



# FIRST Lego League Minicamp




Lesson 3






# Today's Goal



In today's class, we will use the basics of movement to program our robot to complete a challenge.



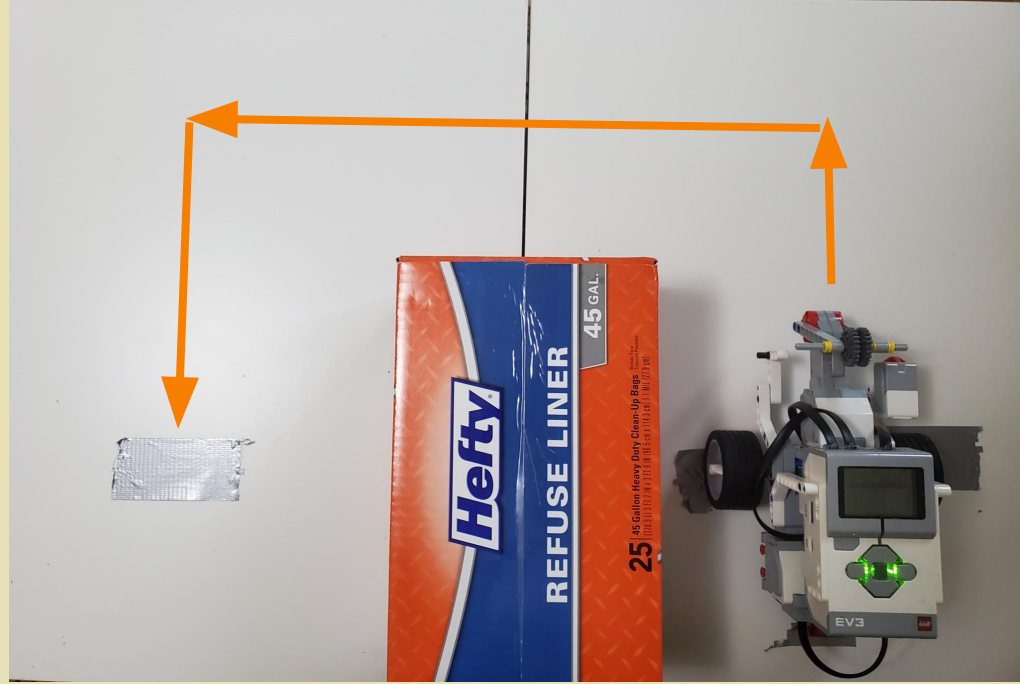
# Review



We will review the main blocks that we have used, and learned in the last two classes.



# The Challenge



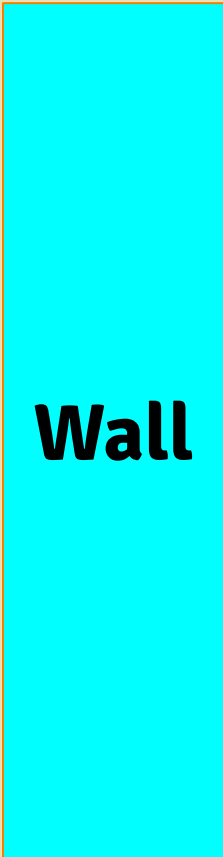
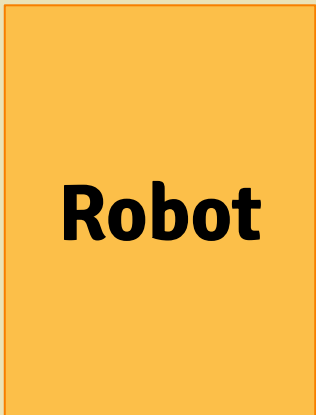


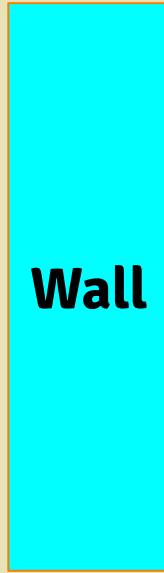
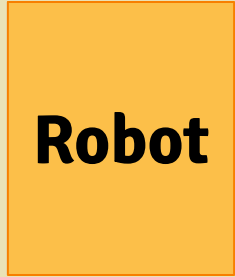
**First, let's write some pseudocode!**



# What is pseudocode?

It is a set of instructions, usually written in english, which describes what our code needs to do.





## Example

The robot needs to go forward until it hits the wall, turn 180 degrees, and then go forward the exact same amount of rotations to return to its starting location.



# Pseudocode

