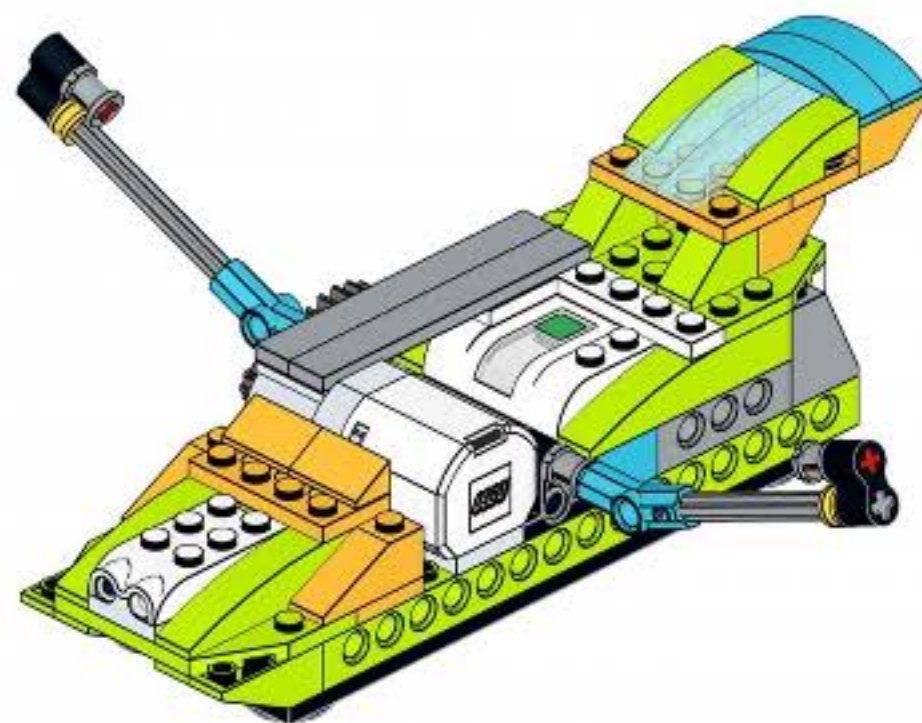
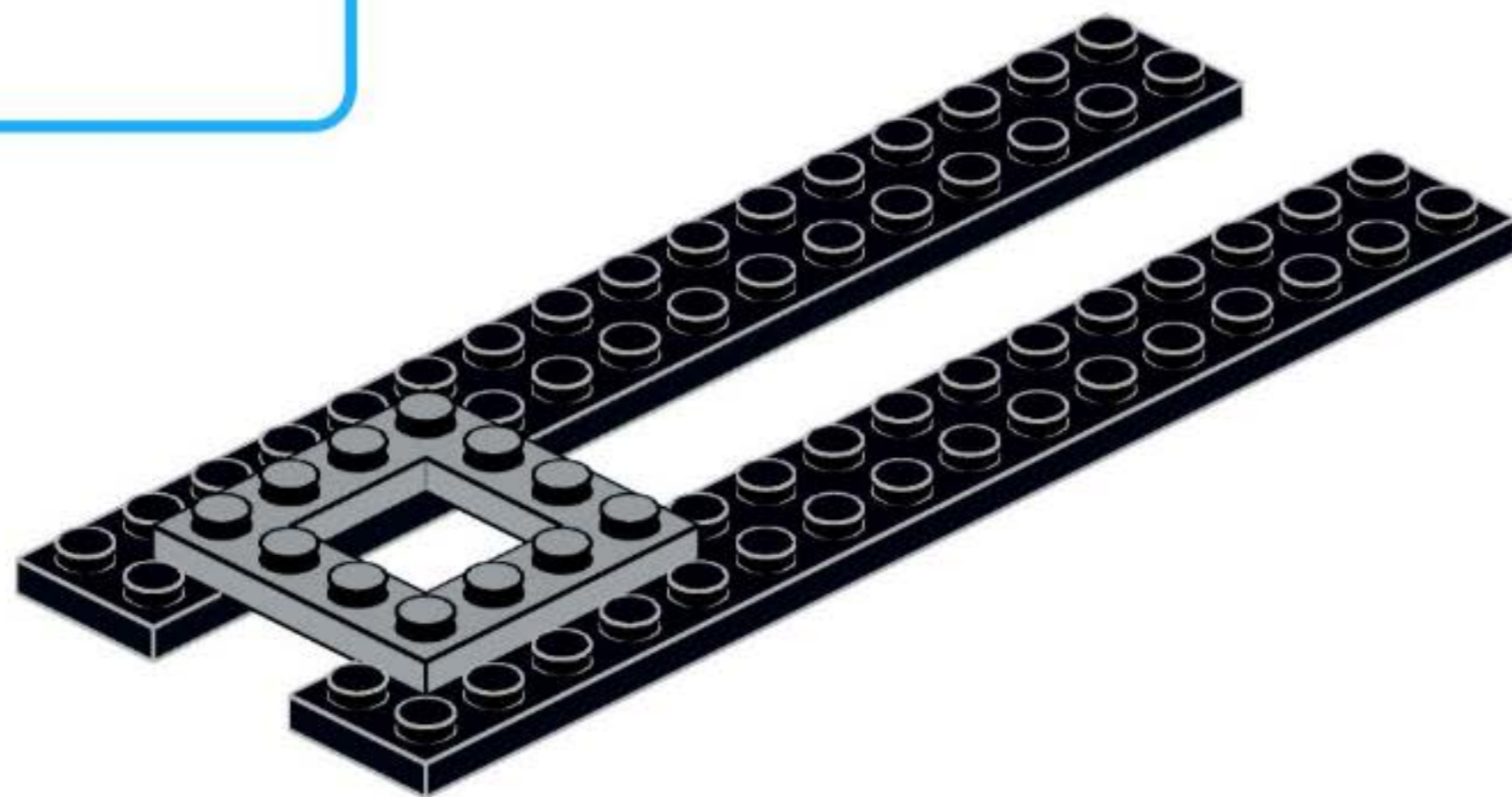
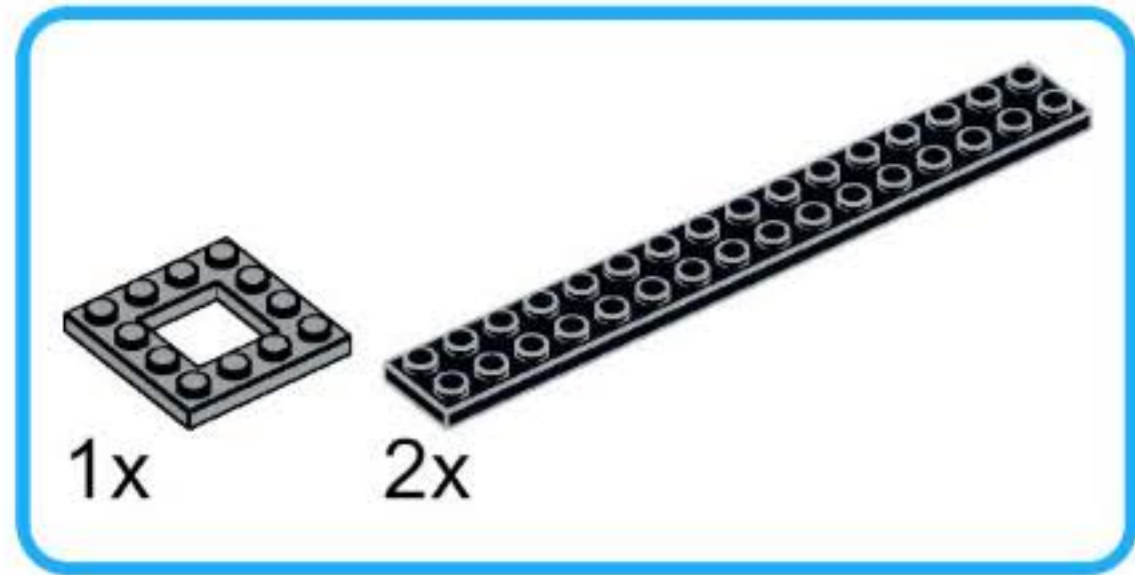


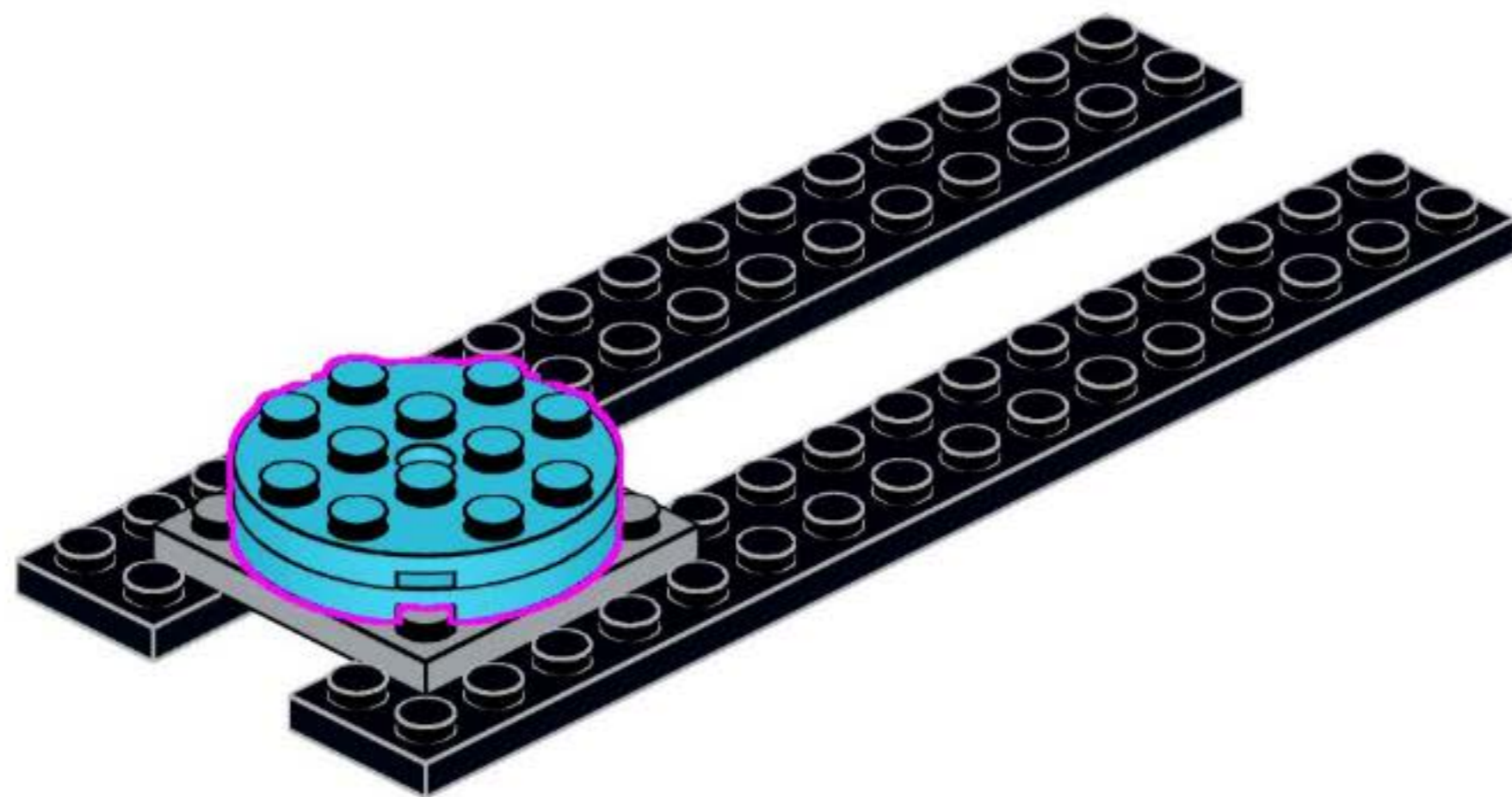
boat robot
unofficial building instruction

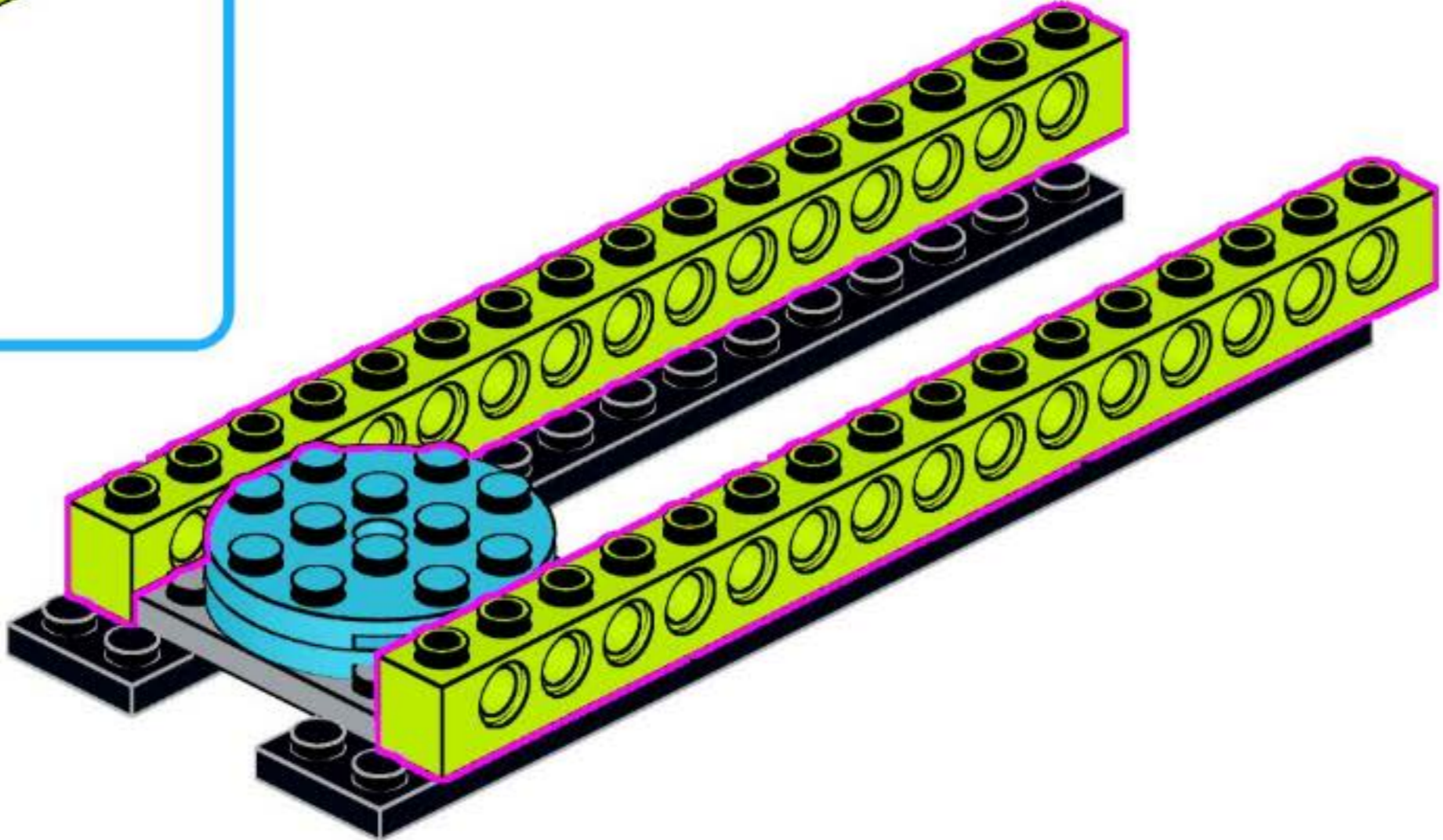
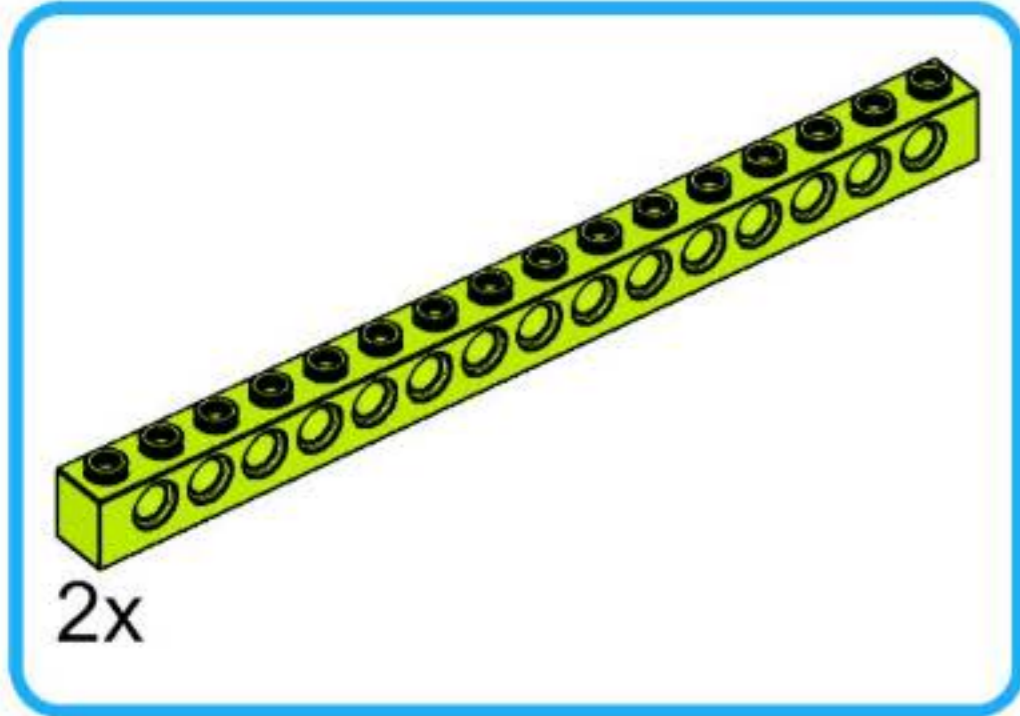


