Dance and Turn

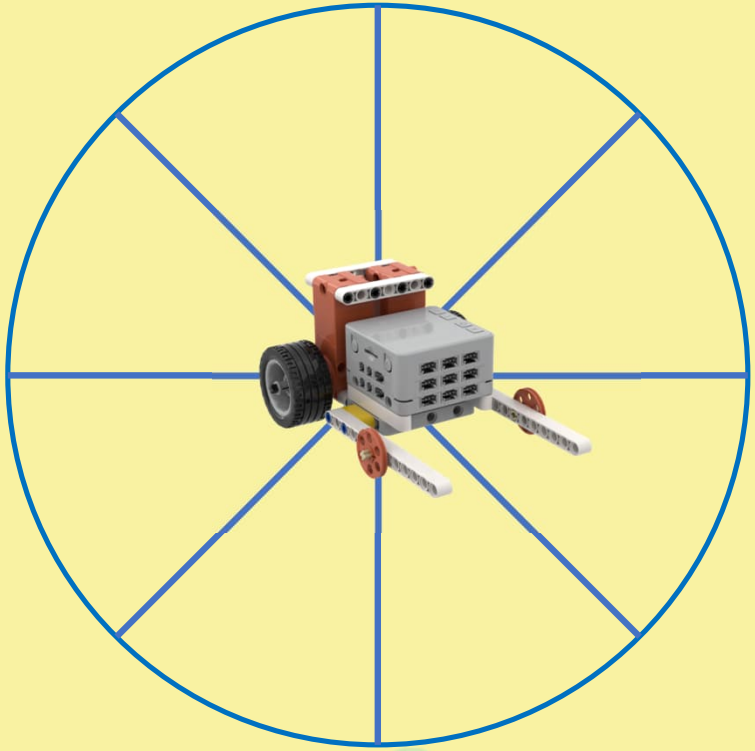
Target

- Learn to use angles to complete robot turns.
- Perform movements in various shapes.
- Master the upload and run functions.

01 Task

Task

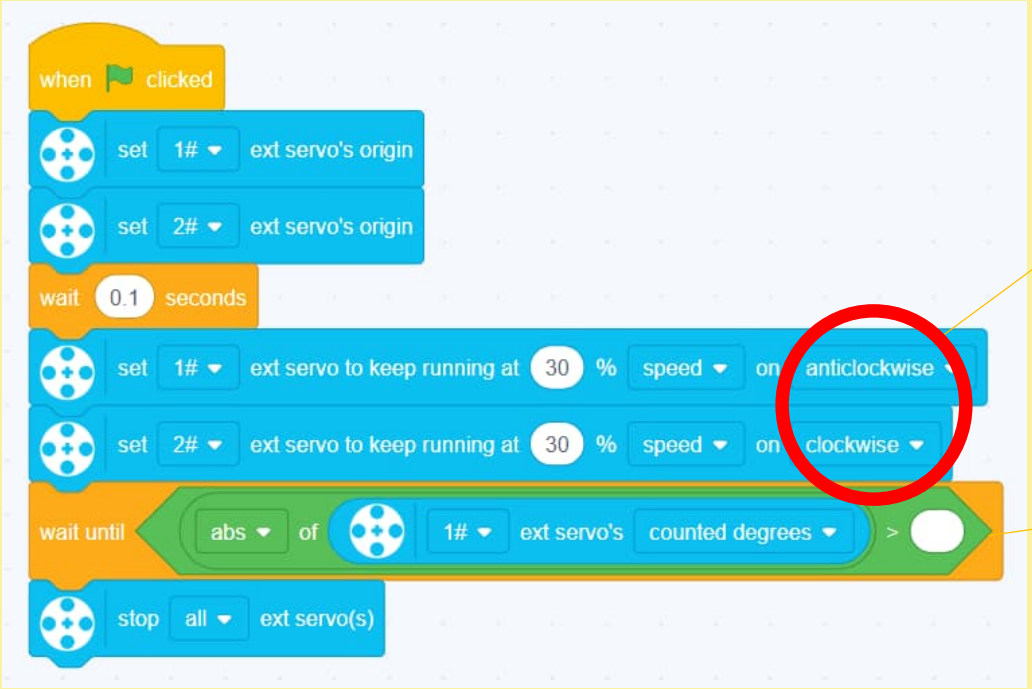
Task: Make the car rotate in place



Task

Task 1: Turn at right angles

Using the angle control from the previous lesson, let's try to complete the turning action.



