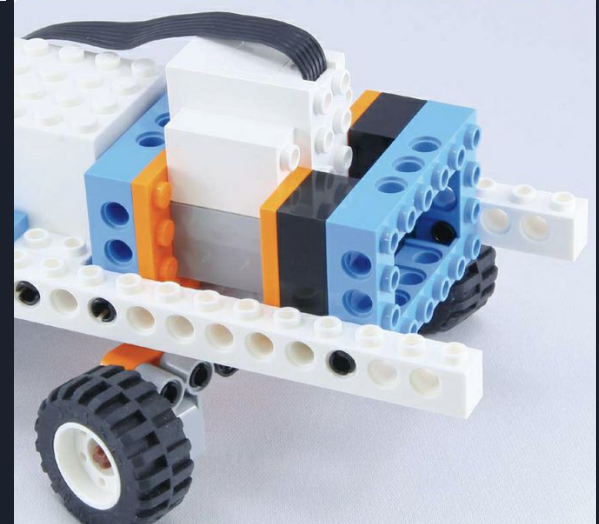
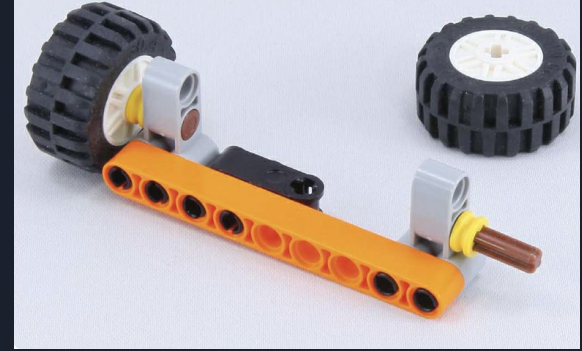


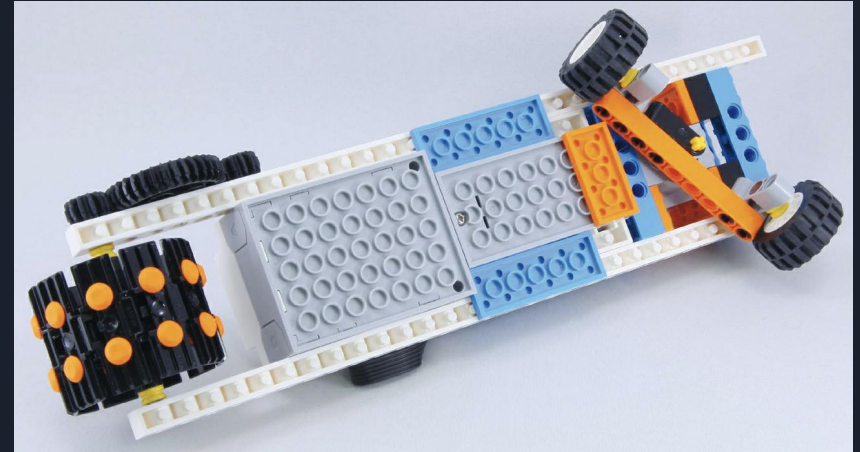


Changing Direction by Steering

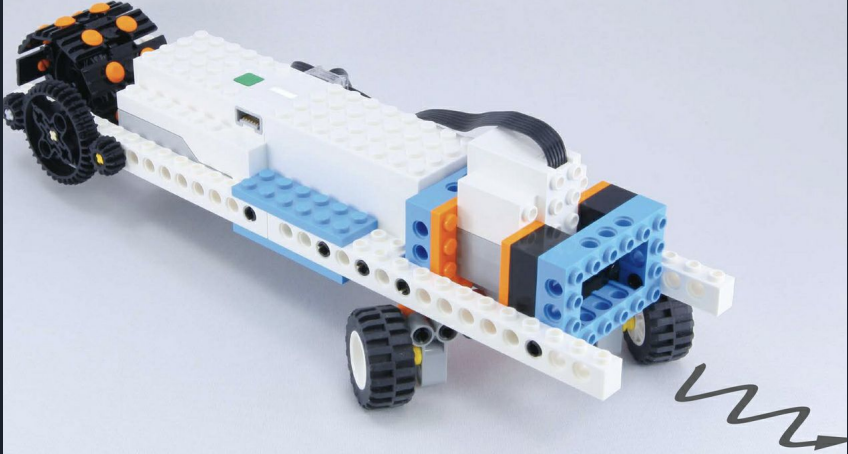
Changing Direction by Steering Building - Part 2



Changing Direction by Steering Building - Part 3



Changing Direction by Steering Programming



Changing Direction by Steering Challenge Programming

The image shows a programming interface for a car challenge. It features two main tracks of code blocks. The top track starts with a green flag icon, followed by a 'Steer Left' block (-30, 1), a 'Steer Right' block (100, 38), and a 'Wait' block (50). This is followed by a yellow loop block containing a 'Steer Left' block (100, -35), a 'Wait' block (60), and a 'Steer Right' block (100, 35). The bottom track starts with a green flag icon, followed by a 'Steer Left' block (-10, 0.5), a 'Steer Right' block (100, 35), a 'Wait' block (40), and a 'Steer Left' block (100, -35). Below the tracks is a car interface with a steering wheel and a yellow button. Labels 'Steer Left & Right' and 'Start & Stop Car' point to the steering wheel and the yellow button respectively.

Steer Left & Right

Start & Stop Car