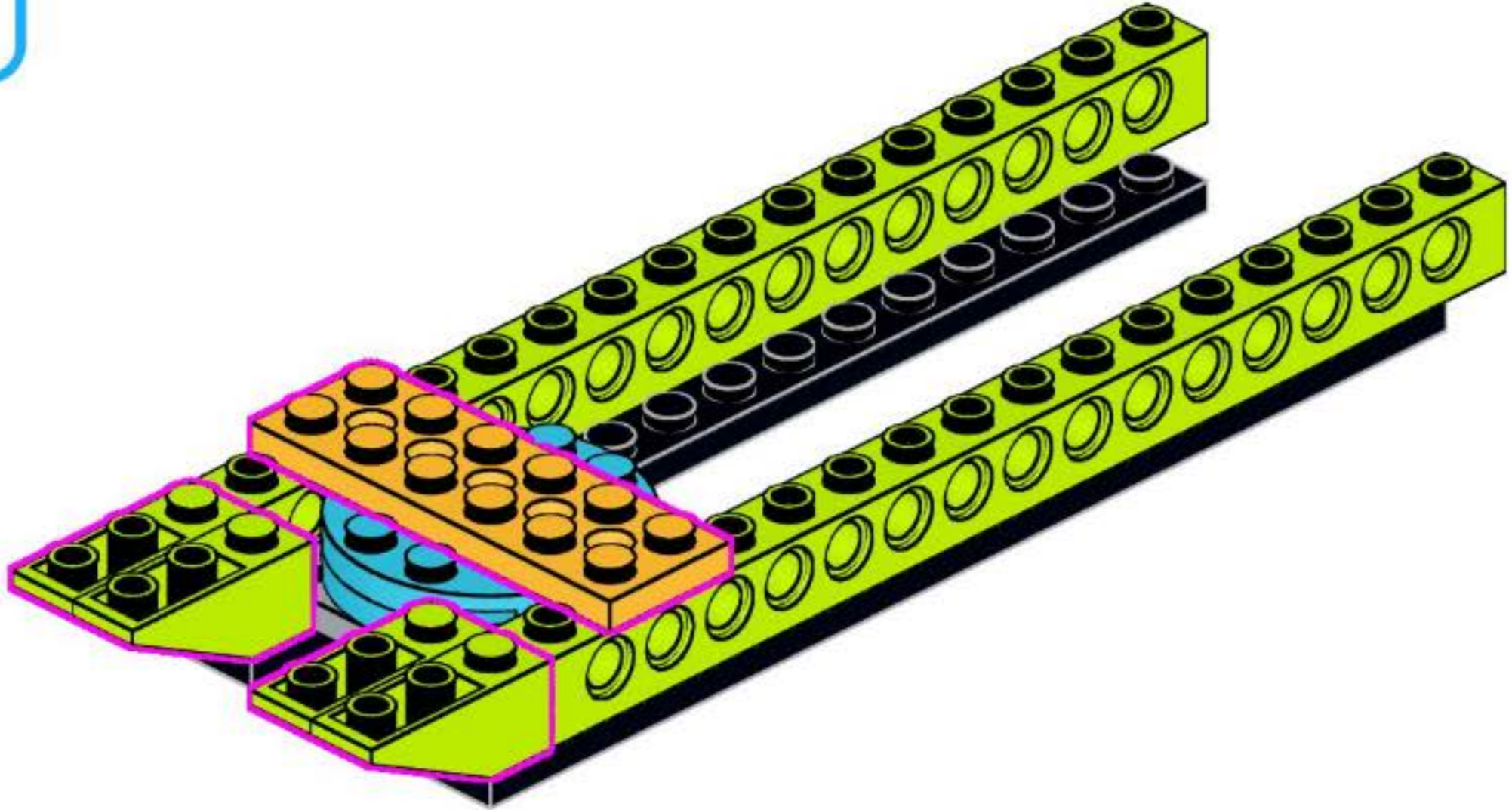
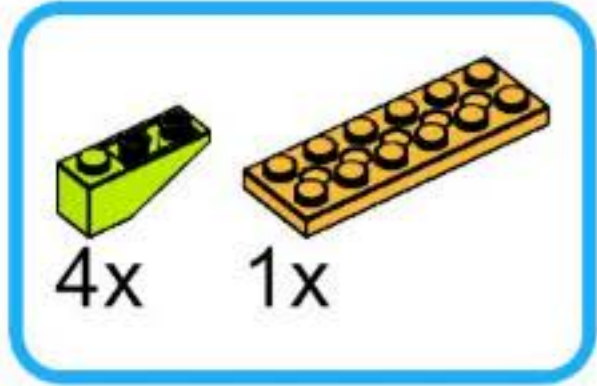
Boat

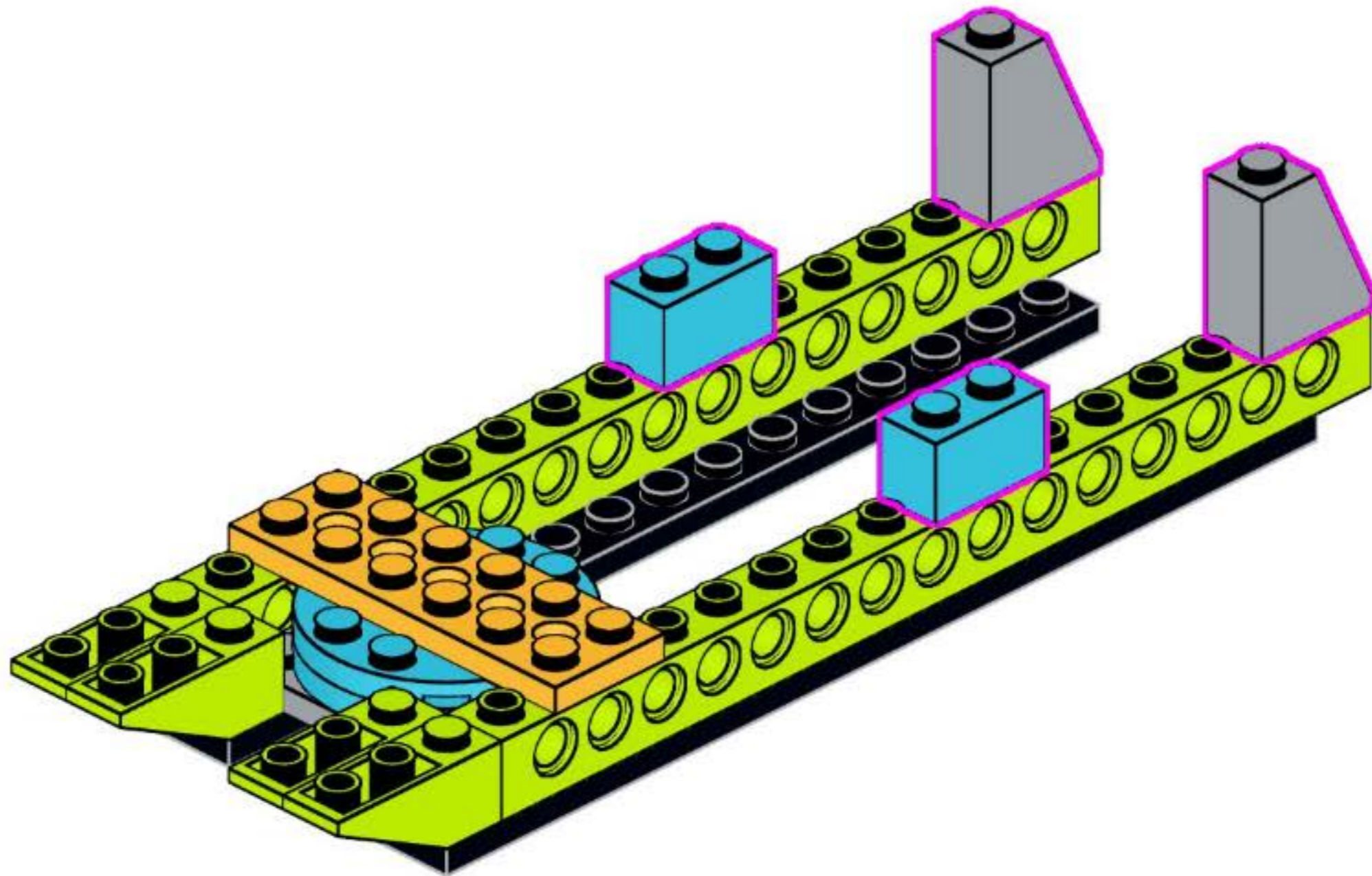
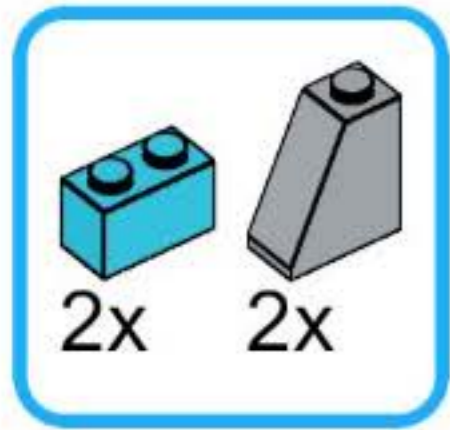
for Lego® WeDo 2.0
45300

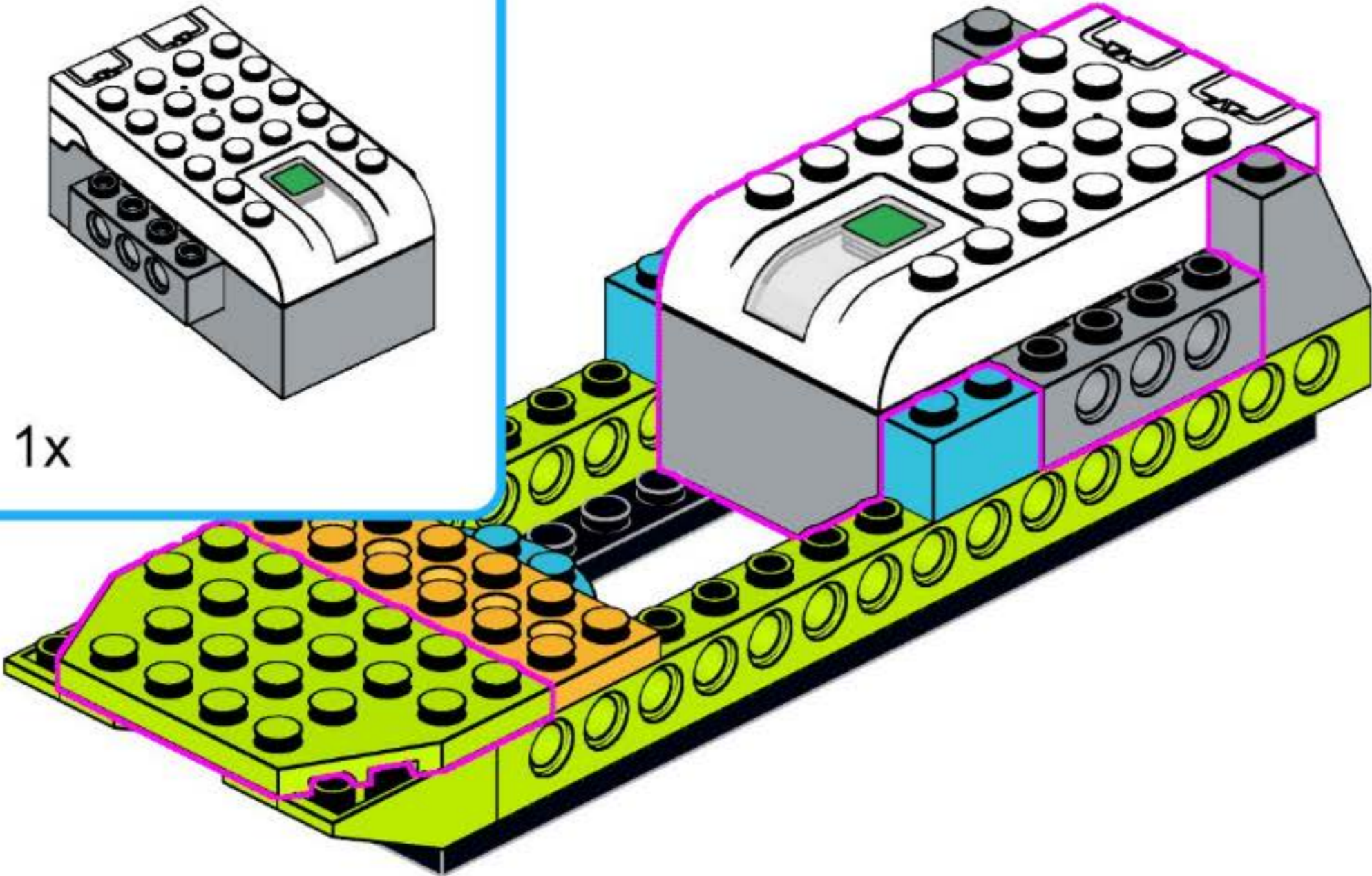
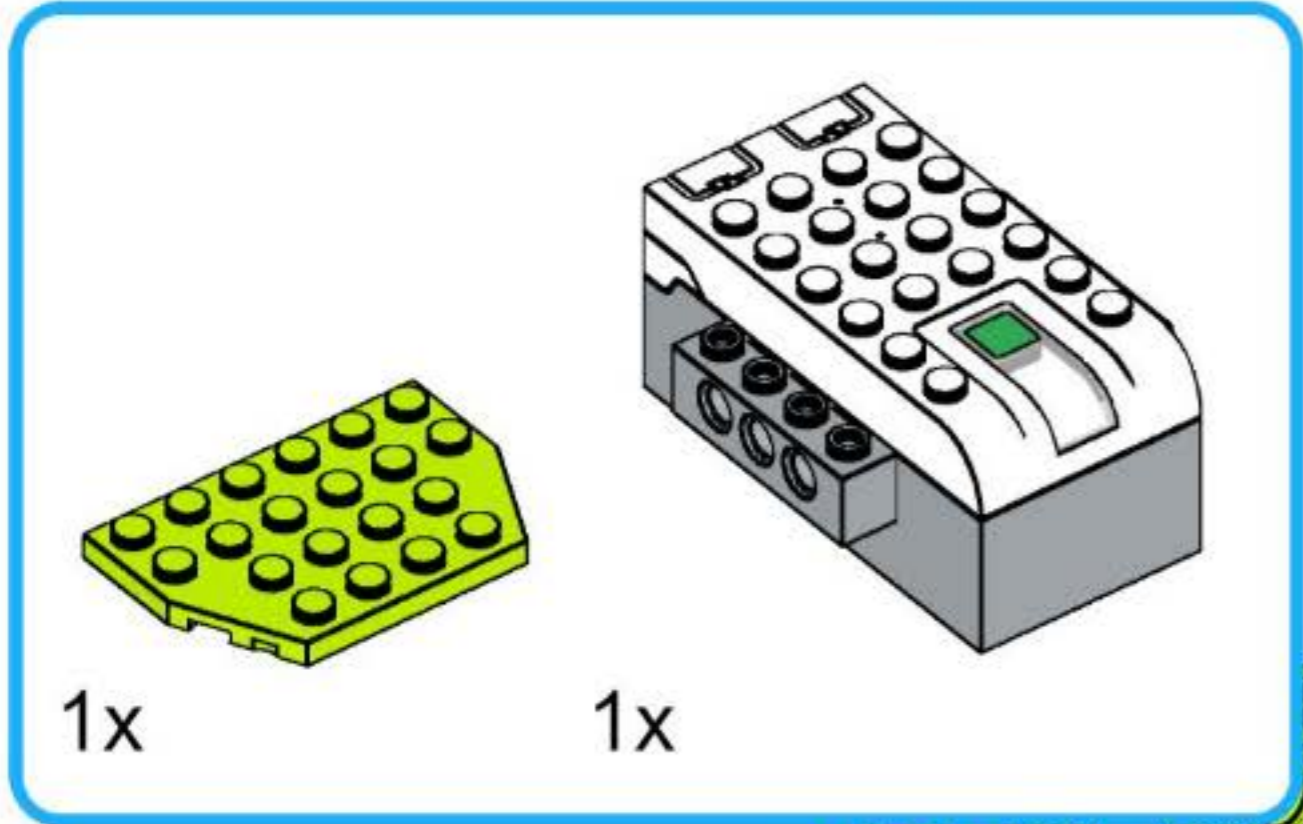


