April work

LEGO PROGRAMMING

Technology Understanding and Sustainability in Practice

Lego programming

01

A group of students interested in coding and LEGO programming come together.

02

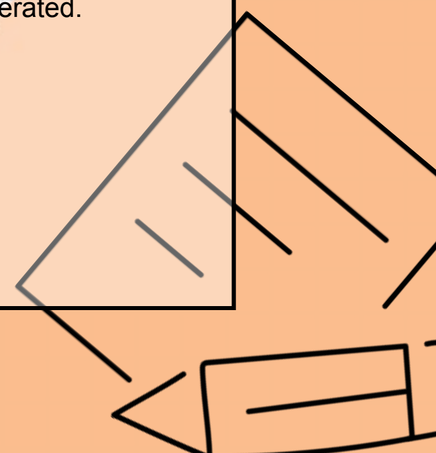
They decided to design their vechiles first. They choose it as an elephant.

03

They used R+Task.2.0 for programming.

04

The necessary command has been loaded into the controller. This command was transmitted to the servo motor via the computer and operated.



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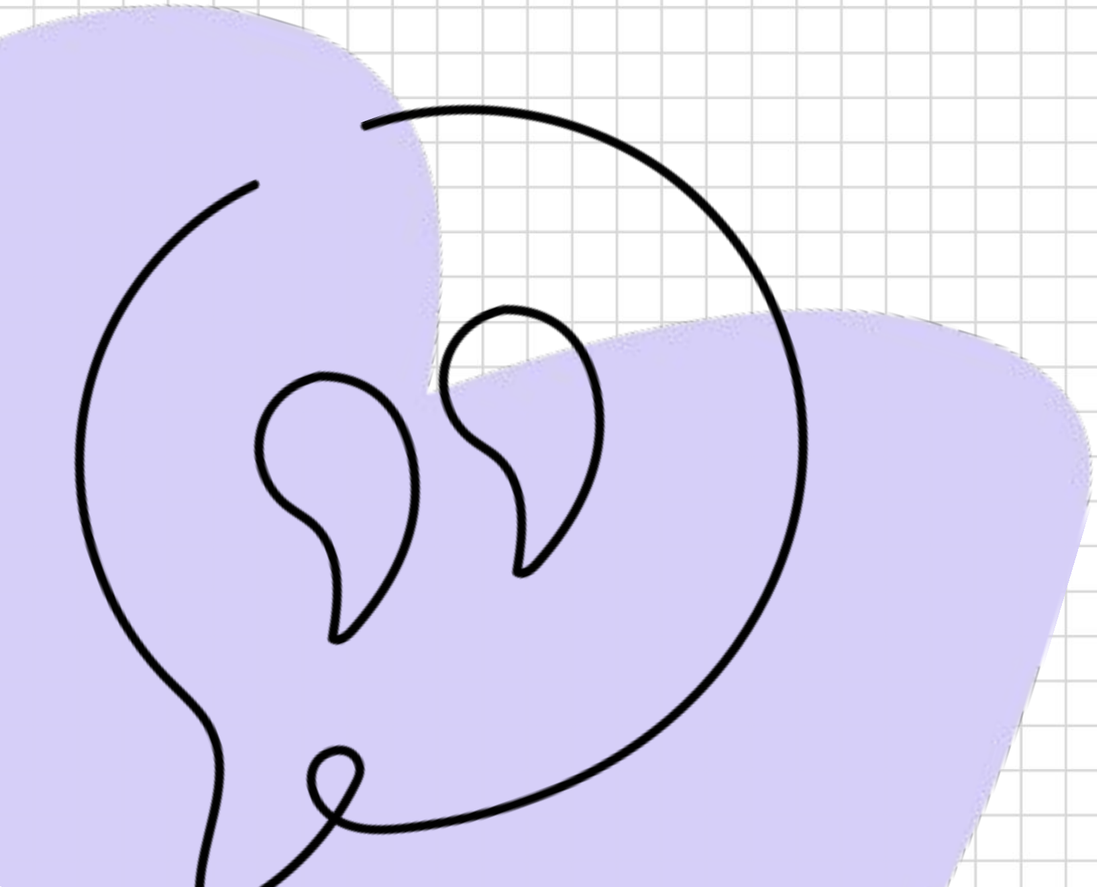
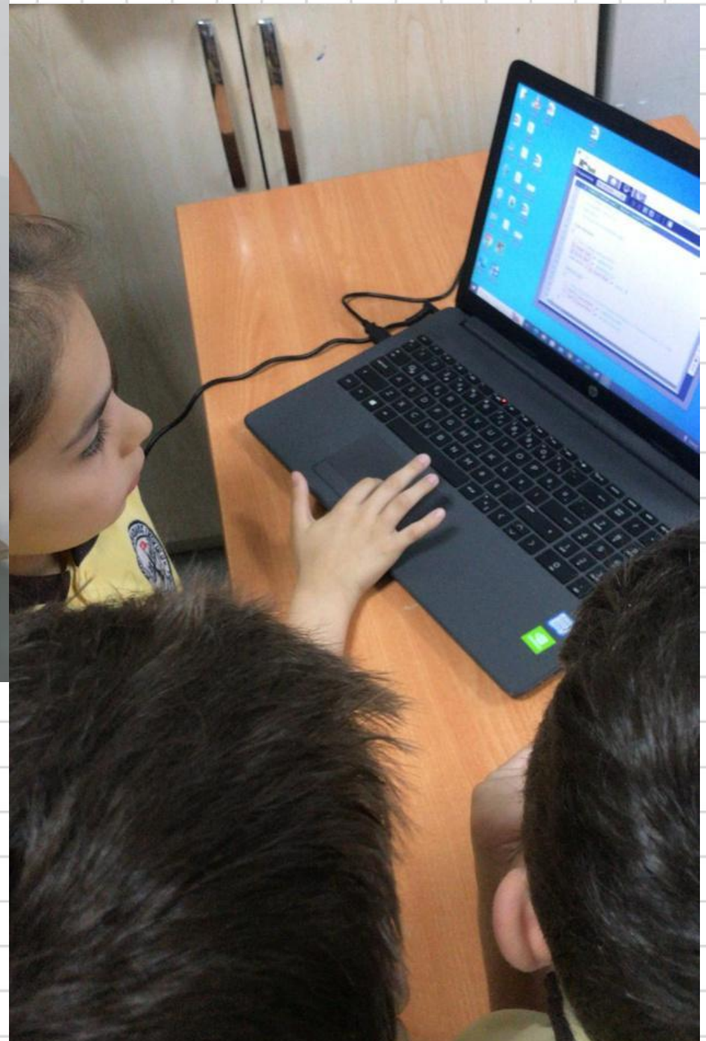


