



# FIRST Lego League Minicamp




Lesson 2






## Today's Goal



In today's class, we will look through the basics of movement with the robot. We will also look at some good practices while coding.





# Downloading the Software (From Last Time)

- If you have already downloaded the software, awesome!
- If not, please go to this link, and download the software:




<https://education.lego.com/en-us/downloads/mindstorms-ev3/software>







# Software Good Practices



# Software Good Practices





What is a good practice?





# Software Good Practices

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- Some examples may be waking up early, making your bed, or exercising
  - Doing all of these activities will probably improve your mood, and overall improve your quality of life.
  - Similarly in coding, there are steps we can take to make our lives easier in the long run, and improve the quality of our code.
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# Software Good Practices

1. Pseudocode
  2. Commenting Code
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# Introduction to Movement







# Introduction to Movement




What are the different ways that a car moves?





# Introduction to Movement

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- Though there are many ways that a car moves, it boils down to turning, and moving straight.
  - This is the exact same for our robot as well, but unlike a car, there are many different ways we can code this movement.
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