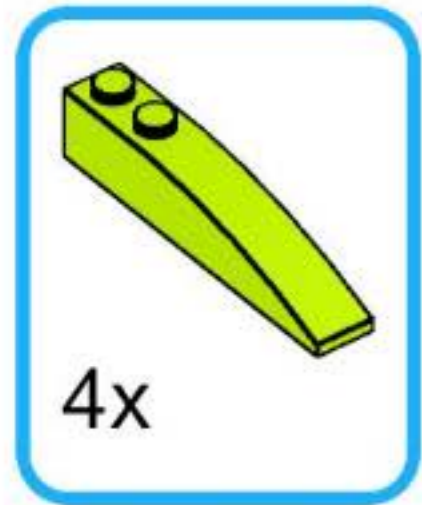




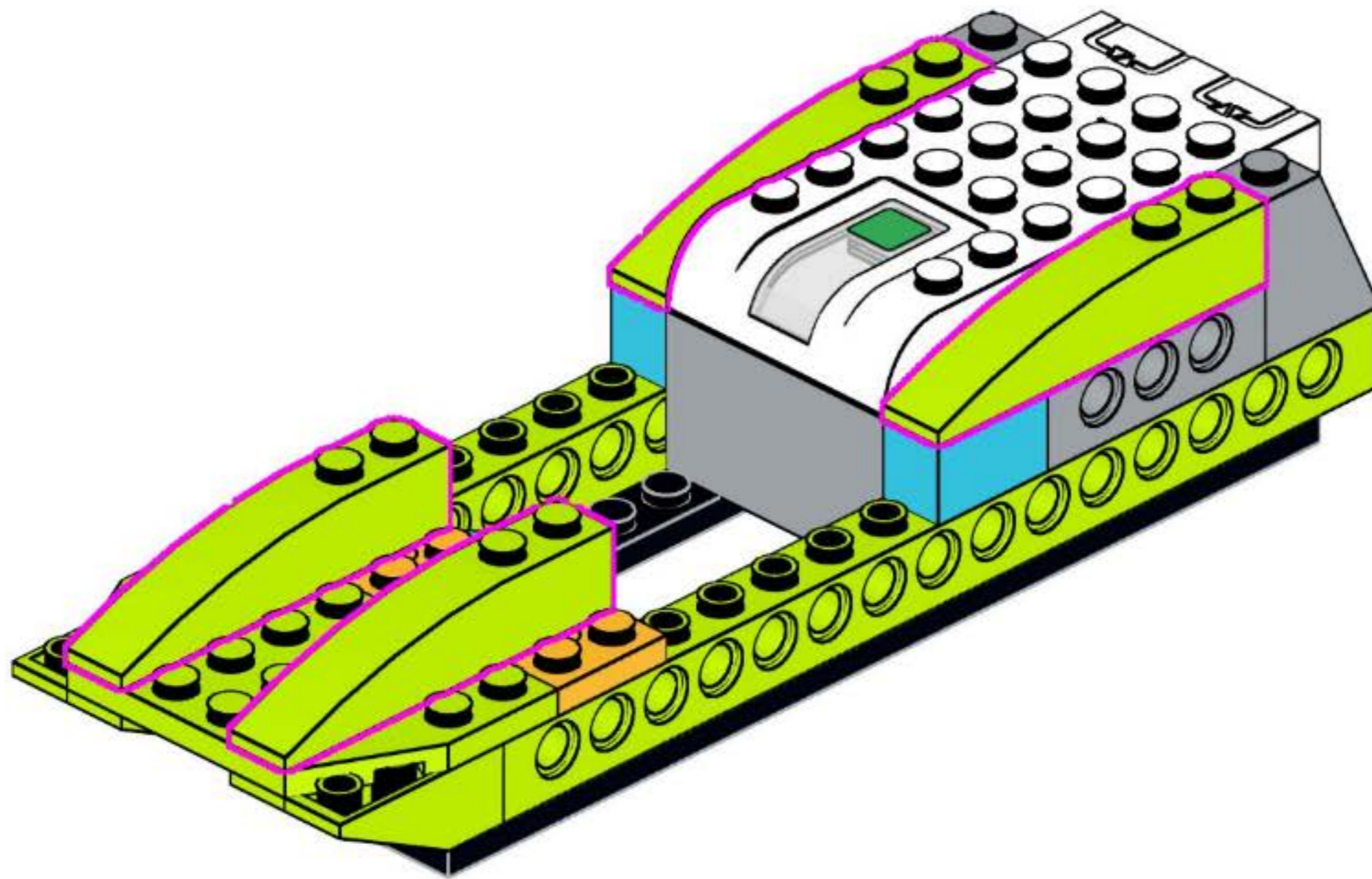


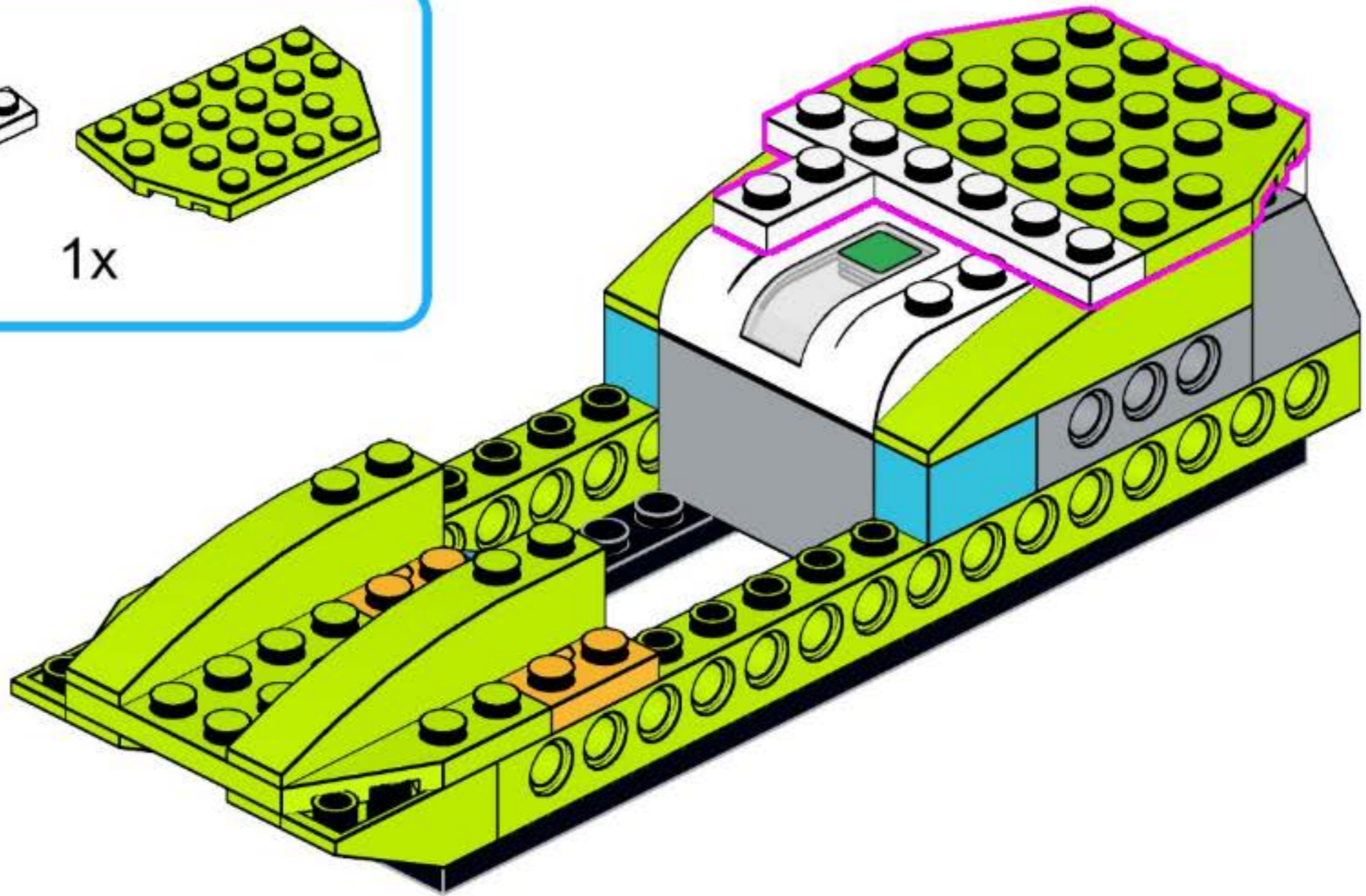
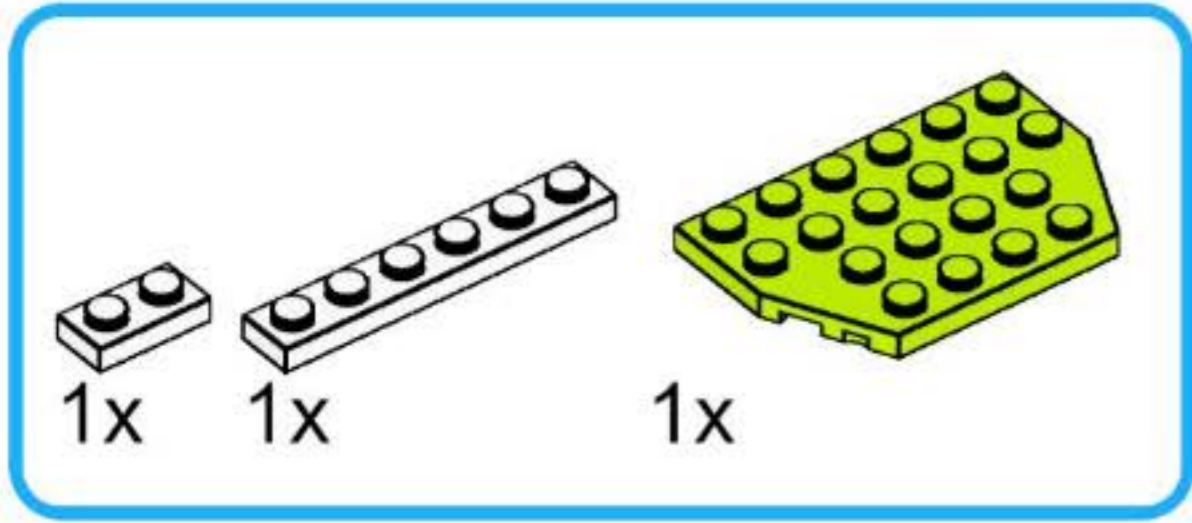



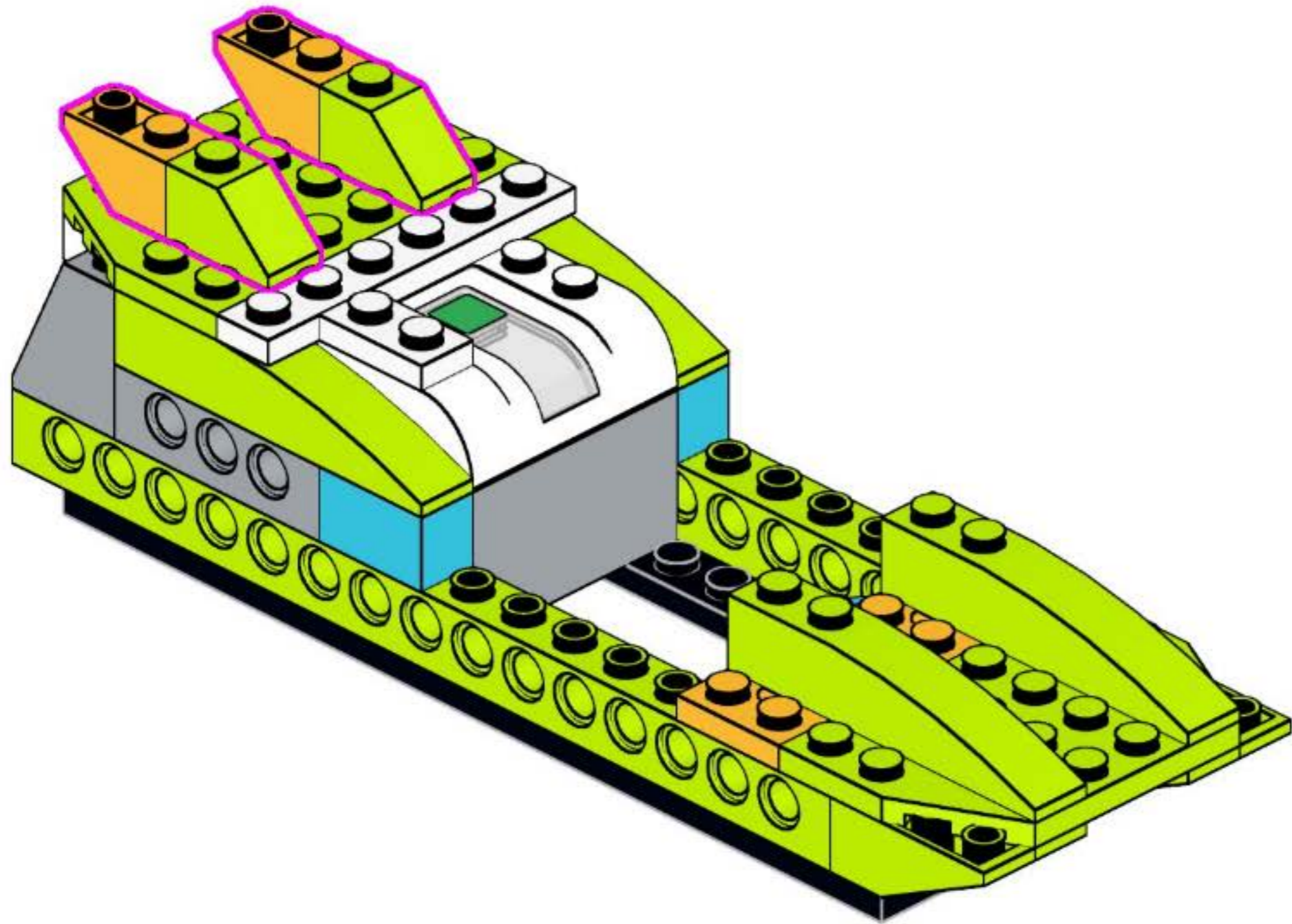





4x





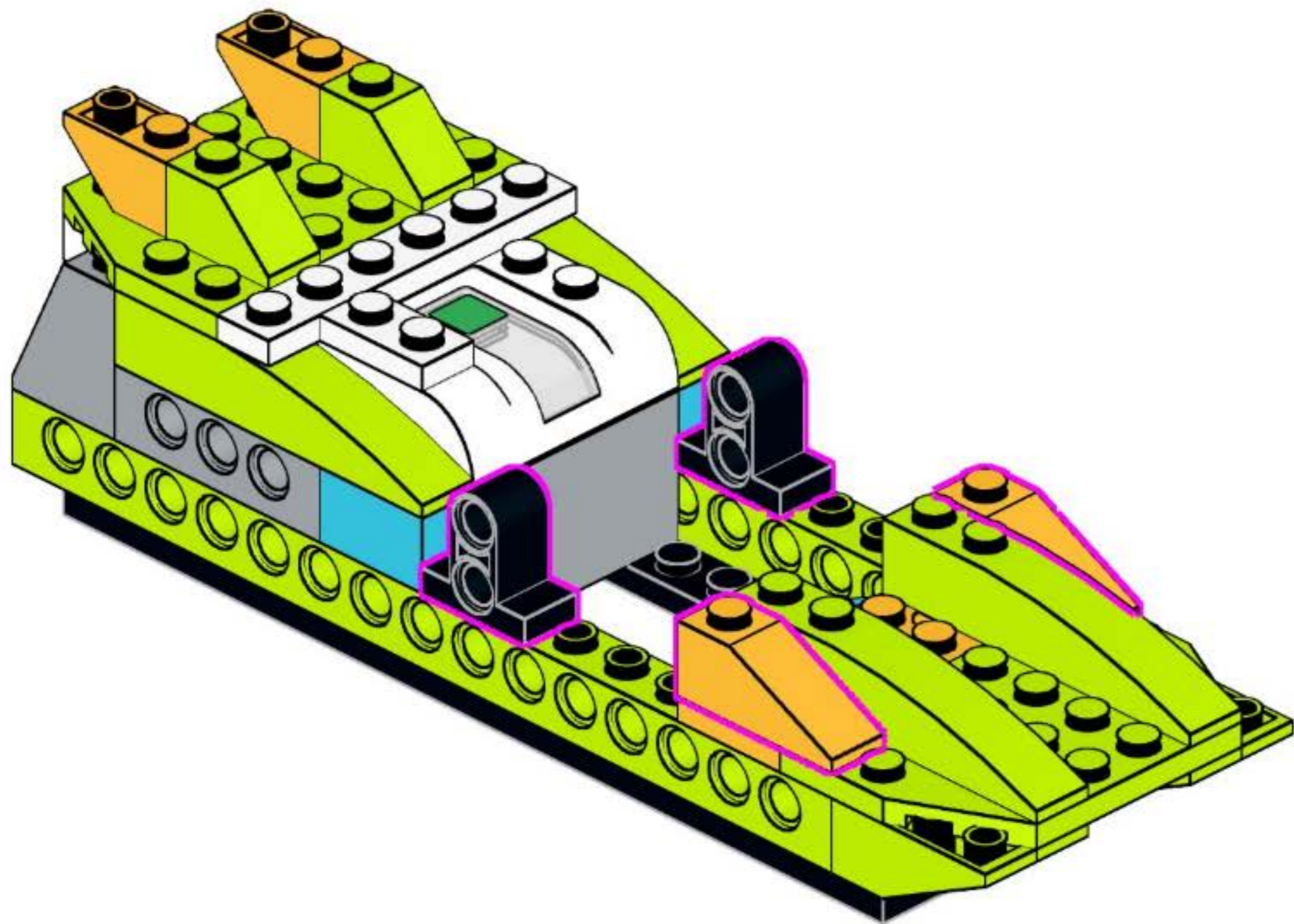
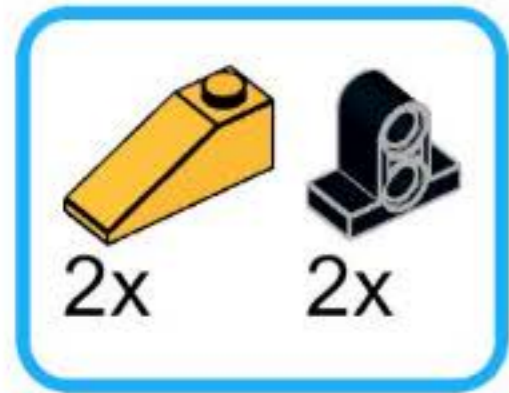


