

In the Classroom:

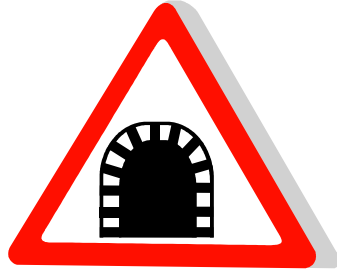
Grade Level: 3-8

Building Skills: Strength

Time: 45 min

Programming Skills: Light sensors

Light at the Beginning of the Tunnel



Make a car that will change directions when it gets too dark.

Challenge

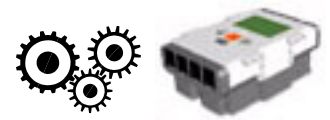
In this activity, design and construct an NXT car and program it to enter a tunnel, then reverse back out when it encounters a darker light reading.

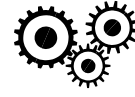
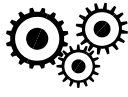
Materials

NXT Car
Light Sensor
Tunnel

Skills Learned

Learn to program on loops with light sensors and movement in opposite directions.





3.