1. Designing the vechile
2. Using R+Task.2 programme
3. Making the students change the commands one by one.
4. Students are informed about the kontroller and the servo motor
5. Each students had a chance to use the programme

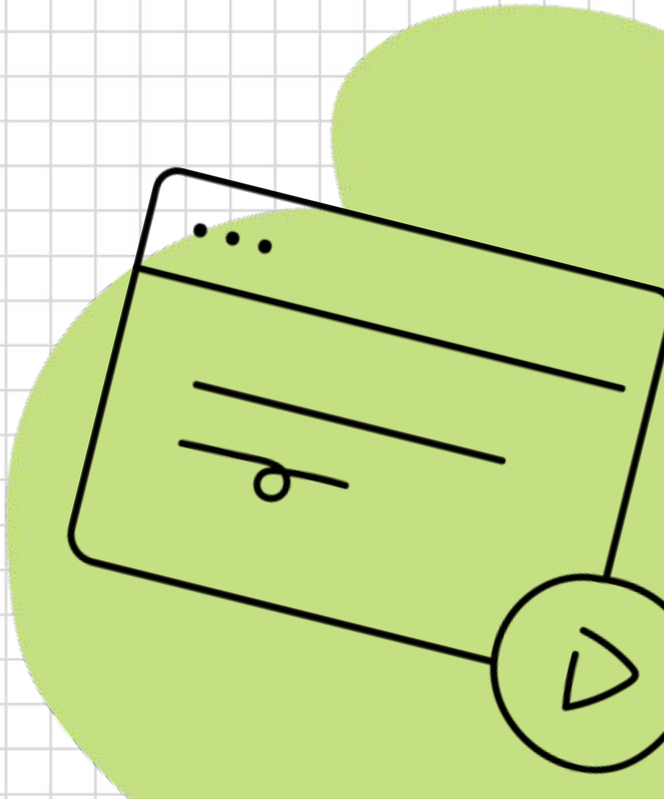
Designing

Learnıng how rlthe programme ıs workıng.

Programmıng



Cooperation

Happy end

Each of them tried to use it