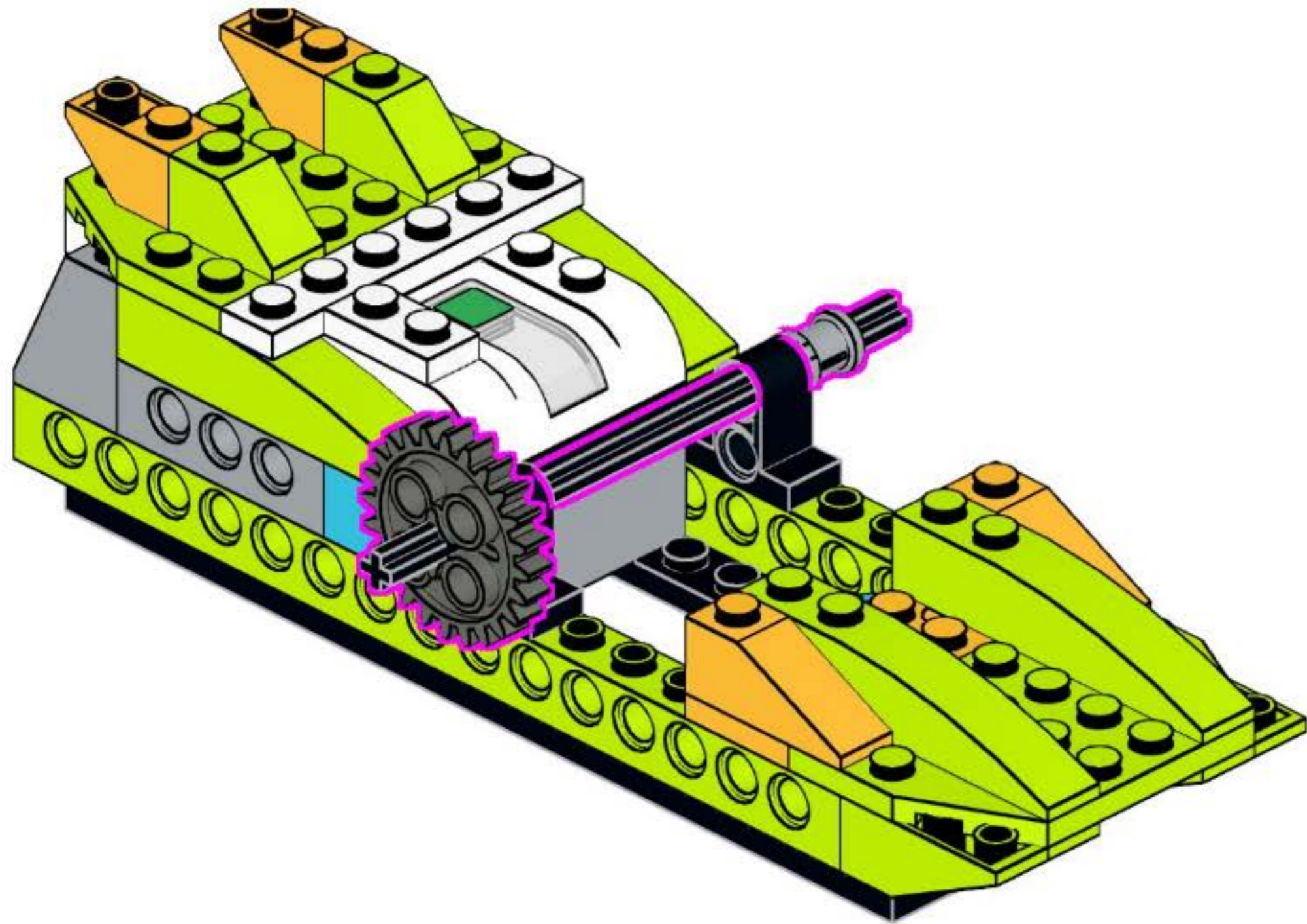
2x



2x







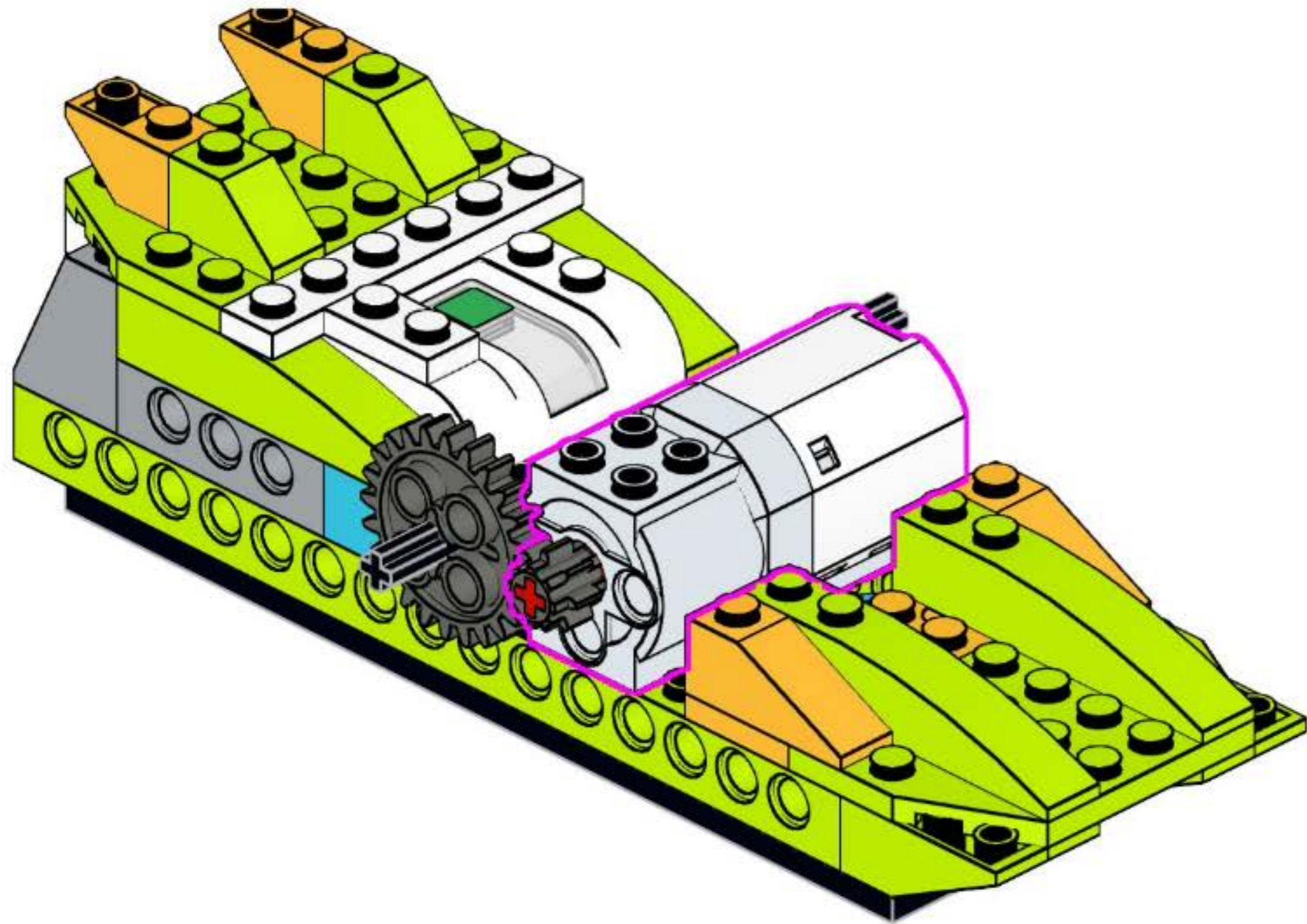
1x



1x



1x



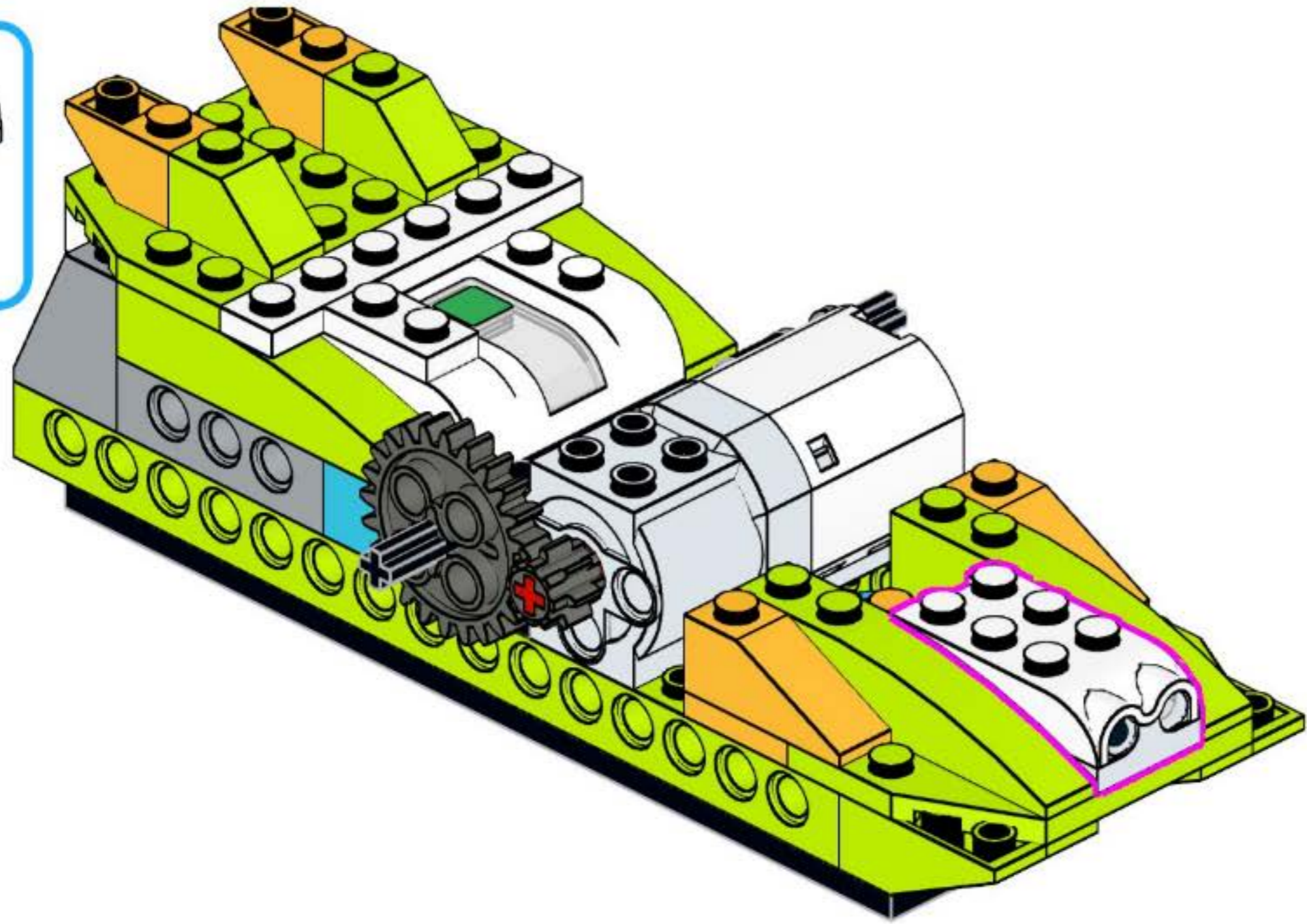
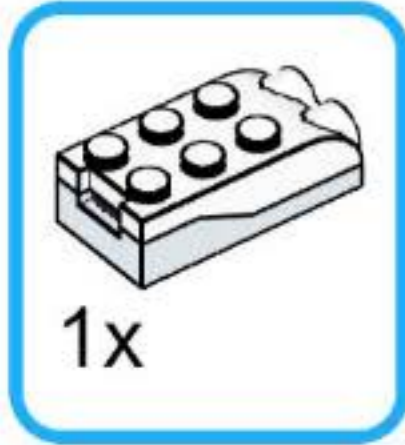
1x

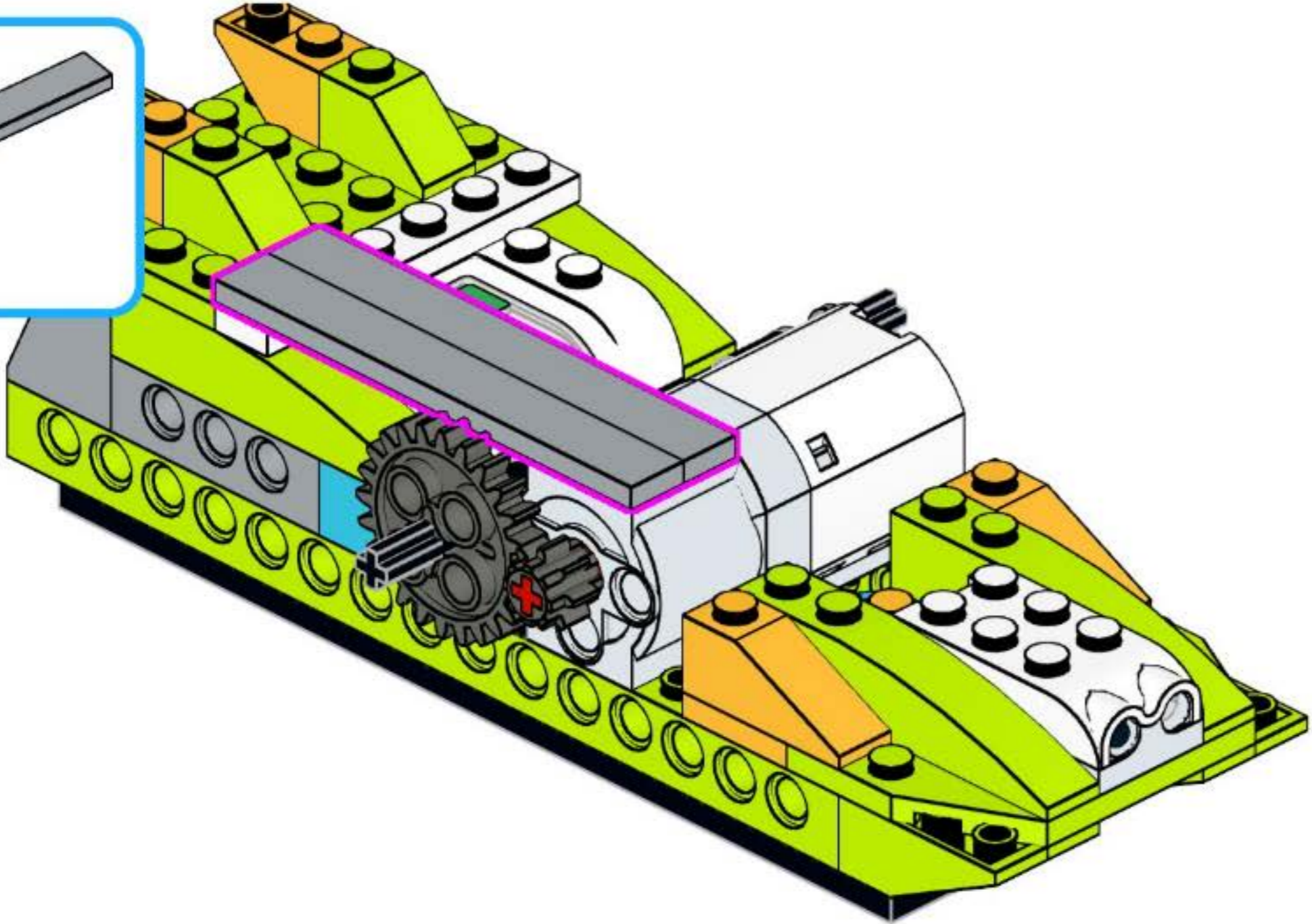
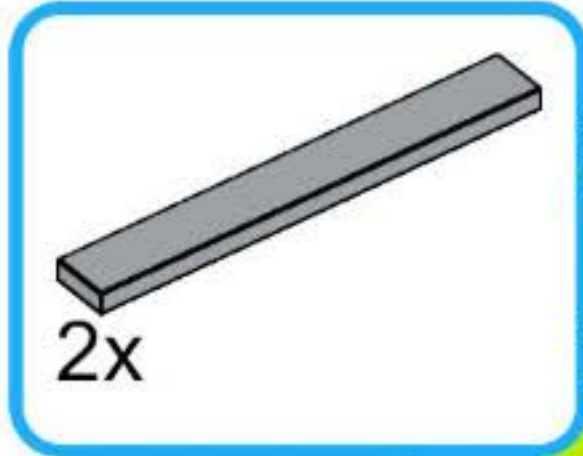


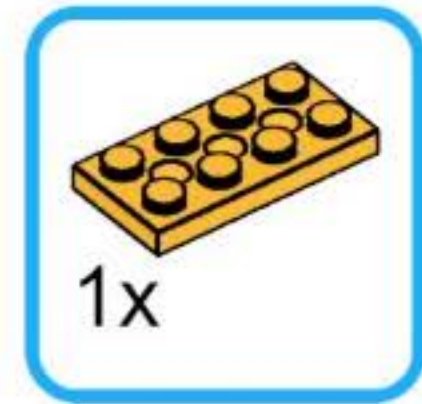
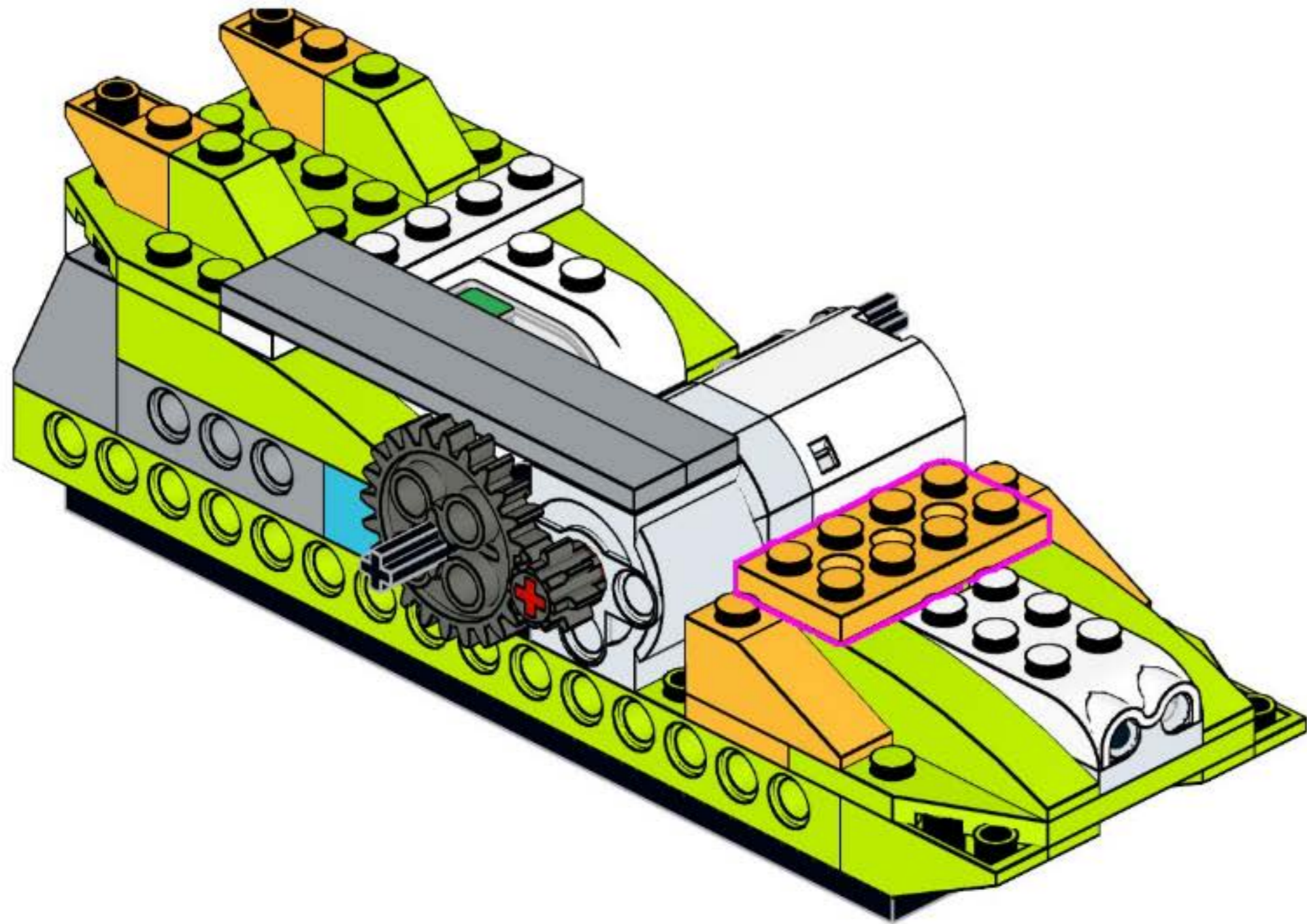
1x

