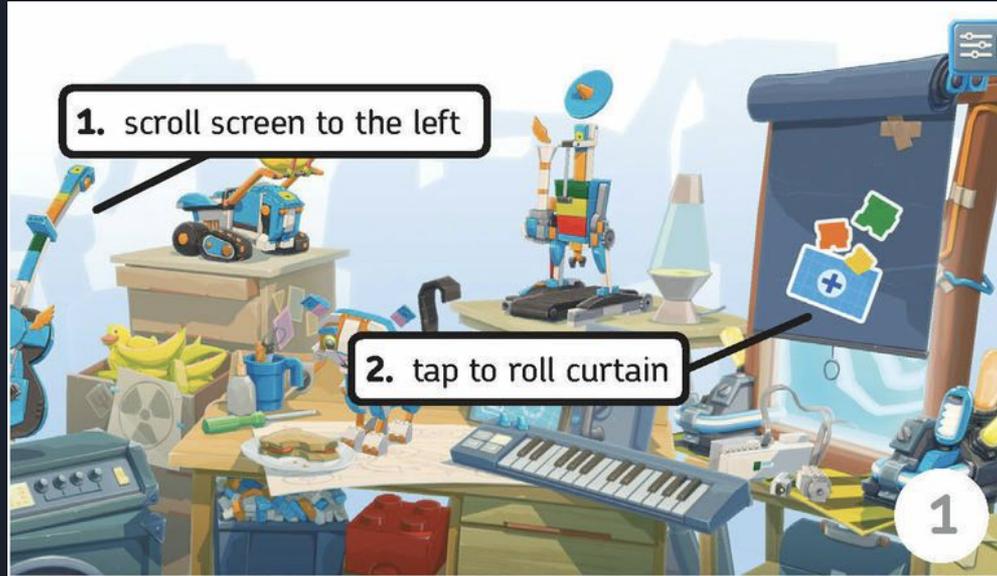




# LEGO Boost Programming

Understanding how to control movement.

# Creating Your Own Programs



### 3. New Project



### 4. Customizing Settings and Names



tap to edit the project properties

5

d - duplicate project

t - delete project

c - blocks pallet complexity level (save for later)

n - change name (11 char. max)

