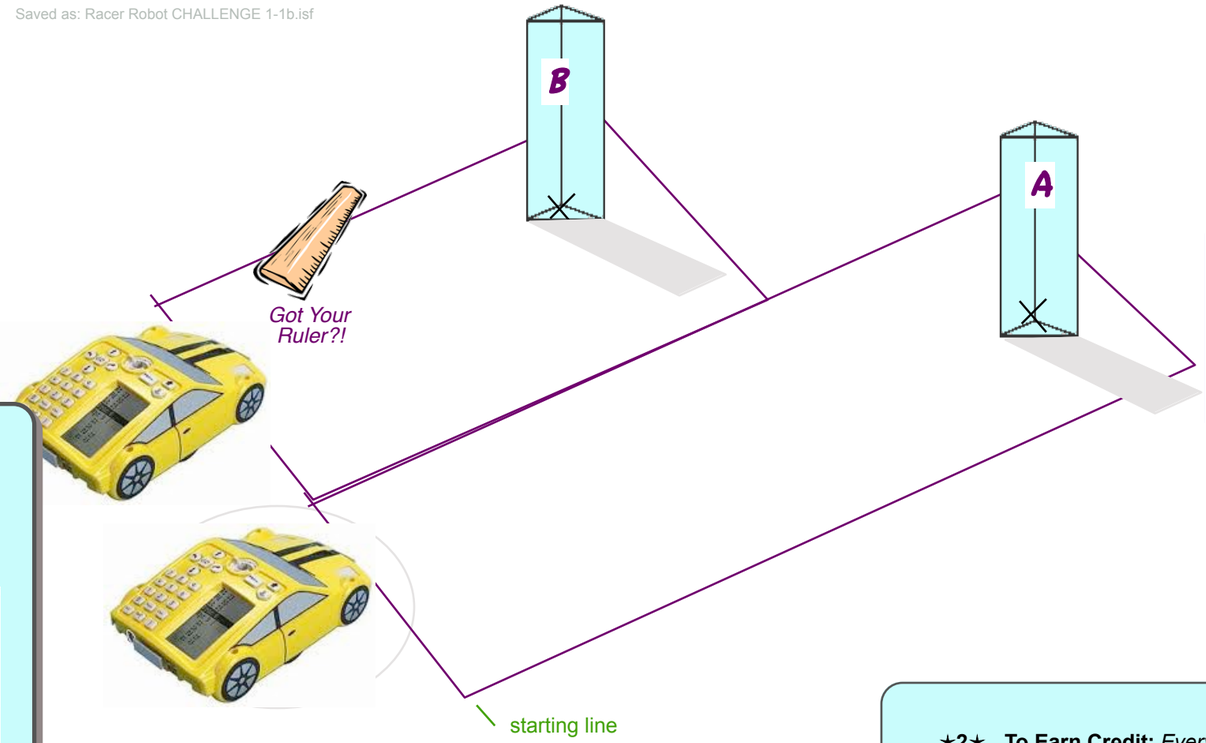
Here's How You Write Up a Racer Program:
Racer, Walk forward 20 centimeters!

Line Number	Commands	Number How Far? How Many?	Units? Not Entered
1	Clear	-	
2	Fd	20	
3	Go	-	
Notes:	Pen Down: *Racer will leave a pen trace.**		

*Leave a Trace ... so you can learn from your mistakes!
(aka "trial & error" • aka "the scientific method")

Saved as: Racer Robot CHALLENGE 1-1b.isf



Extra Credit Challenge
★★ 2 pts!
Write ONE program to knock over **BOTH** towers
★ 1 pt!
Send Racer all the way back to the starting line.

You can guess ... or use this!

Line Number	Commands	Numbers	Units? (not entered)
1	*Clear*	-	
2			
3			
4			
5			
6			
7			
8			
9	*Go*	-	
Notes:	Pen Down: *Racer will leave a pen trace.**		

EXPLAIN Your Program, **Line-by-Line**

You do not need to use every line!

★1★ **To Earn Credit for this Project: Design Programs that Teach Racer Pro-Bot to Knock Over Towers A and B.**

Write Your Final *Working* Programs Here:

Line Number	Commands	Number How Far? How Many?	Units? Not Entered
1	*Clear*	-	
2			
3	*GO*	-	
Notes:	Pen Down: *Racer will leave a pen trace.**		

❒ *Racer, Knock Over Tower **A!***

Line Number	Commands	Number How Far? How Many?	Units? Not Entered
1	*Clear*	-	
2			
3	*GO*	-	
Notes:	Pen Down: *Racer will leave a pen trace.**		

❒ *Racer, Knock Over Tower **B!***

EXPLAIN Your Programs, **Line-by-Line**

★3★ Project Clean-up Checklist: ❒ Racer's 2 Switches Off? ❒ Racers Put Away? ❒ Pens Back in Case? ❒ Rulers, Protractors, Dry Erase in Box? ❒ Papers cleaned up? ❒ Project Tree Filled in & in Binder (Math)?

CHALLENGE 1
Teach Racer to
Knock Over the Towers
Stay inside the rectangle/on the paper!



Group Progress Tracker • Project Exam Checklist
Jobs: 1. Scribe (write down group guess)
2. Lord or Lady of the Ruler • Master of the Protractor
3. Programmer/Pen Pusher (enter commands; leave a trace!*)

★2★ **To Earn Credit**: *Everyone* in your group must be able to **Demonstrate & Explain** these **Commands:**

❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒ ❒

Racer Probot Robot Commands Table — **Racer Symbols**

Command	Abbreviation	Command Name	Command Function
↑	Fd	Forward	Sends Racer Backward
↓	Bk	Back	Sends Racer Forward
↱	Rt	Right Turn	Rotates Racer to the Right
↰	Lt	Left Turn	Rotates Racer to the Right
GO	Go	Go	Tells Racer Probot to run your PROGRAM **or** Ends an *already running* PROGRAM
Editing Commands: These Help You Fix Mistakes, they do not control Racer			
Clear	none	Clr	Erases numbers & Commands (like a Delete or Backspace key)
⬆	none	Scroll Up	Moves up one line in the Commands Window
⬇	none	Scroll Down	Moves down one line in the Commands Window

Commands used in Racer **Project-Challenge 1**

❒ What **unit** do we use to measure Racer Steps: _____?
❒ Enter **Fd** (push ↑) w/out entering a number. What happens __?