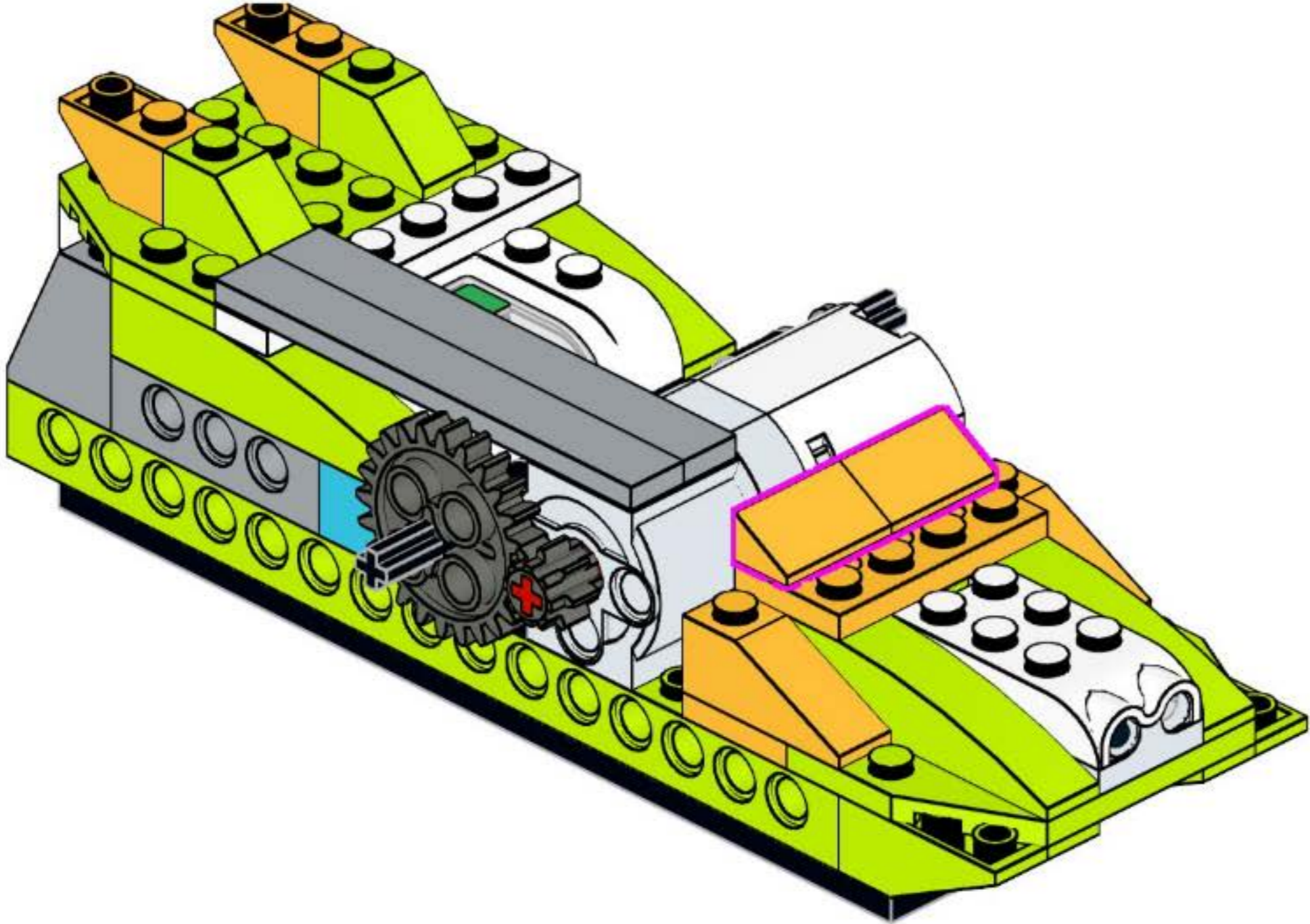


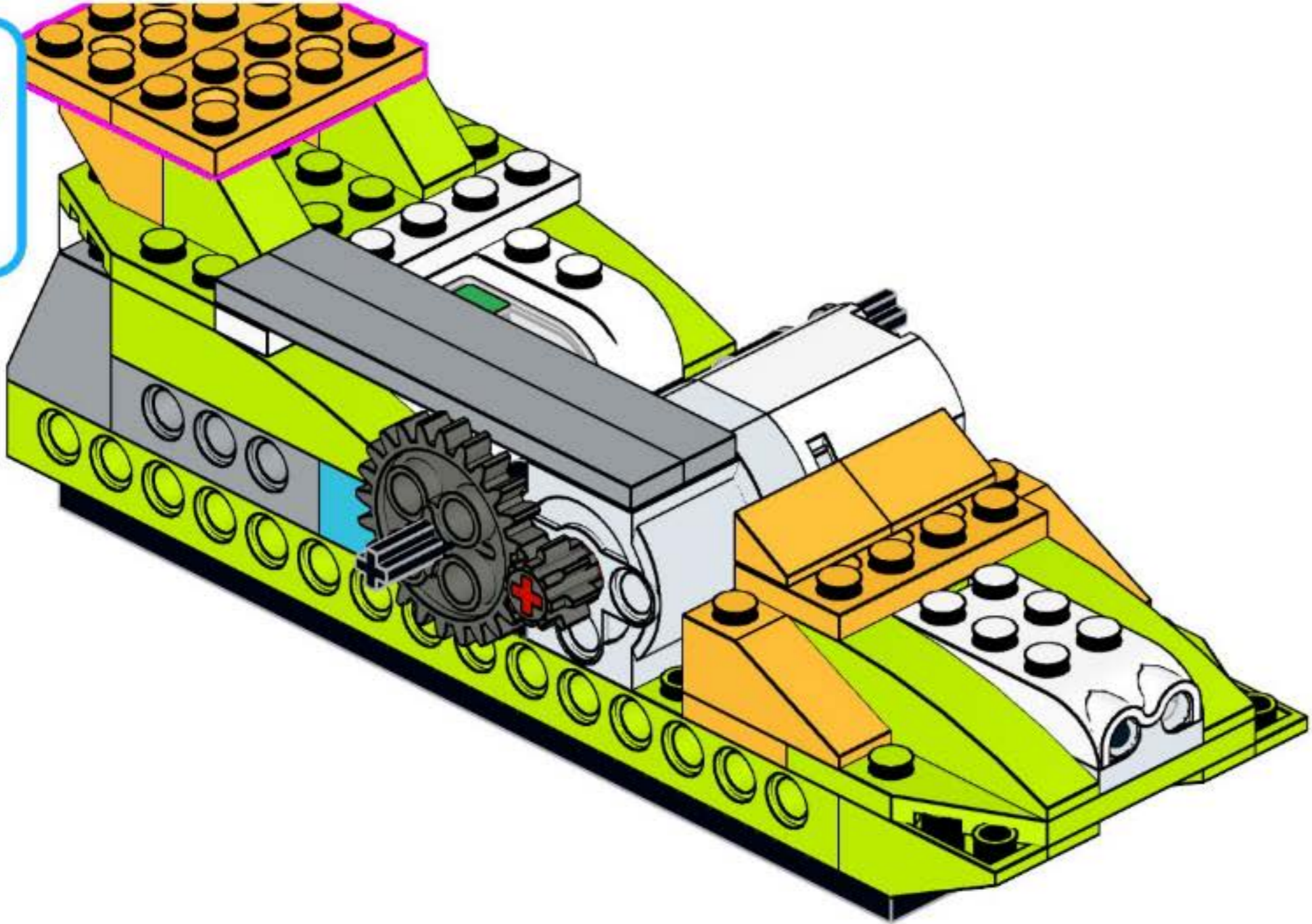
1x












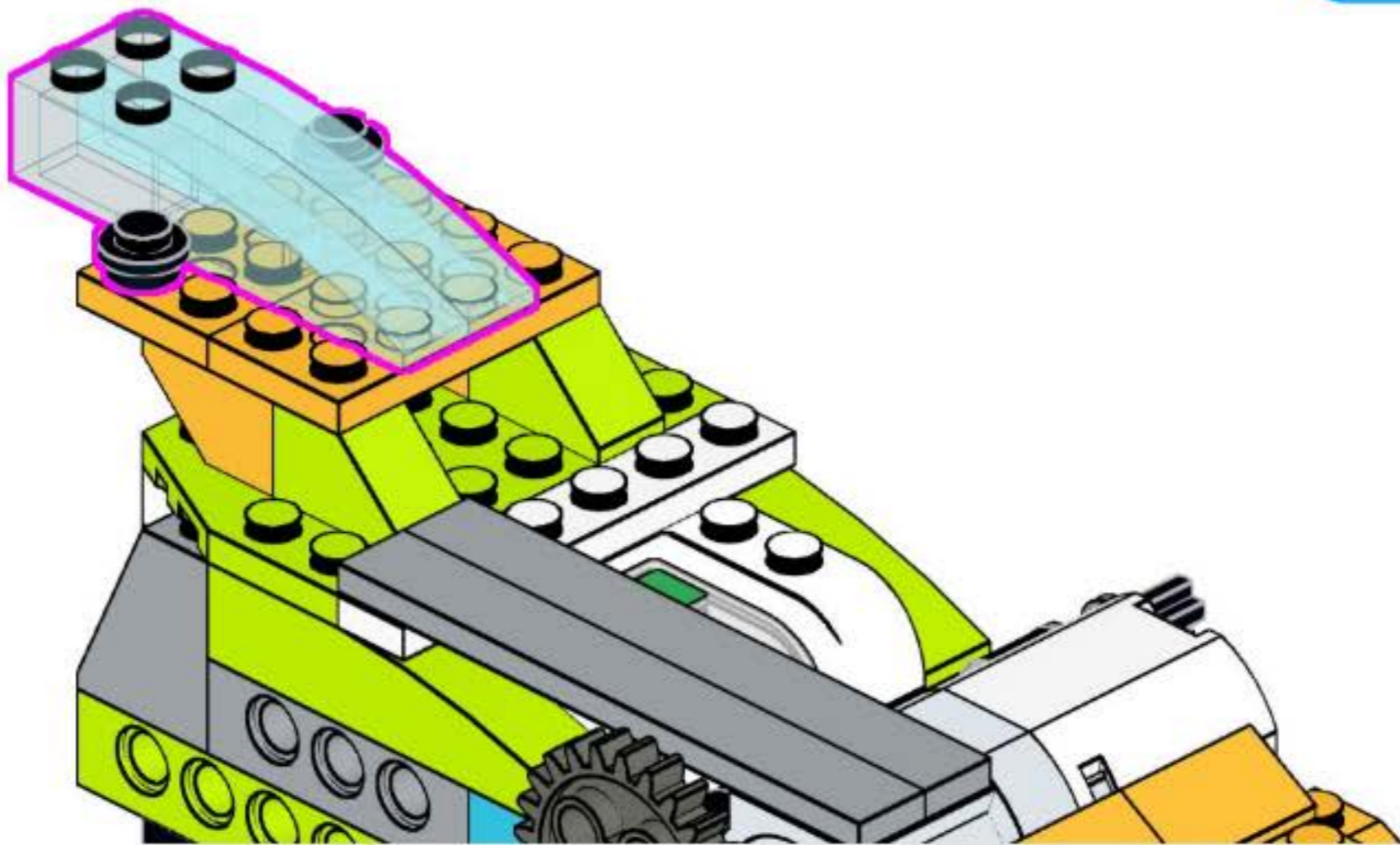


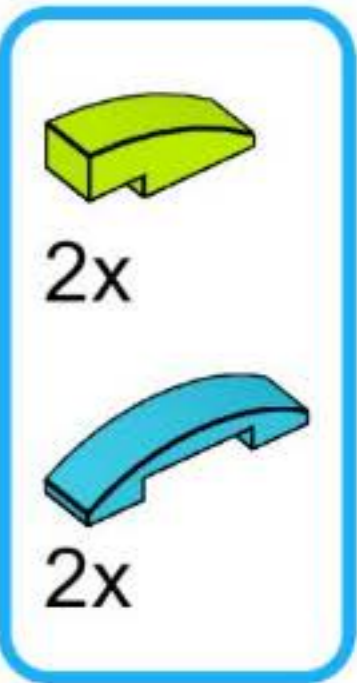
2x




2x

This block contains a parts list for the first step. It features a blue rounded rectangle border. At the top, there is a small black icon of a pin with the text '2x' below it. In the middle, there is a light blue 1x6 Technic beam with two holes, with the text '2x' below it. At the bottom, there is another '2x' text.