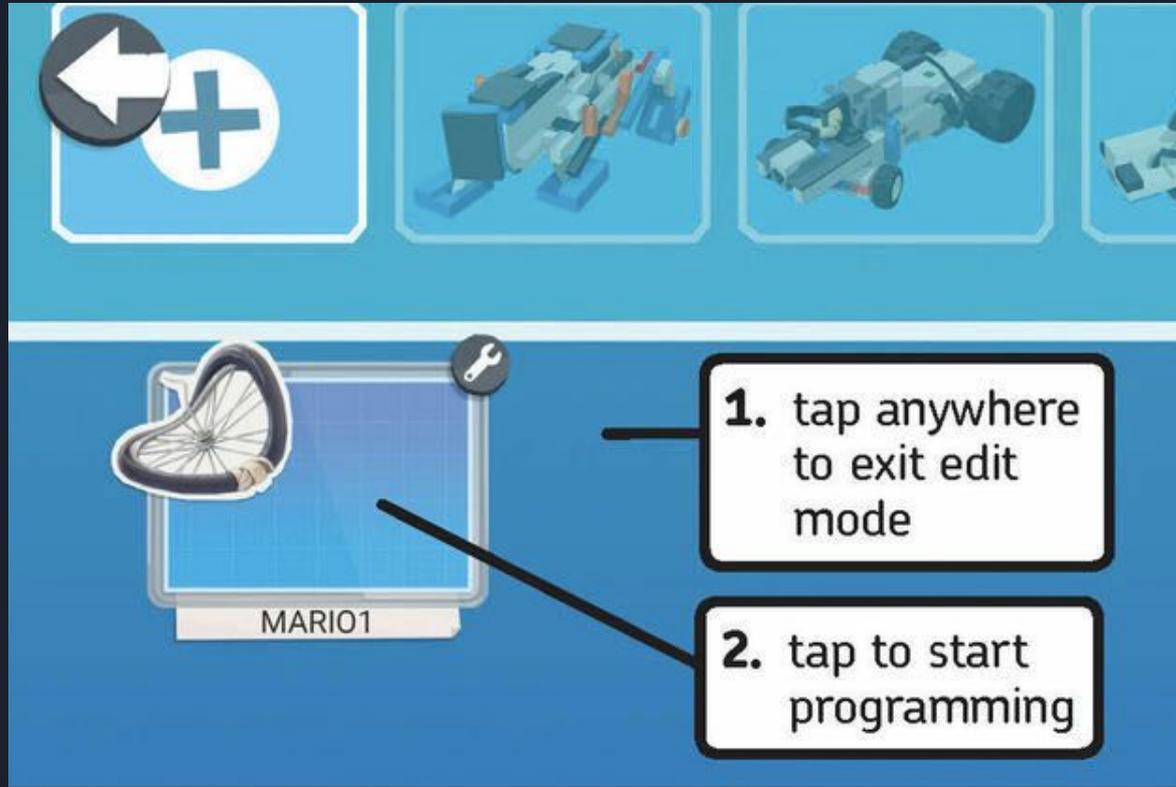
p - change the project picture



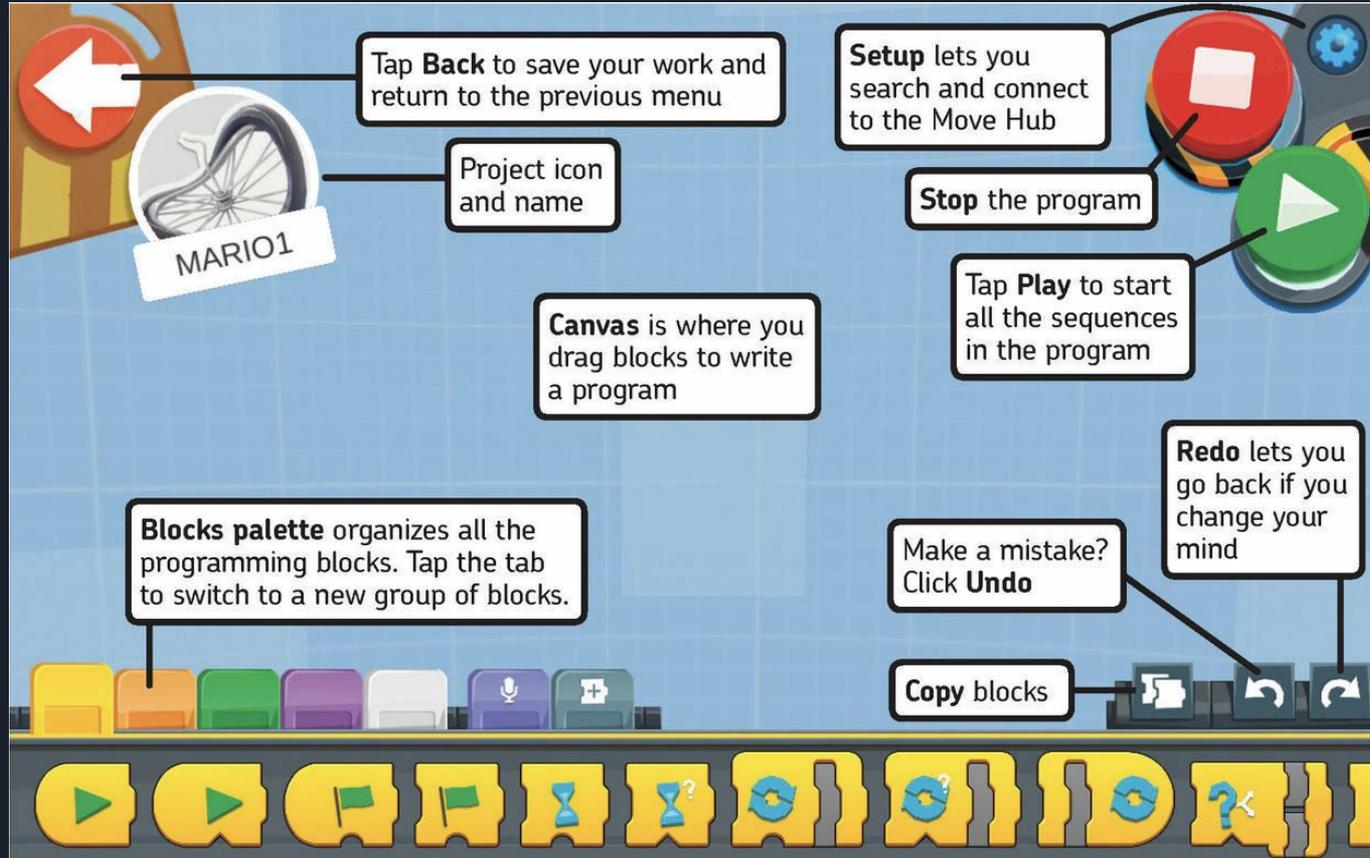
project in edit mode

6

Change the title and photo of your program to match the one below.

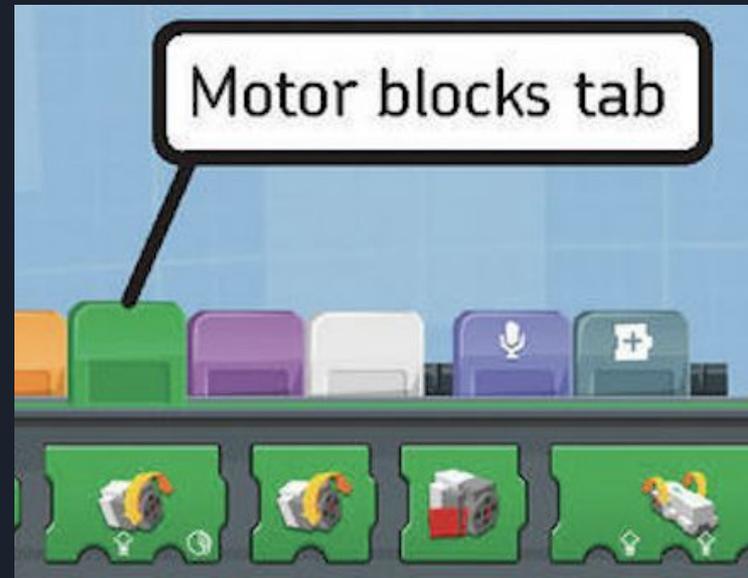


So many buttons, but you already know most of them.



# Blocks Palette Tabs

Use the color of your programming blocks to help you find the correct tab.



## Drivebase Move Steering for Time

- The default speed is set to 50.
- Slow your robot down by changing it to 20. See how it changes the speed.
