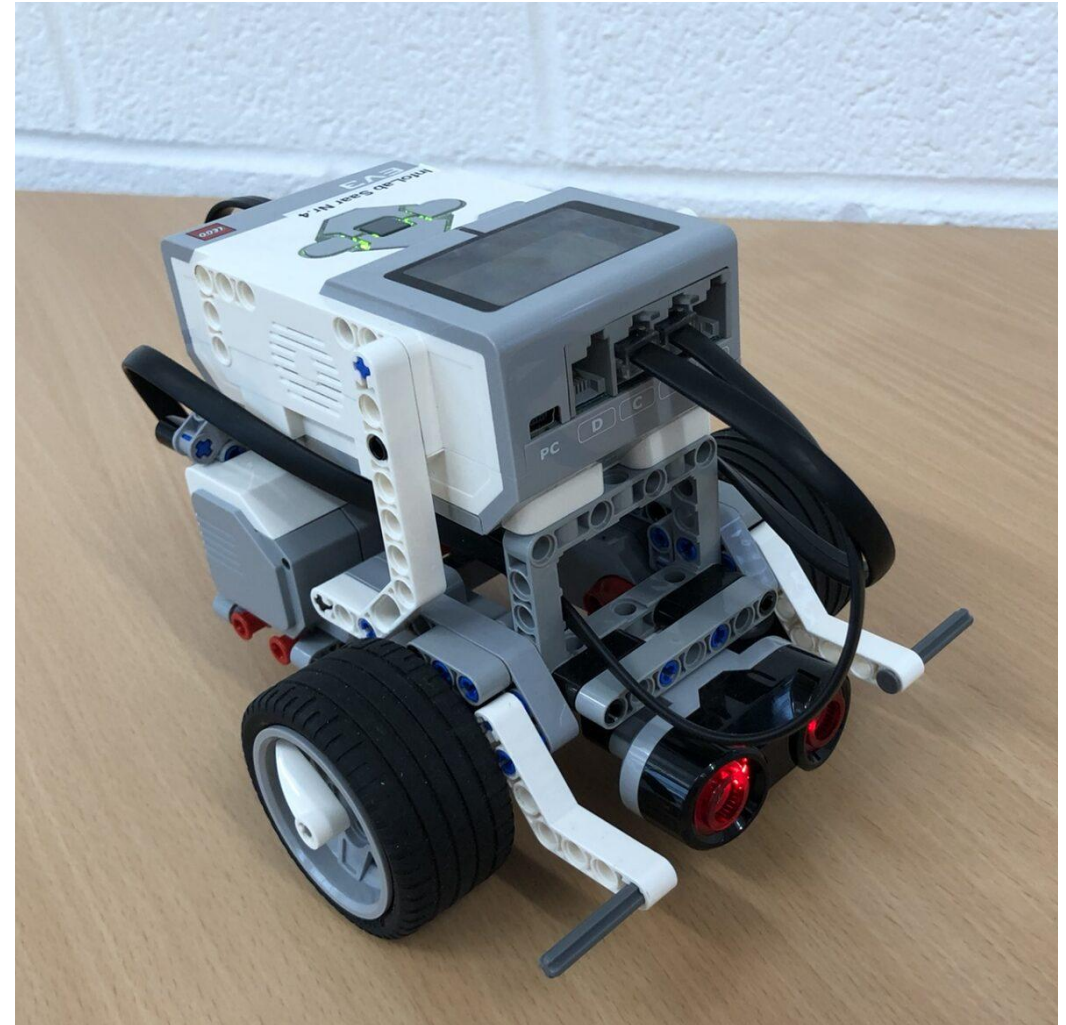


Lego Mindstorms Workshop

Ablauf

1. Lego Mindstorms Roboter kennenlernen
2. Programmieroberfläche kennenlernen
3. Erstes Programm
4. Aufgaben



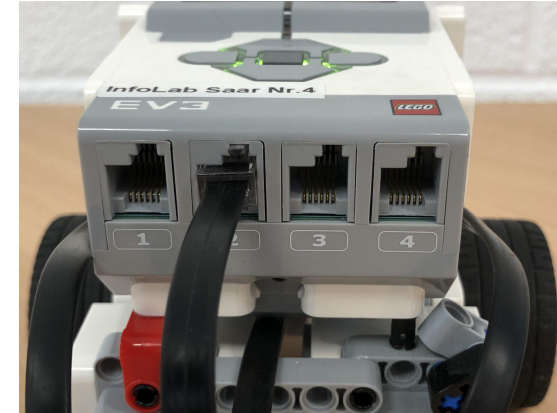
Lego Mindstorms Roboter EV3 im Workshop