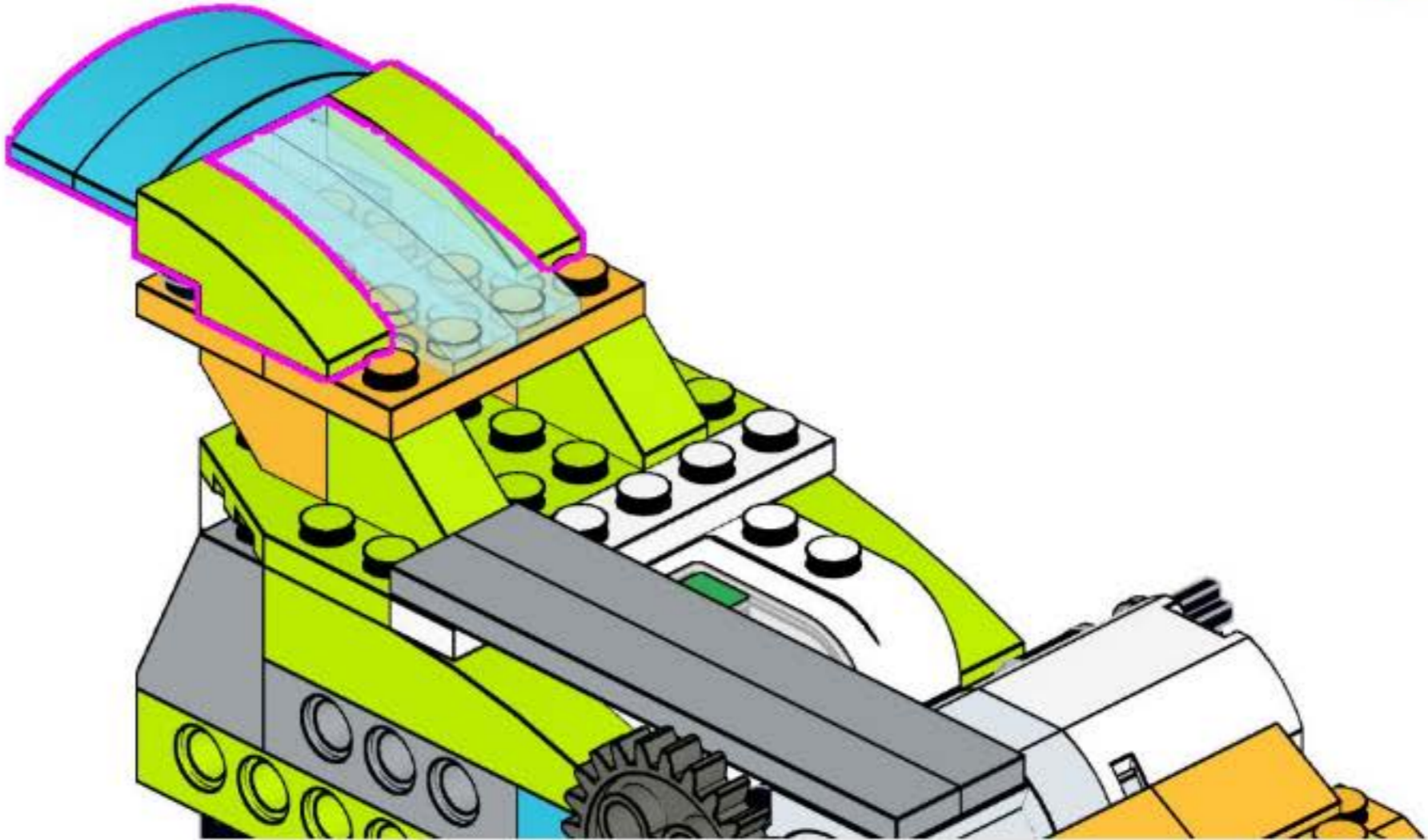



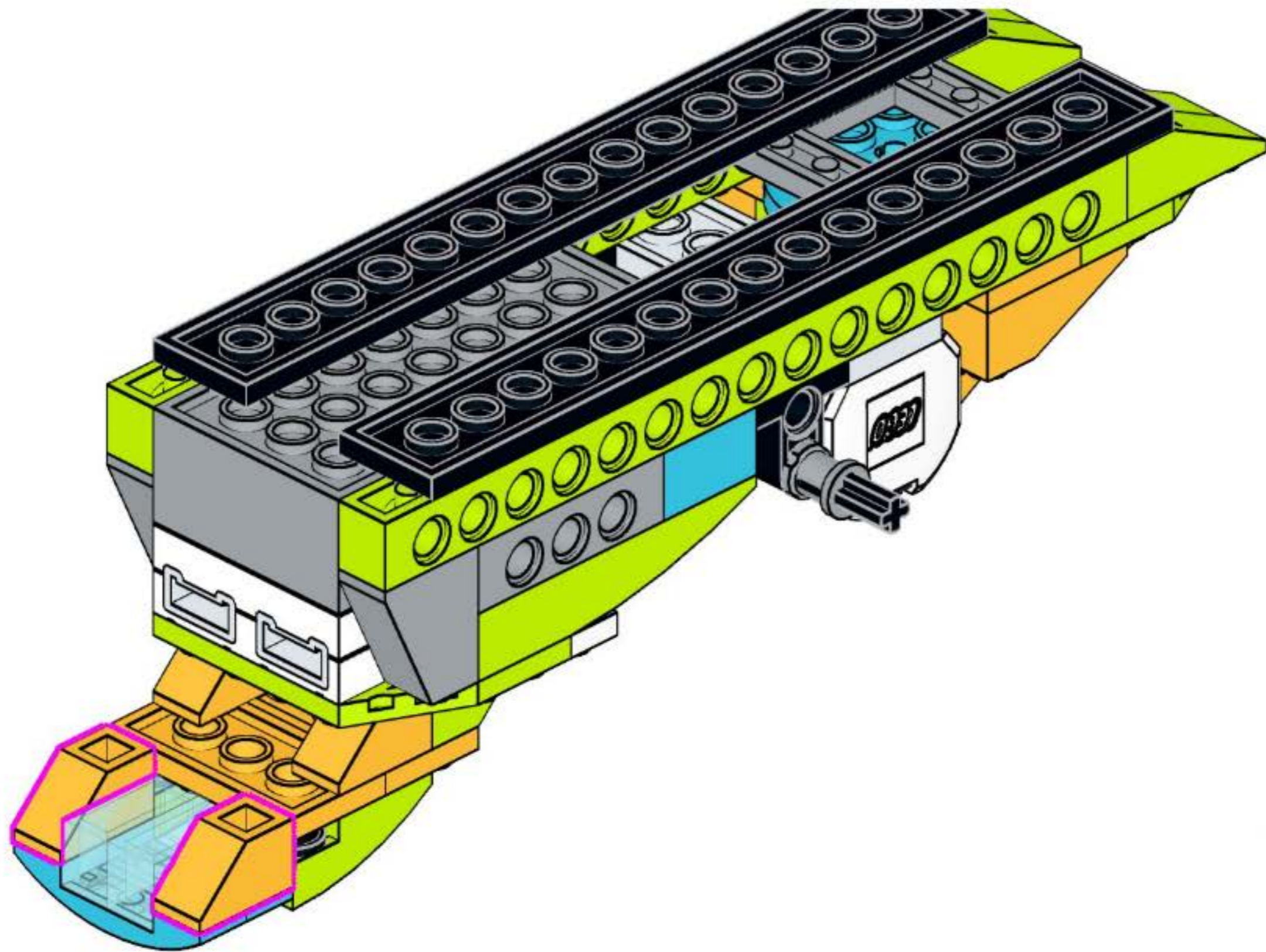


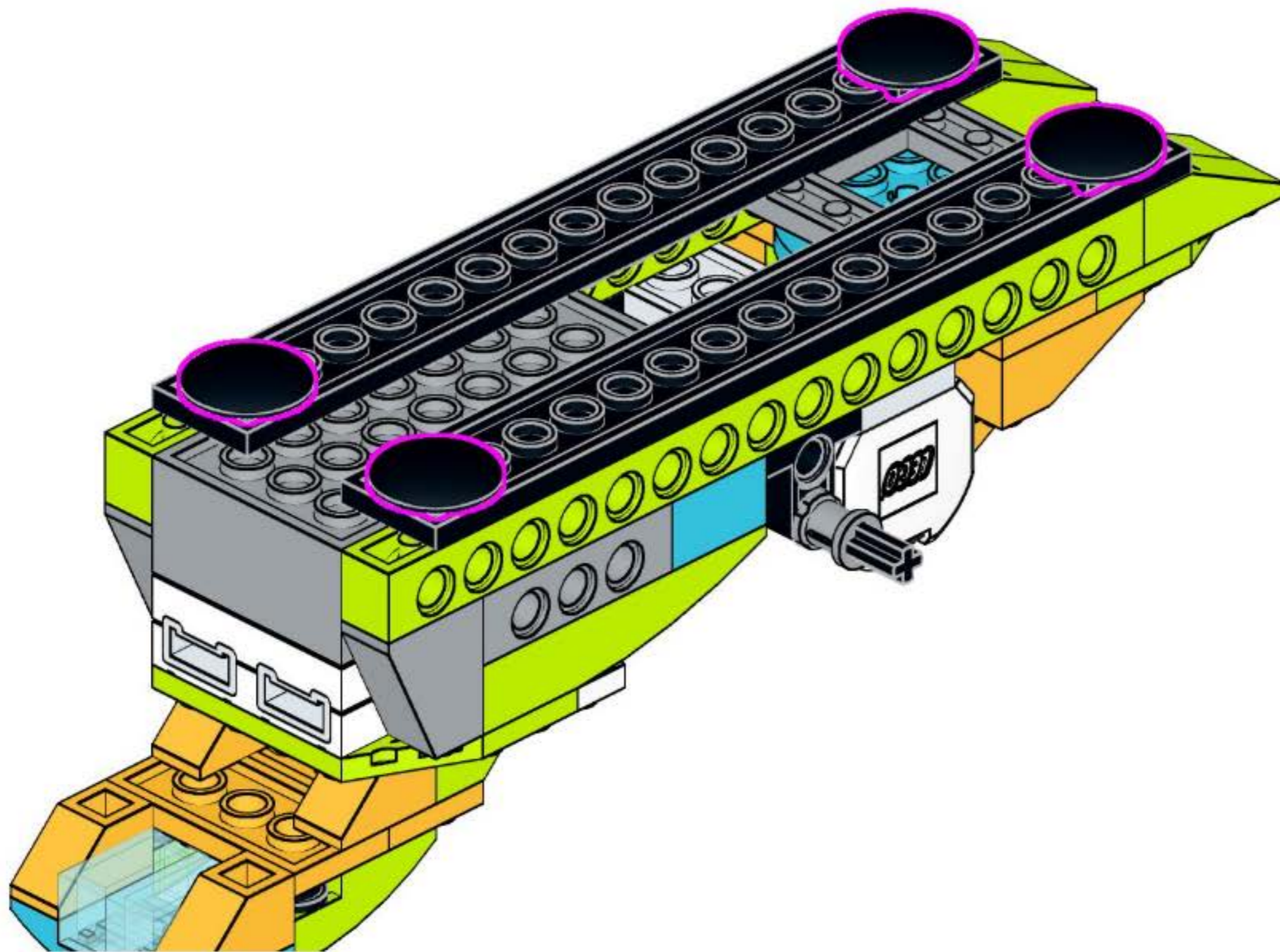
2x

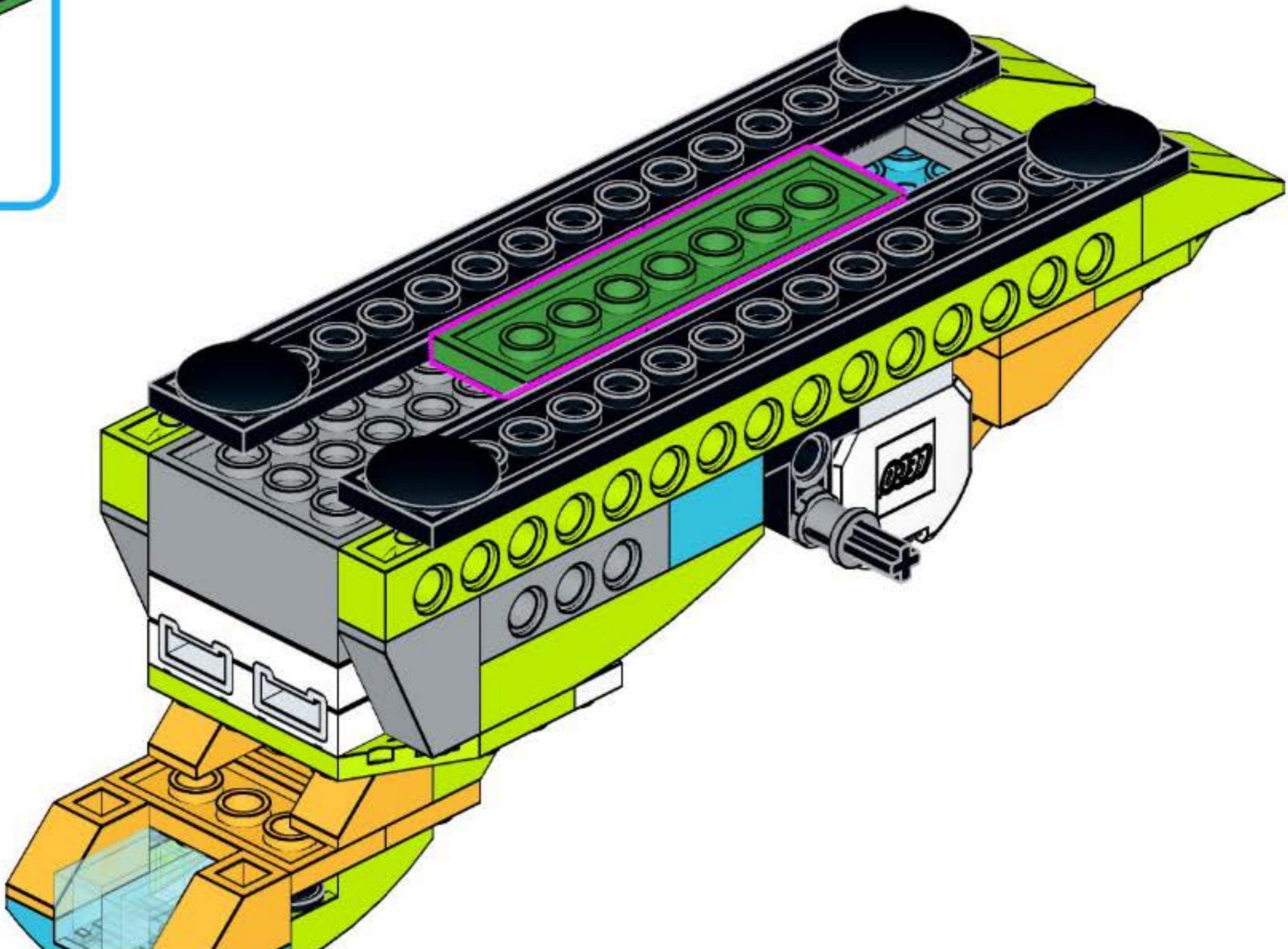
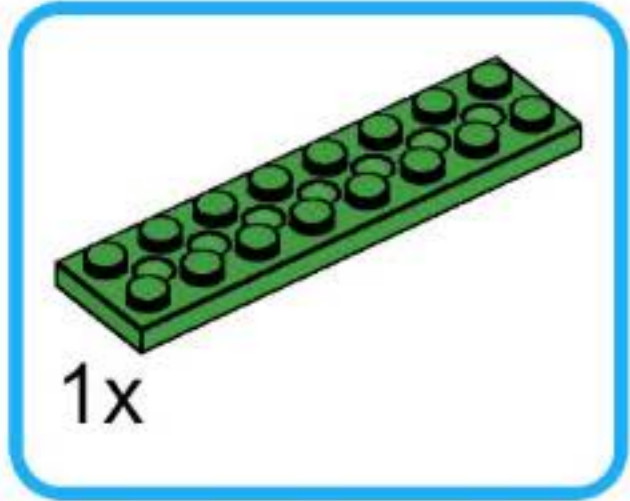


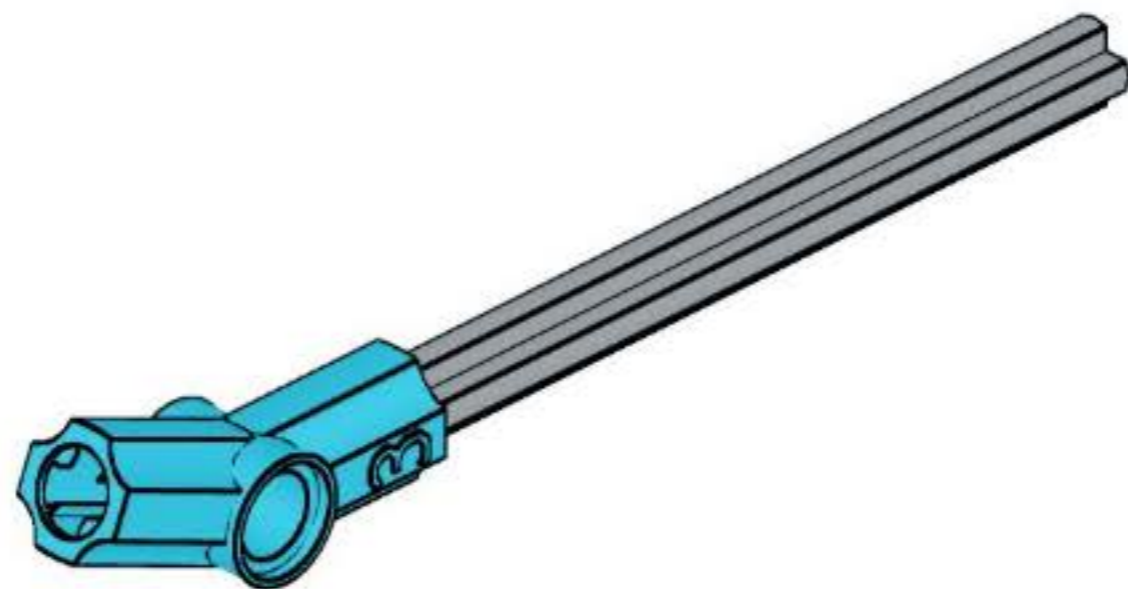
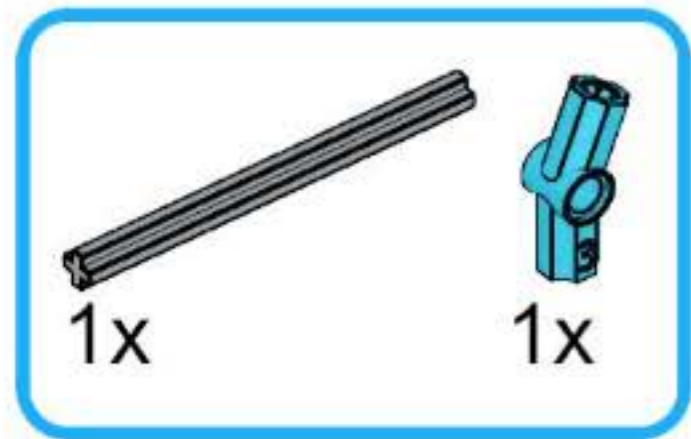
2x

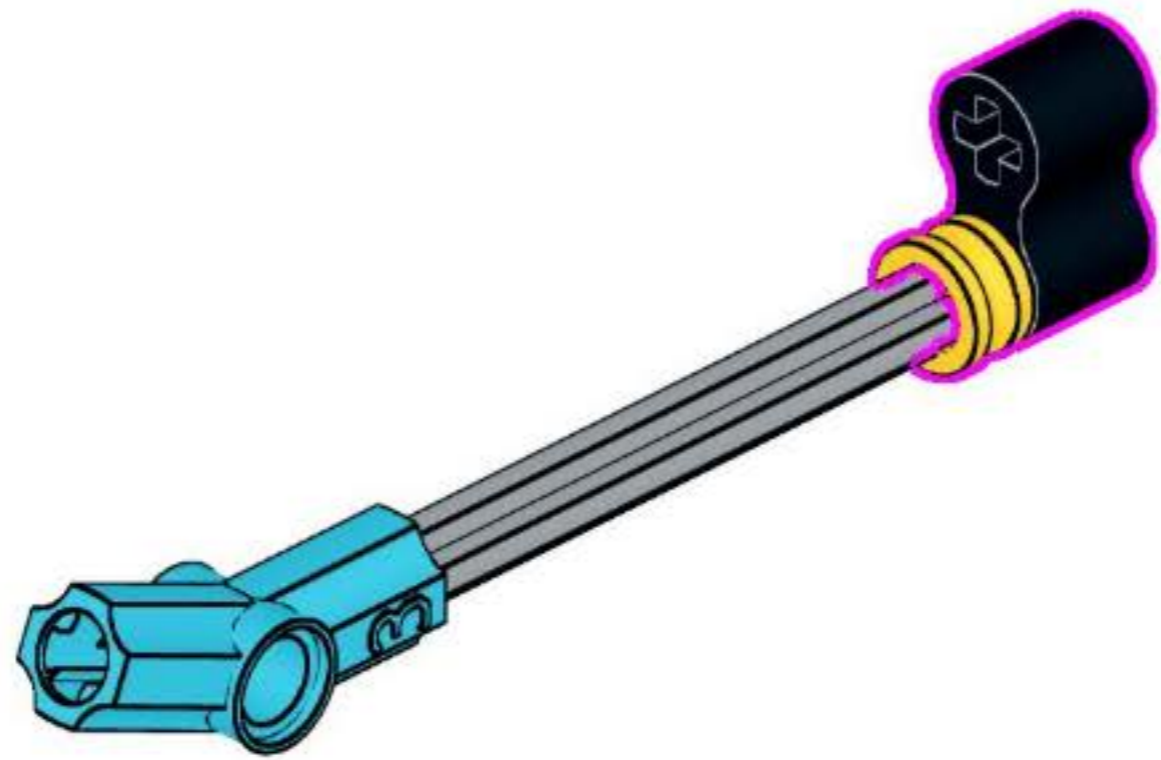


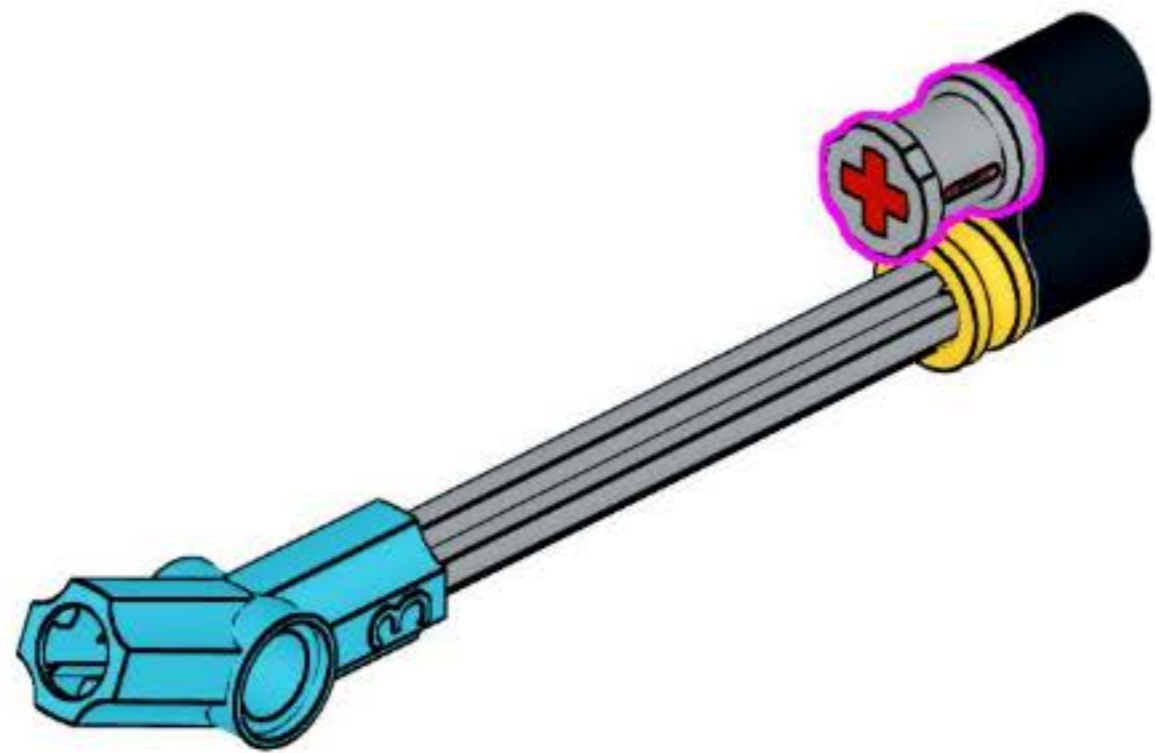
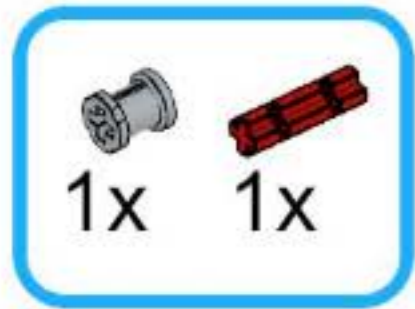