- When you start your program, MARIO should travel **straight** ahead at a **speed of 20** for **1 second**.



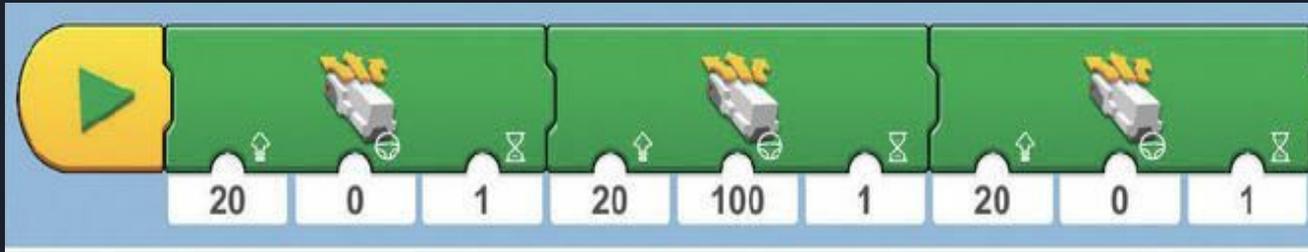
# Understanding Boost Programming

If you want your robot to follow these steps:

- Slowly go straight for 1 second.
- Slowly spin in place for 1 second.
- Slowly go straight for 1 second.

How LEGO Boost writes it:

- Move at speed 20 with steering at 0 for 1 second.
- Move at speed 20 with steering at 100 for 1 second.
- Move at speed 20 with steering at 0 for 1 second.



Create this program for your robot.



The End