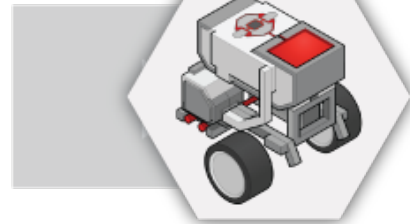


# Introduction to Programming LEGO® MINDSTORM® EV3

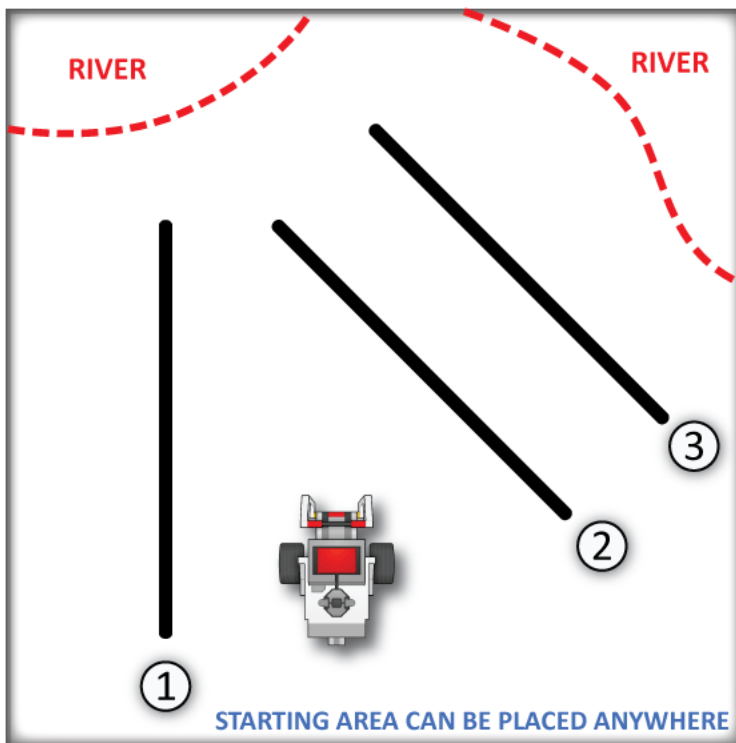


## CHAPTER CHALLENGE

### CHAPTER 2: Orchard Challenge

In this challenge, you will program the robot to move from its starting area through three rows of fruit trees. You may choose your own path through the orchard, but the robot must pass along both sides of each row during its run.

#### Rules and Procedures:



- For this challenge, the user can create their starting area wherever on the board.
- Use three strips of electrical tape to mark three rows of trees. The exact locations are not important, but they should not be moved once the board is finalized.
- Make sure there is enough space between the rows for the robot to pass on both sides of each row without crossing the lines.

#### Hints:

- Use a meter stick or ruler to measure the distances to each line on the board so you know how far you need to move each time.
- Try finding the number of centimeters your robot travels or number of degrees its body turns in each wheel rotation.
- You can also make the test run, then calculate “how many times as far” you need to move or turn to get the amount of movement you want, compared to a test run.