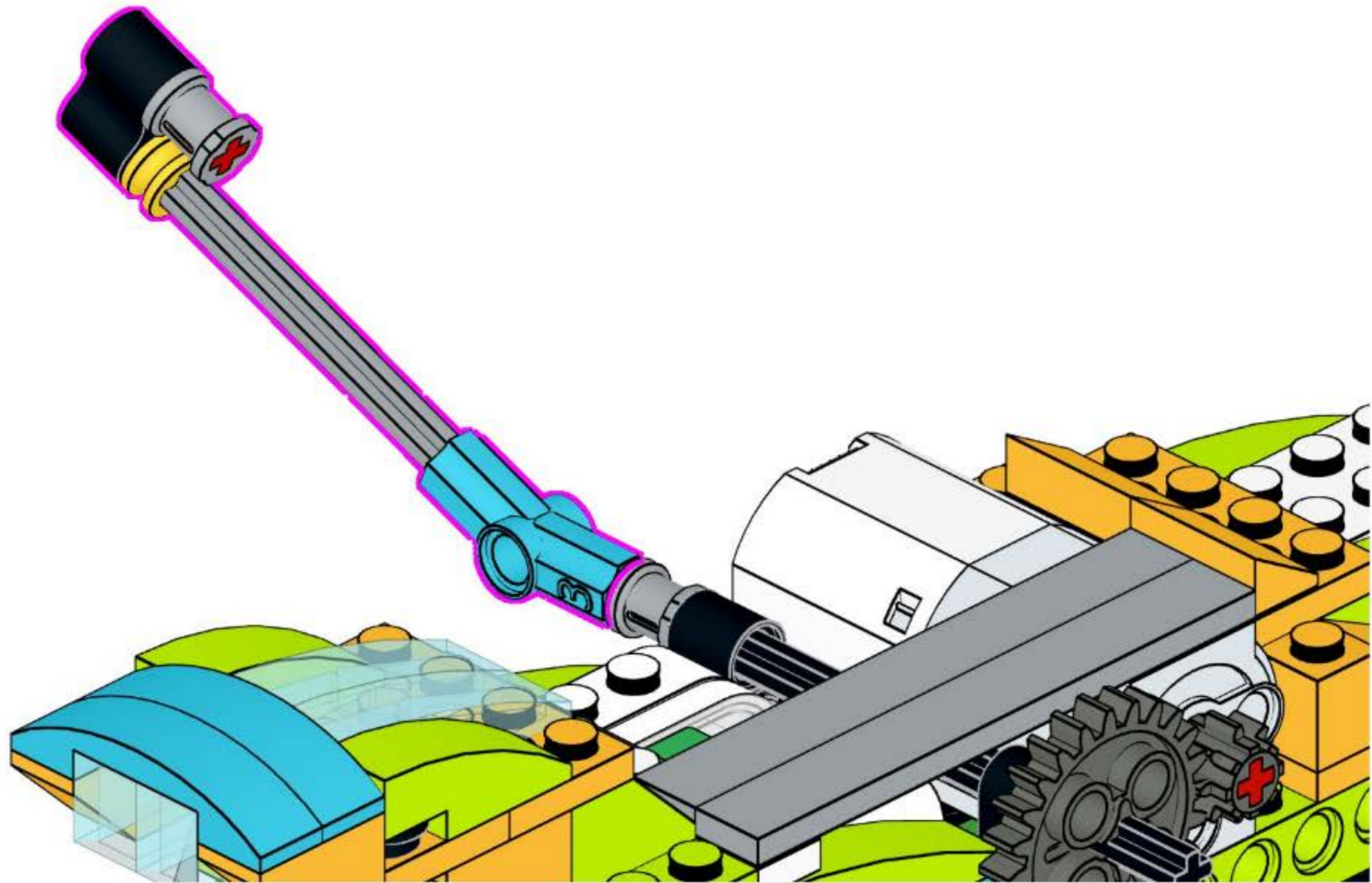


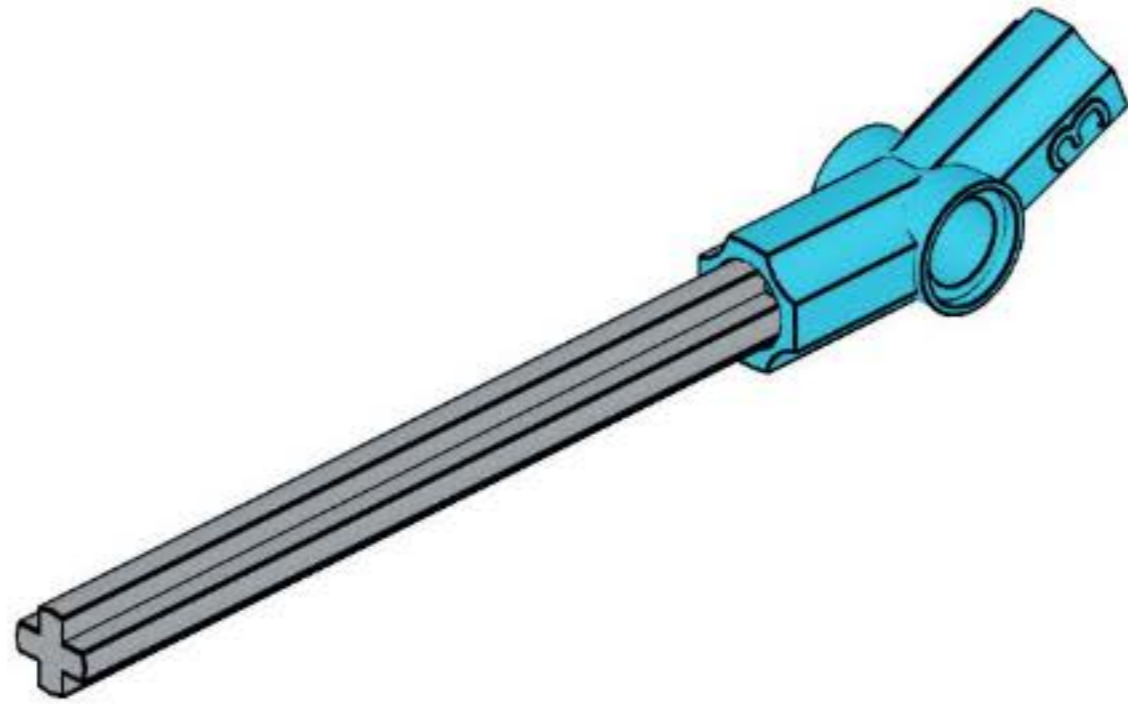
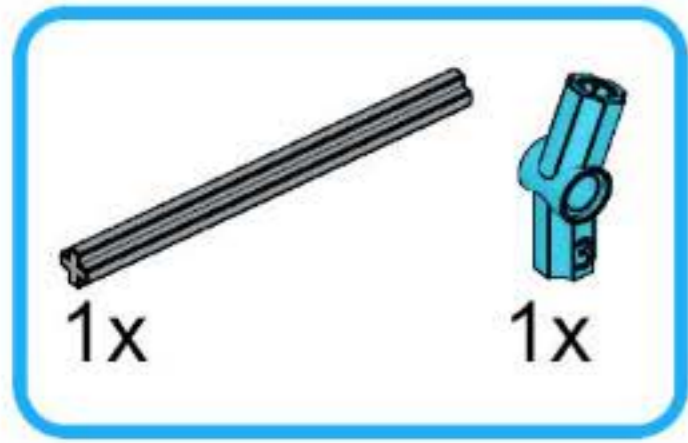


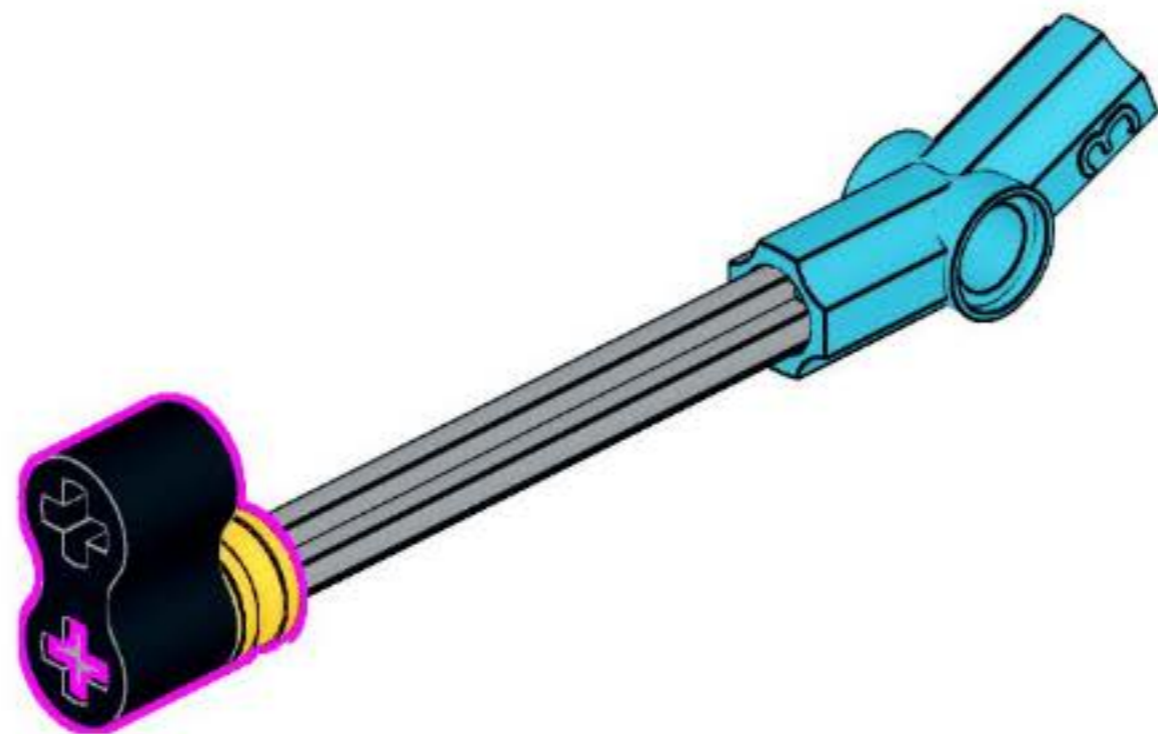


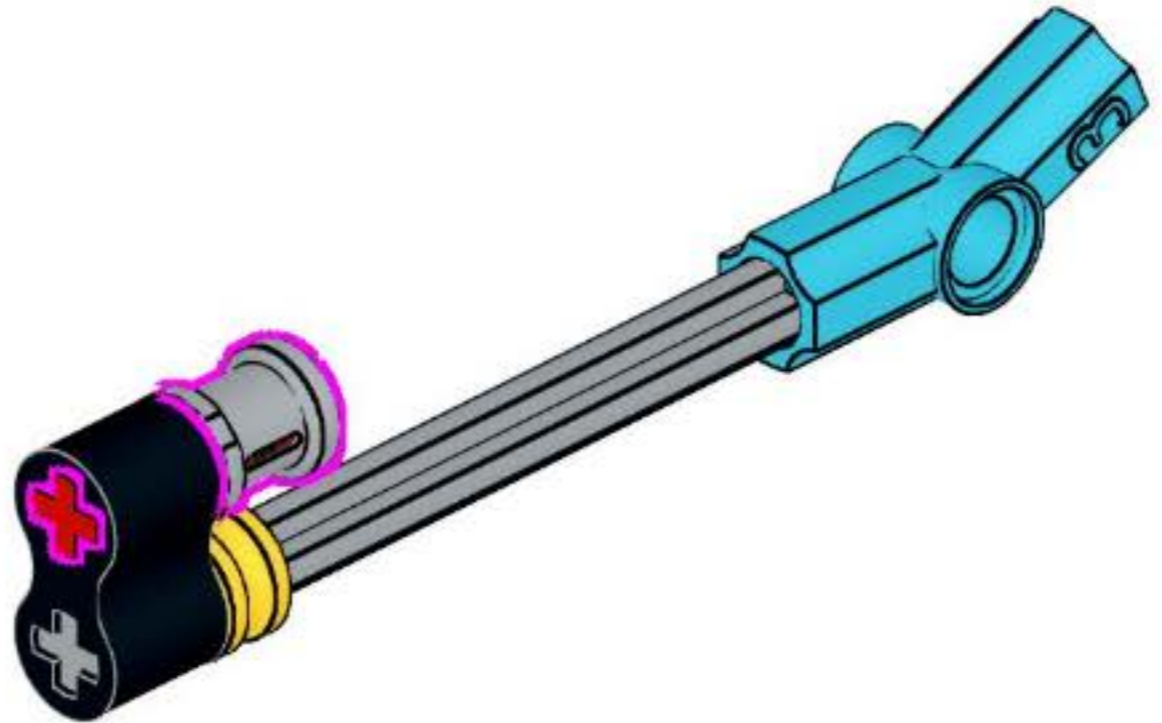
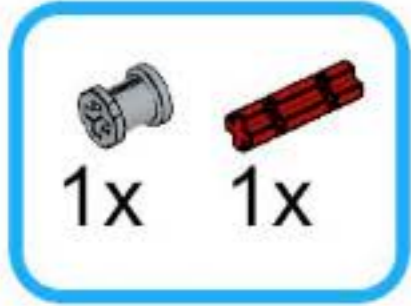


