

Creating an Obstacle Course

Before starting Navigating an Obstacle Course (QL #2775), you need to create an obstacle course. We encourage you to get creative with your courses, but here are a few tips to remember. Tips are illustrated in the image below.

1. Use large target areas. The accuracy of robots can vary depending on the precision of the orientation and the calibration process. So, it is important to create a large margin of error for successfully navigating the course.
2. Ensure distances are measured in tenths of a meter. The CodeSnaps blocks only allow students to enter measurements to the tenth of a meter. To account for this, make sure distances between objects in the course measure to a tenth of a meter (e.g., 1.2 meters as opposed to 1.25 meters).
3. Set up the course on a flat, even surface. Changes in floor texture (e.g., tile with grout) can affect the robot's calibration. To ensure accuracy, make sure your floor surface is consistent and flat.
4. Include colors changes, turns, and spins. Make the challenge more fun by taking advantage of the full CodeSnaps block library.