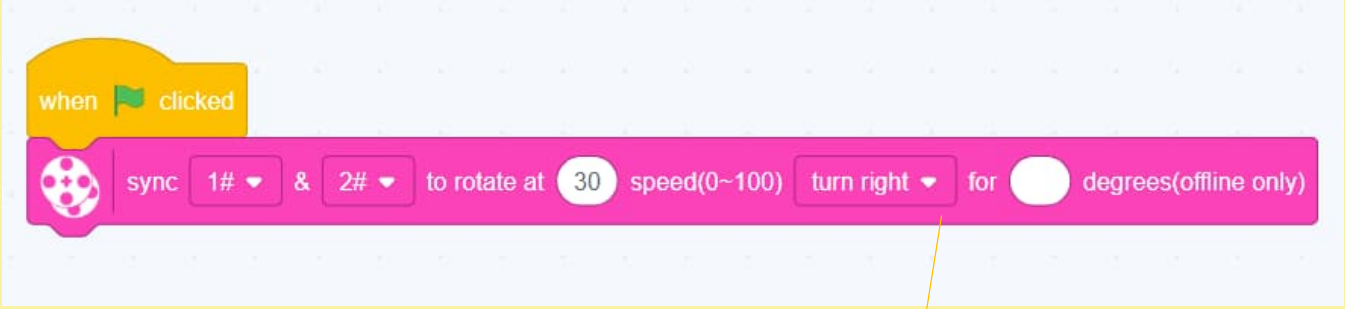
For clockwise rotation, how should the two motors rotate?

What approximate motor angle should we use to turn 90°? Try a few times to find the correct value.

Task

Task 1: Turn at right angles

Can also be completed using the packaged module (offline use only).

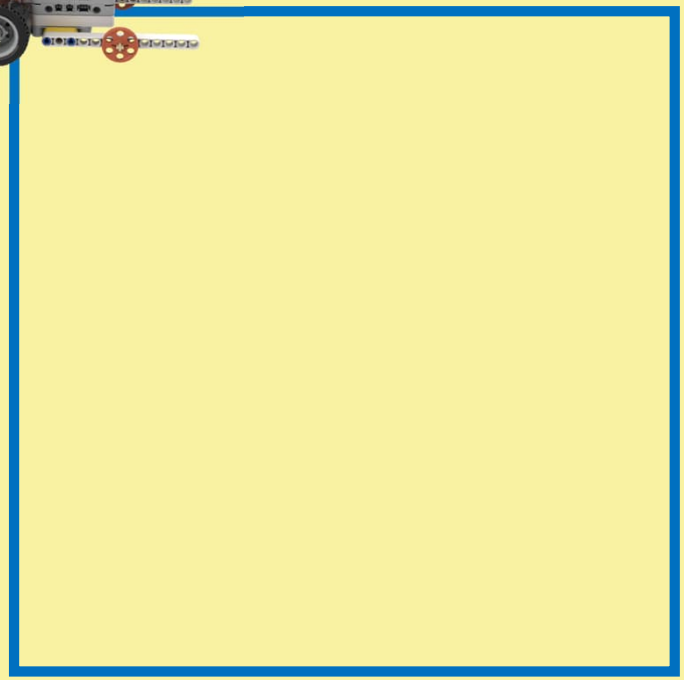


What approximate motor angle should we use to turn 90°? Try a few times to find the correct value.