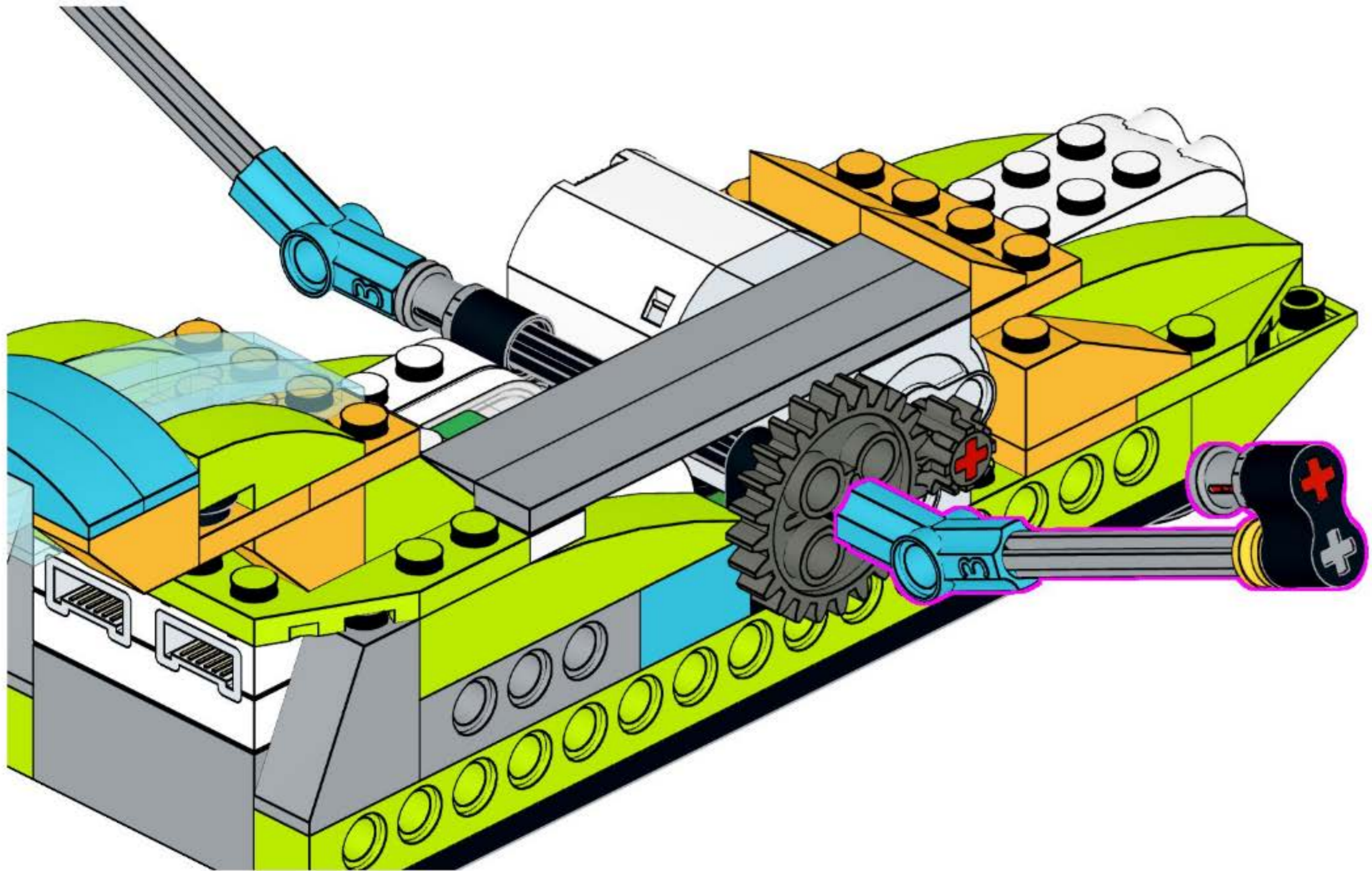


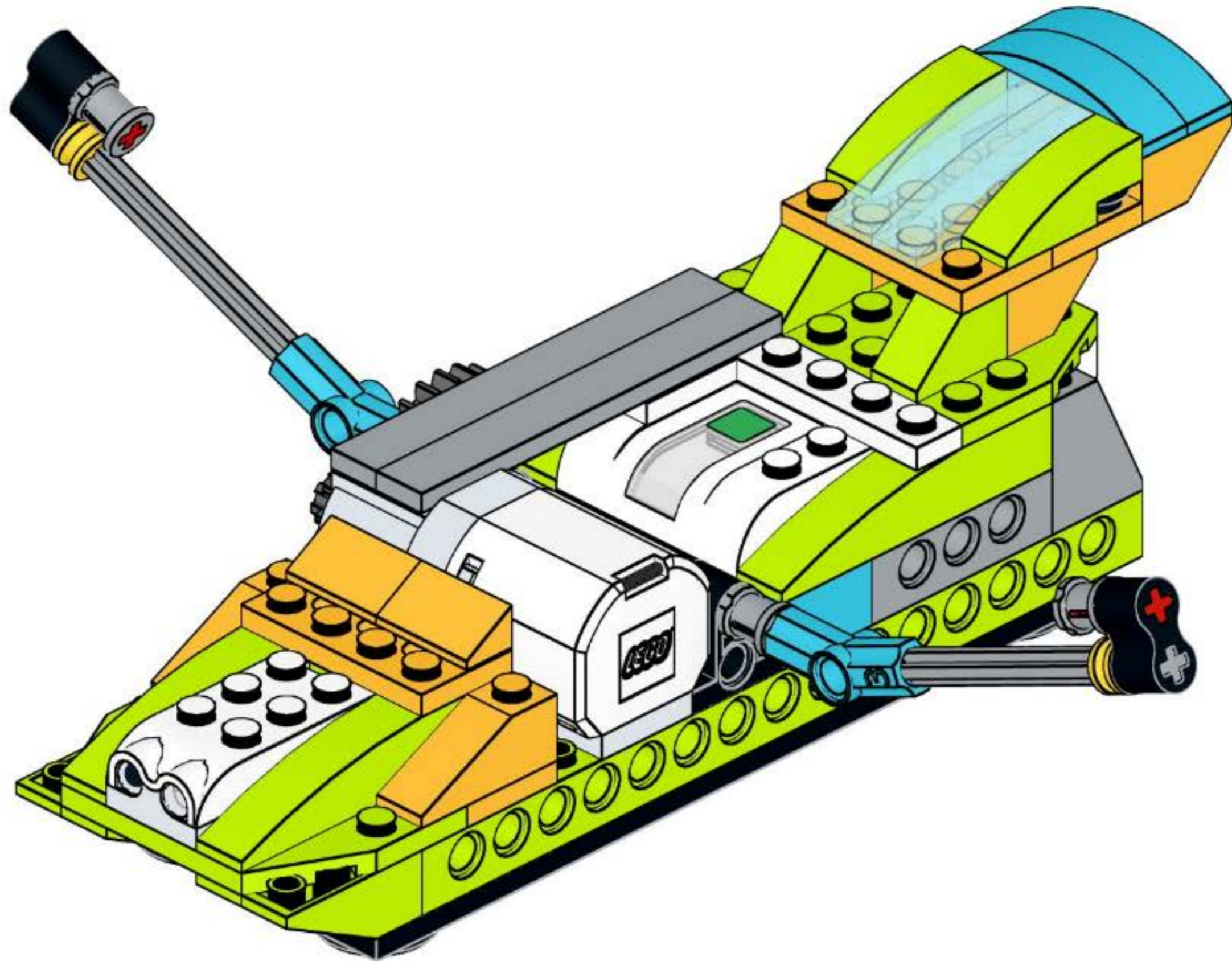






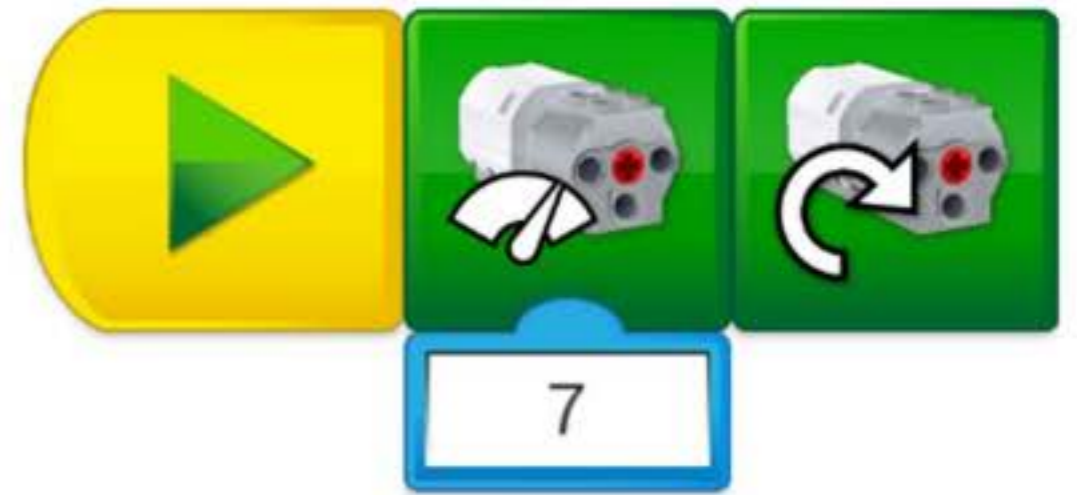






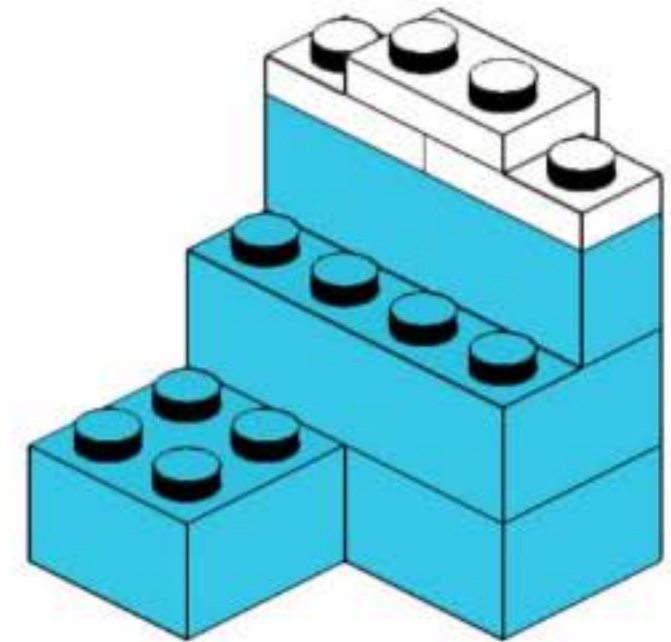
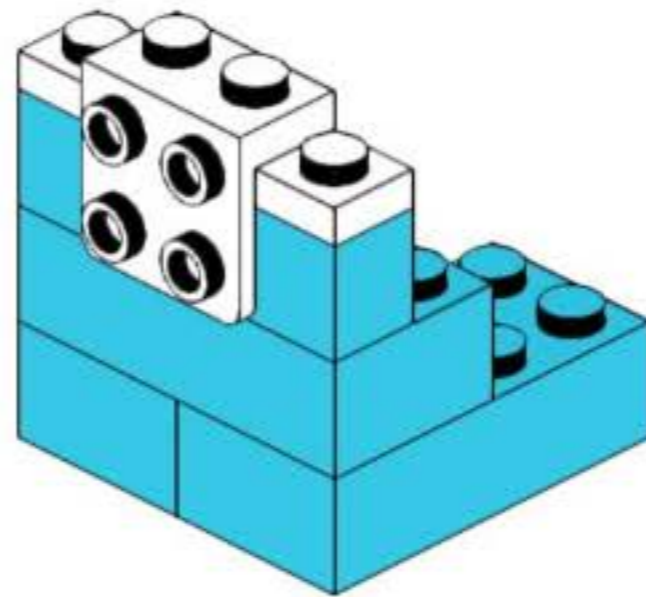
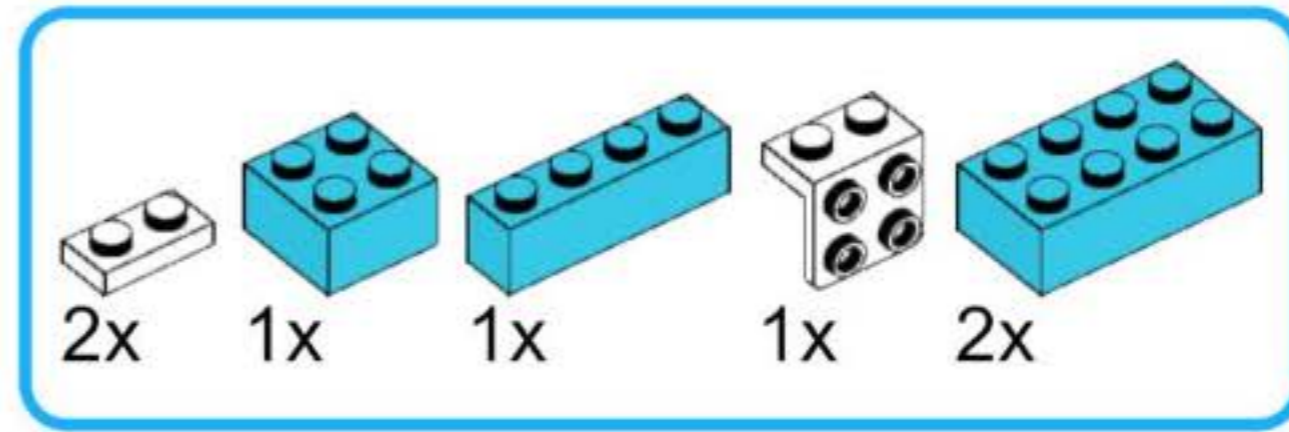
Task 1

Draw (color) a river on the paper. Put our punt on the river. Let's make a program that starts moving the punt at speed 7.



Task 2

Assemble
a wave from
the free parts
of the blocks
set.
For example,
this:



Task 3

Let's make a program that stops the boat if there is a wave ahead.



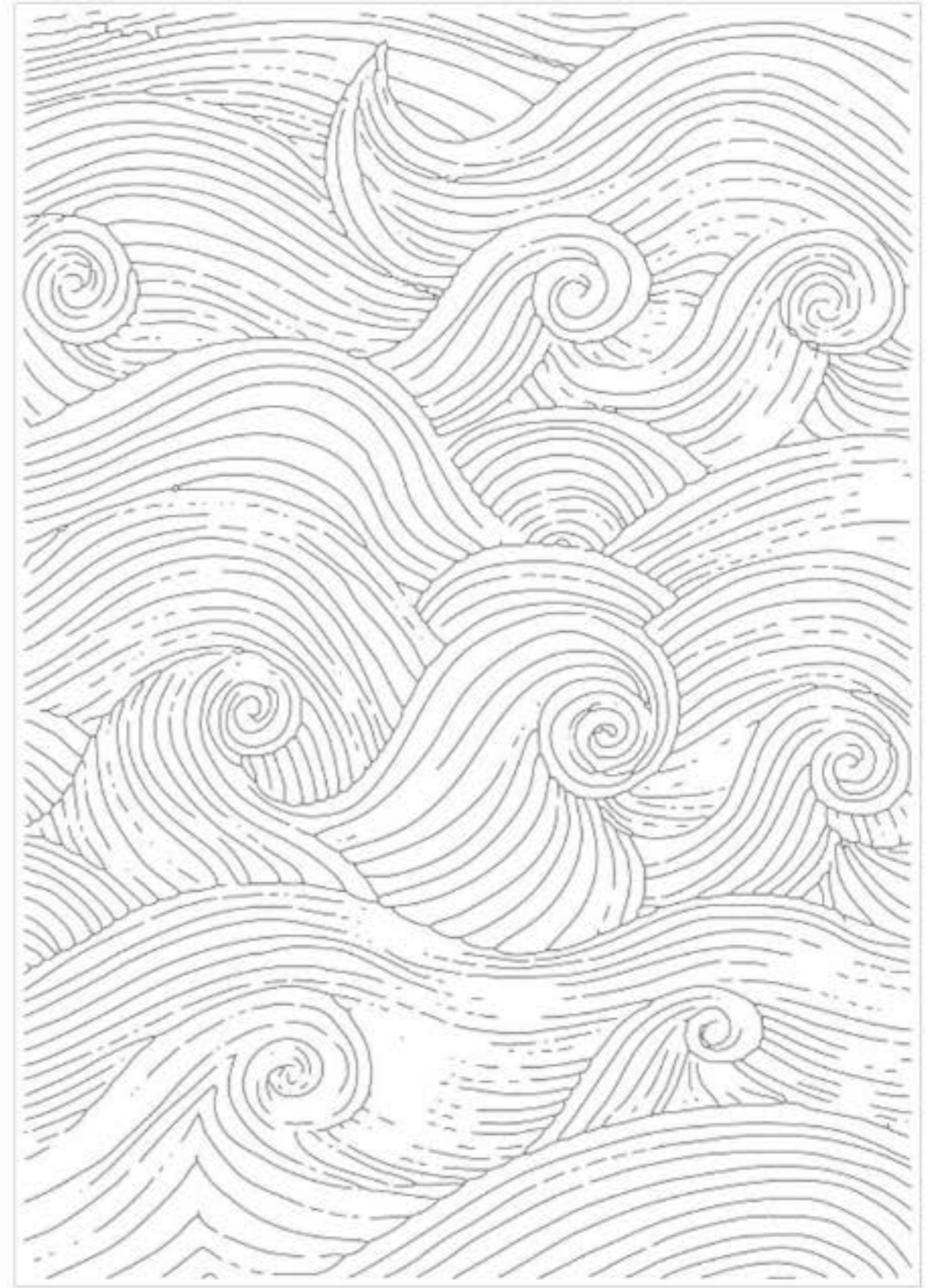
Task 4

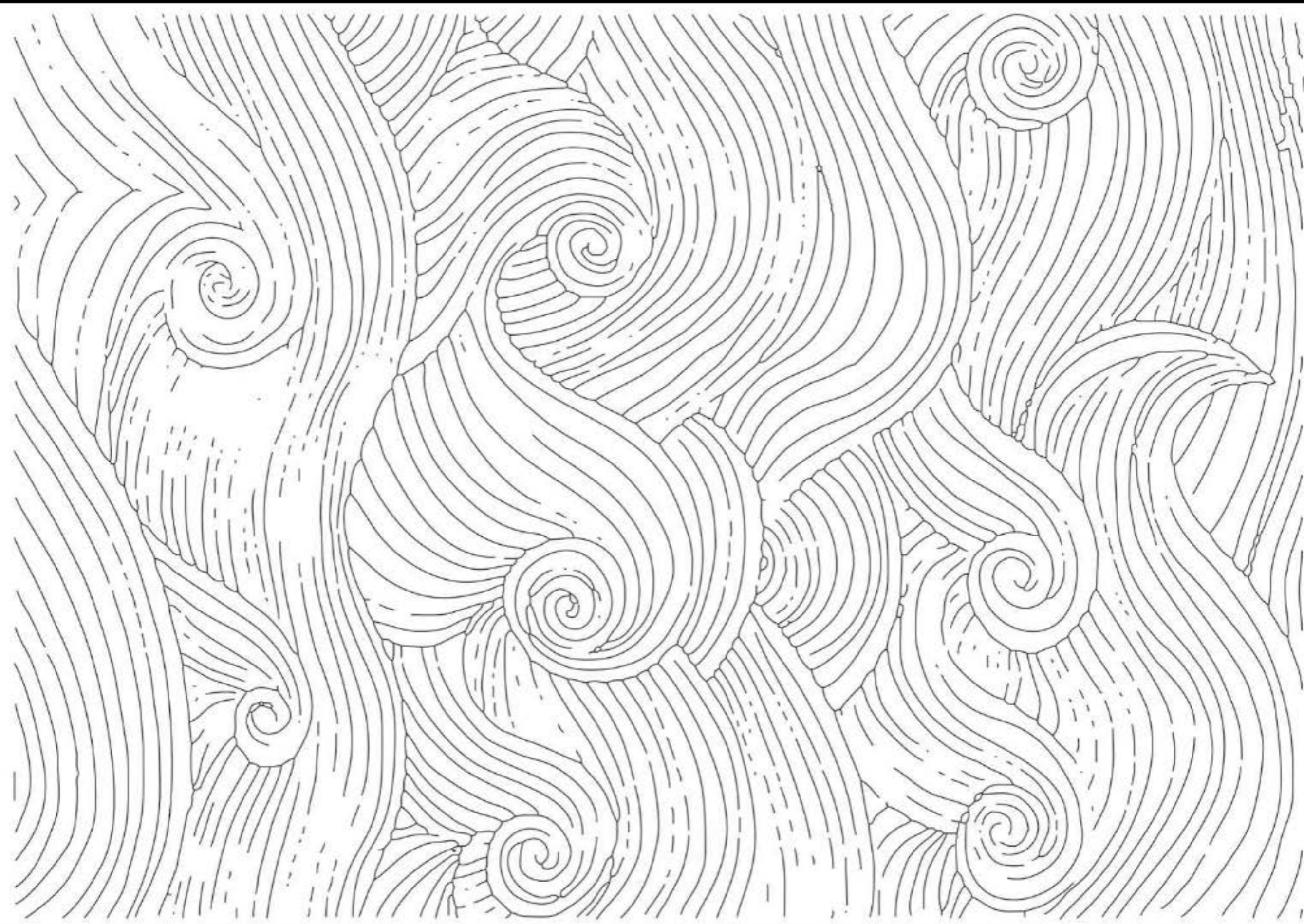
Let's make a program that stops the boat if there is a wave ahead and moves forward again when the wave has disappeared.



Materials for the lesson

Coloring book «Waves»



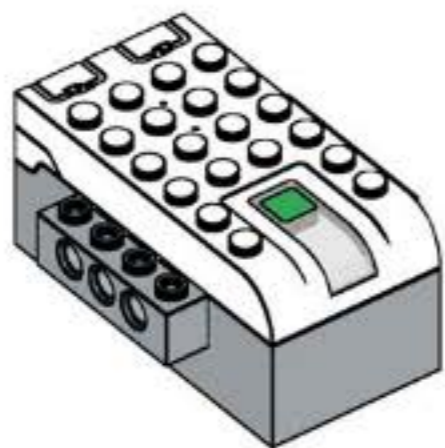




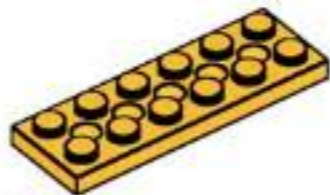
2x



1x



1x



2x



2x



2x



2x



2x



1x



1x



3x



1x

1x



4x



4x



2x



2x



1x

2x



4x



2x



2x



2x



2x



4x



4x



2x



1x



1x



1x



4x



4x



2x



1x