

Let's avoid the light

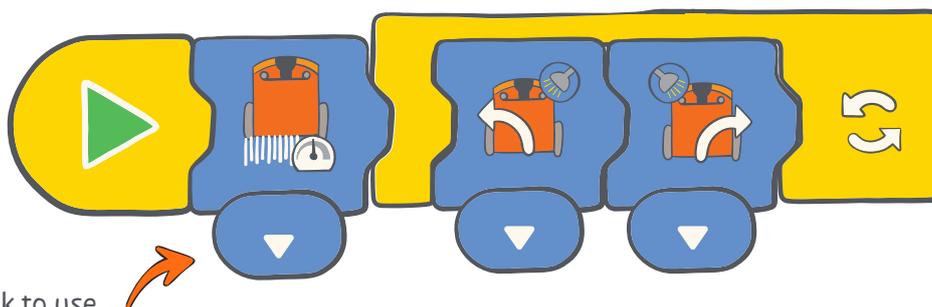
Edison's light sensors are the sensors that let Edison detect light. We can use EdBlocks to make programs that have Edison react to light in different ways.

This time, let's make a program that tells Edison to drive away from the light.



What to do with EdBlocks

Using the EdBlocks app, arrange the blocks to match the program here: Your program tells Edison to avoid light. When Edison senses light from a flashlight, it will turn away.



Choose a speed block to use. Which block do you think will work best to help Edison avoid the light?

What to do with Edison

Download your program to Edison.

Now, let's play the cockroach game!

To play, you will need to work in groups with three or four people. Use some tape to mark a large circle on the floor. The goal of the game is to keep your Edison robot inside the circle but push everyone else's robot out of the circle. Decorate you Edison with LEGO bricks or craft materials.

Everyone needs a flashlight. Put everyone's robot in the circle and start the program by pressing the play (triangle) button. Use your flashlight to try and force the other robots to move outside of the circle. You can also use your flashlight to keep your robot in the circle.

Hint: For the best effect keep your flashlight as low as possible.

The last Edison in the circle is the winner!

Find the answer

1. Who won the game? _____
2. Look at the program that the winning robot used. Which speed block was used in that program? Slow, normal or fast? _____
3. As a group, talk about what happened in the game. Think about how the robots behaved. Why do you think this game is called 'the cockroach game'?