Task

Task 2: Make the car move **in a square**

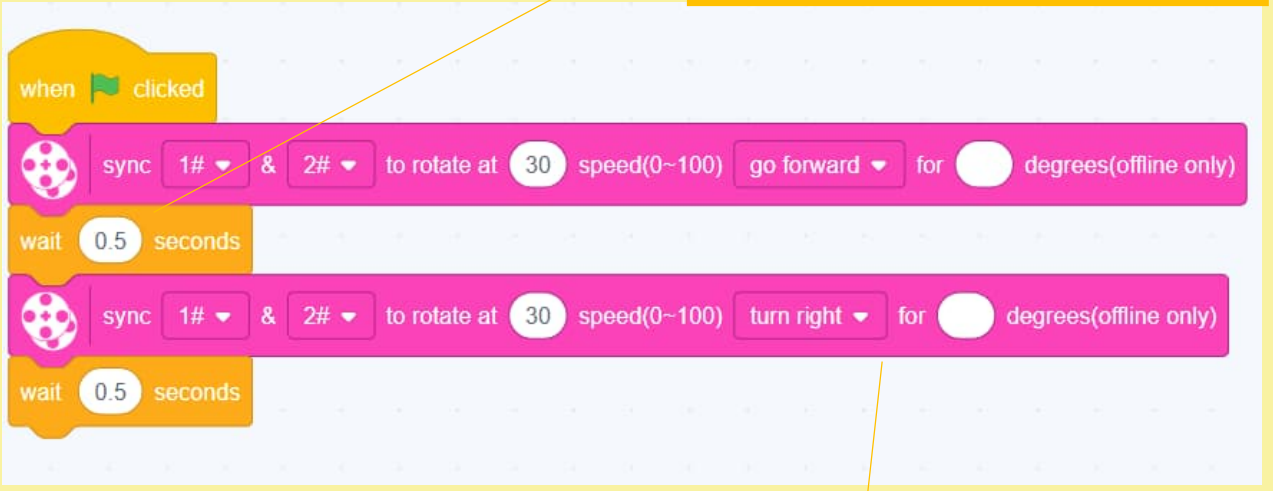
Control through relative angle



Task

Task 2: Make the car move in a square

A square is made by moving straight and turning 90° four times. First, complete one straight movement and one 90° turn.



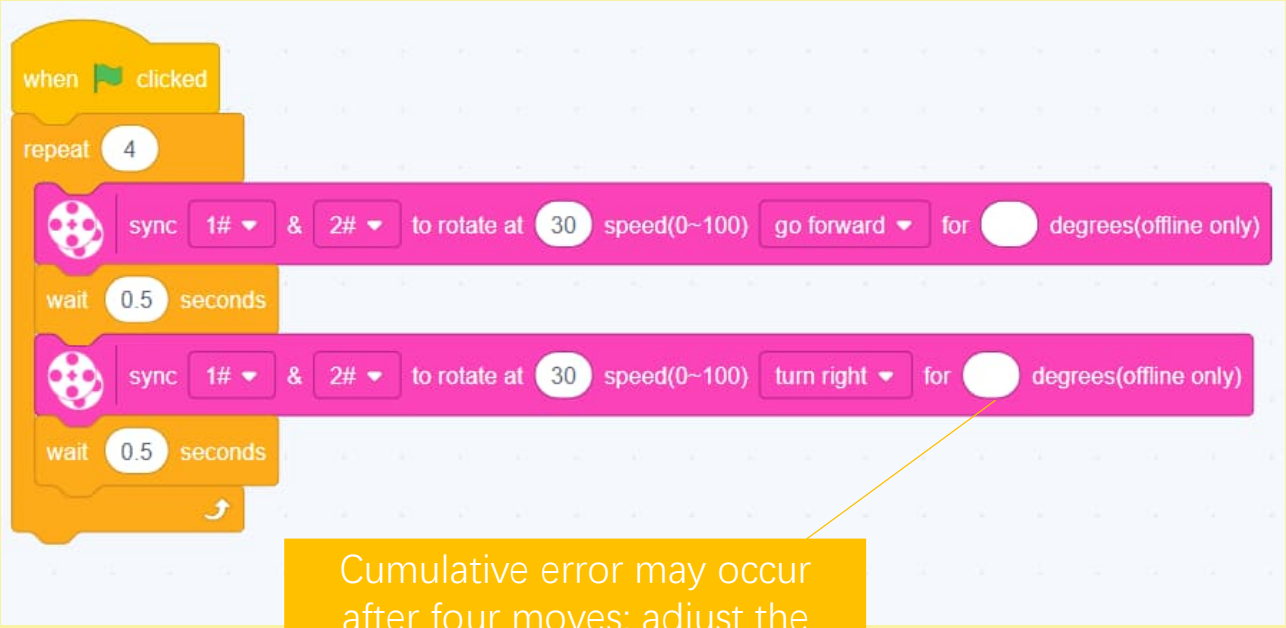
When performing multiple actions, add waiting time in between to ensure stability.

Test to find the appropriate angle!

Task

Task 2: Make the car move in a square

Add “repeat” module



Cumulative error may occur after four moves; adjust the turn angle as needed.

Task

Additional Task: Can you use angle control to make the robot move in a triangle or hexagon?