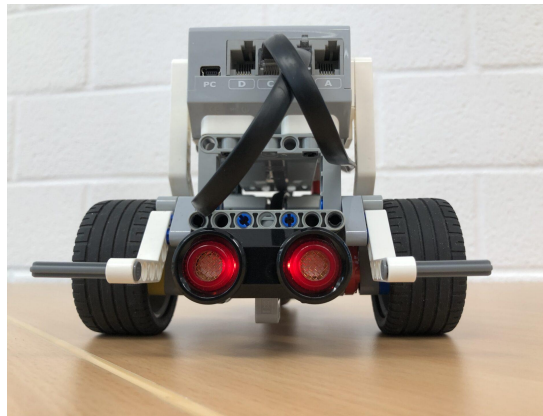
“Brick”



2 Aktor-Anschlüsse



1 Sensor-Anschluß



Entfernungsmesser

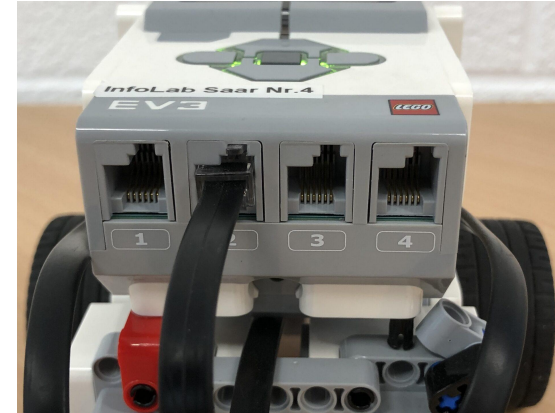
LEGO Mindstorms Roboter EV3 im Workshop



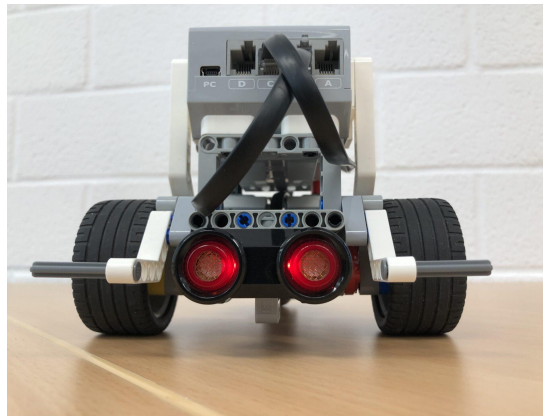
“Brick”



2 Aktor-Anschlüsse

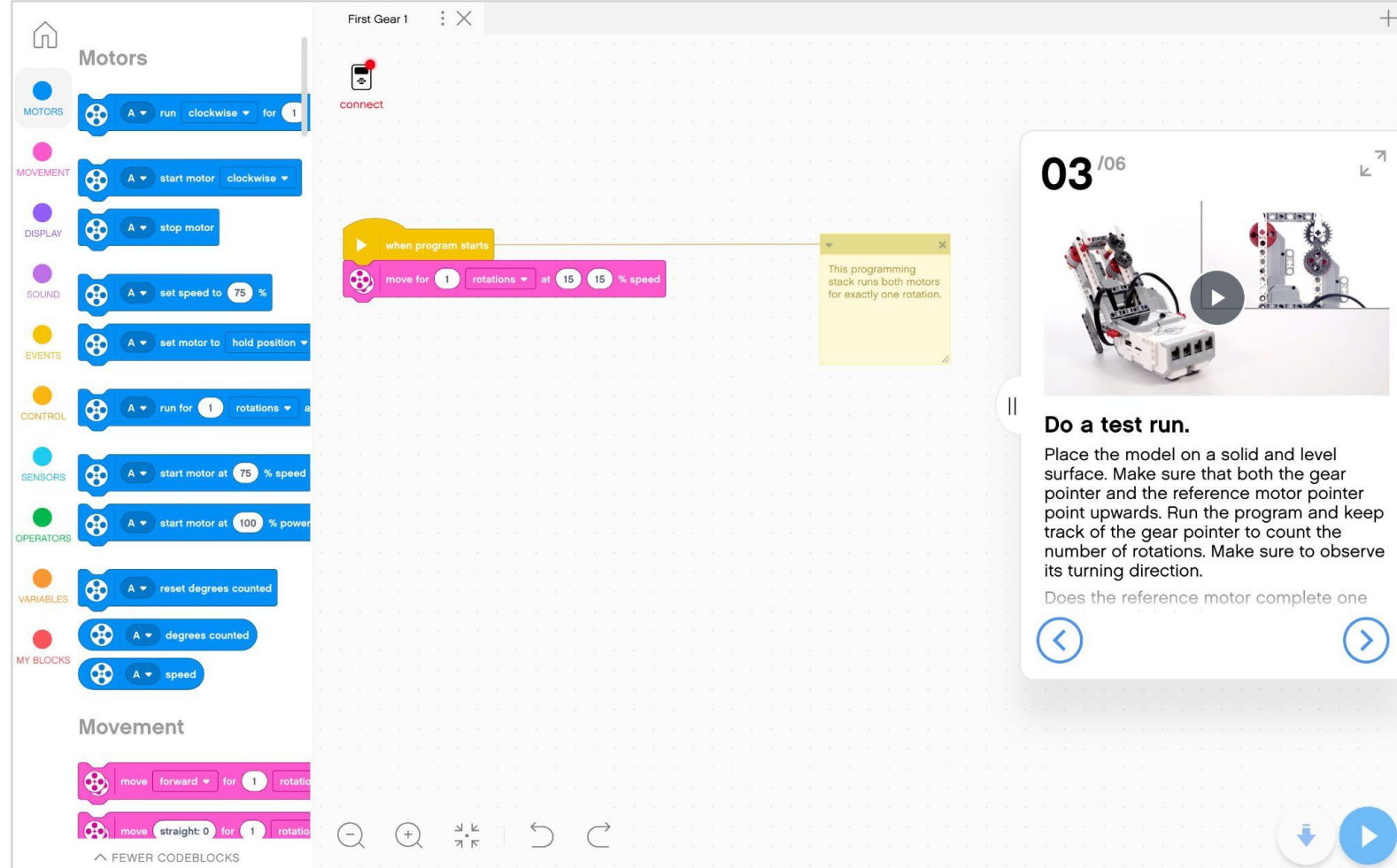


1 Sensor-Anschluß



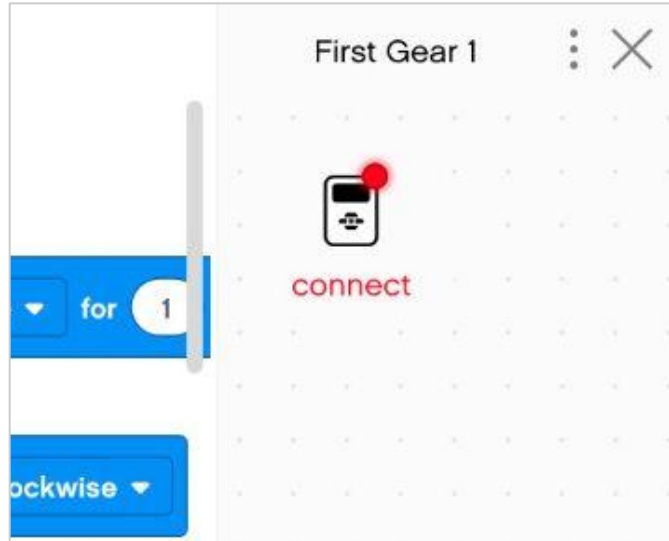
Entfernungsmesser

Lego Mindstorms EV3 Programmieroberfläche



The screenshot displays the LEGO Mindstorms EV3 programming environment. On the left, a sidebar lists various block categories: MOTORS, MOVEMENT, DISPLAY, SOUND, EVENTS, CONTROL, SENSORS, OPERATORS, VARIABLES, and MY BLOCKS. The main workspace shows a program titled "First Gear 1" with a "when program starts" trigger block followed by a "move for 1 rotations at 15 15 % speed" block. A yellow tooltip explains: "This programming stack runs both motors for exactly one rotation." Below the workspace, a "Movement" section shows "move forward for 1 rotation" and "move straight: 0 for 1 rotation" blocks. On the right, a video player shows a video titled "03 /06" with a play button. Below the video, the text "Do a test run." is followed by instructions: "Place the model on a solid and level surface. Make sure that both the gear pointer and the reference motor pointer point upwards. Run the program and keep track of the gear pointer to count the number of rotations. Make sure to observe its turning direction." Below this text is a question: "Does the reference motor complete one" and two navigation buttons (left and right arrows).

Roboter mit dem Laptop verbinden



1. Aufgabe: Hello World!

Zeige beim Starten etwas auf dem Display an.

Aufgabe

Fahre eine bestimmte Strecke.

Halte vor einem Hindernis.

Follow me: Folge der Hand.

Wende vor einem Hindernis.

Aufgabe

**Baue einen Taster an den Roboter.
Programmiere den Taster.**