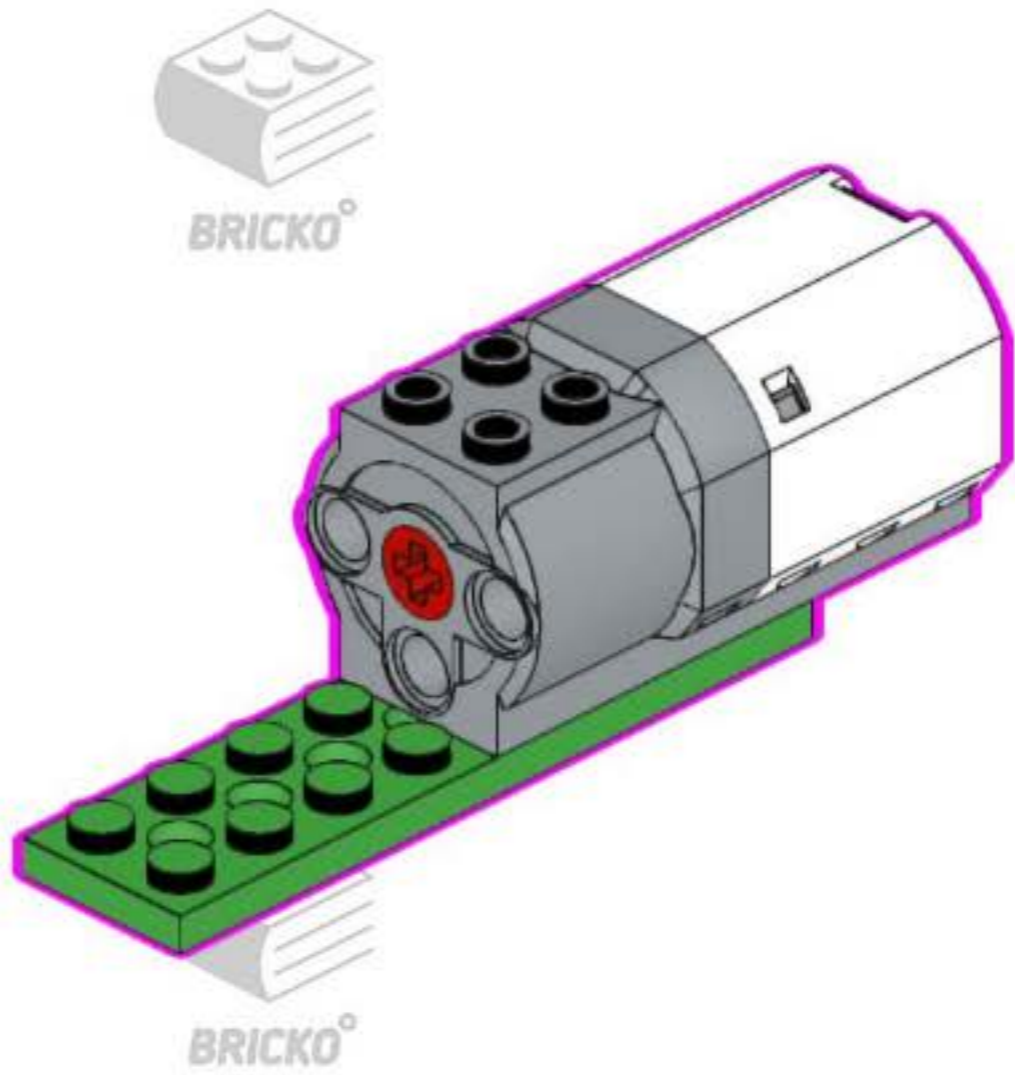
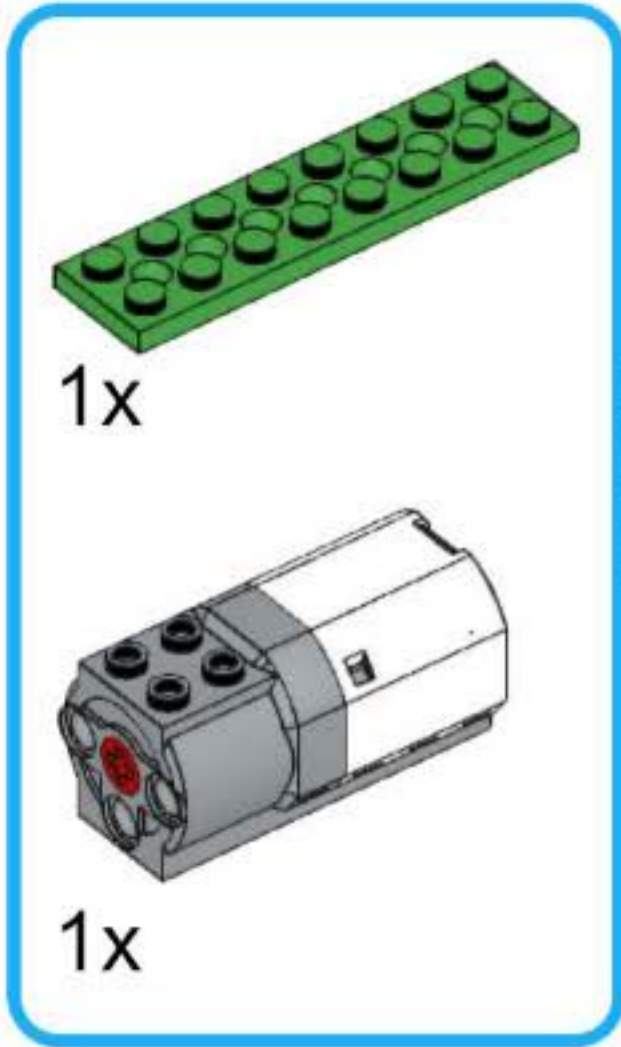


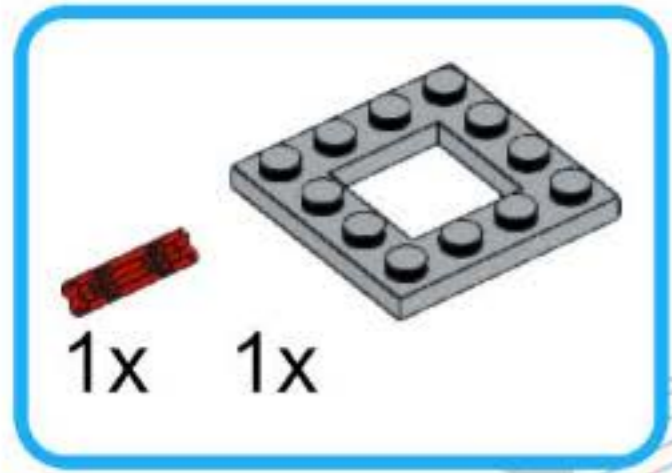
mech walker robot
unofficial building instruction



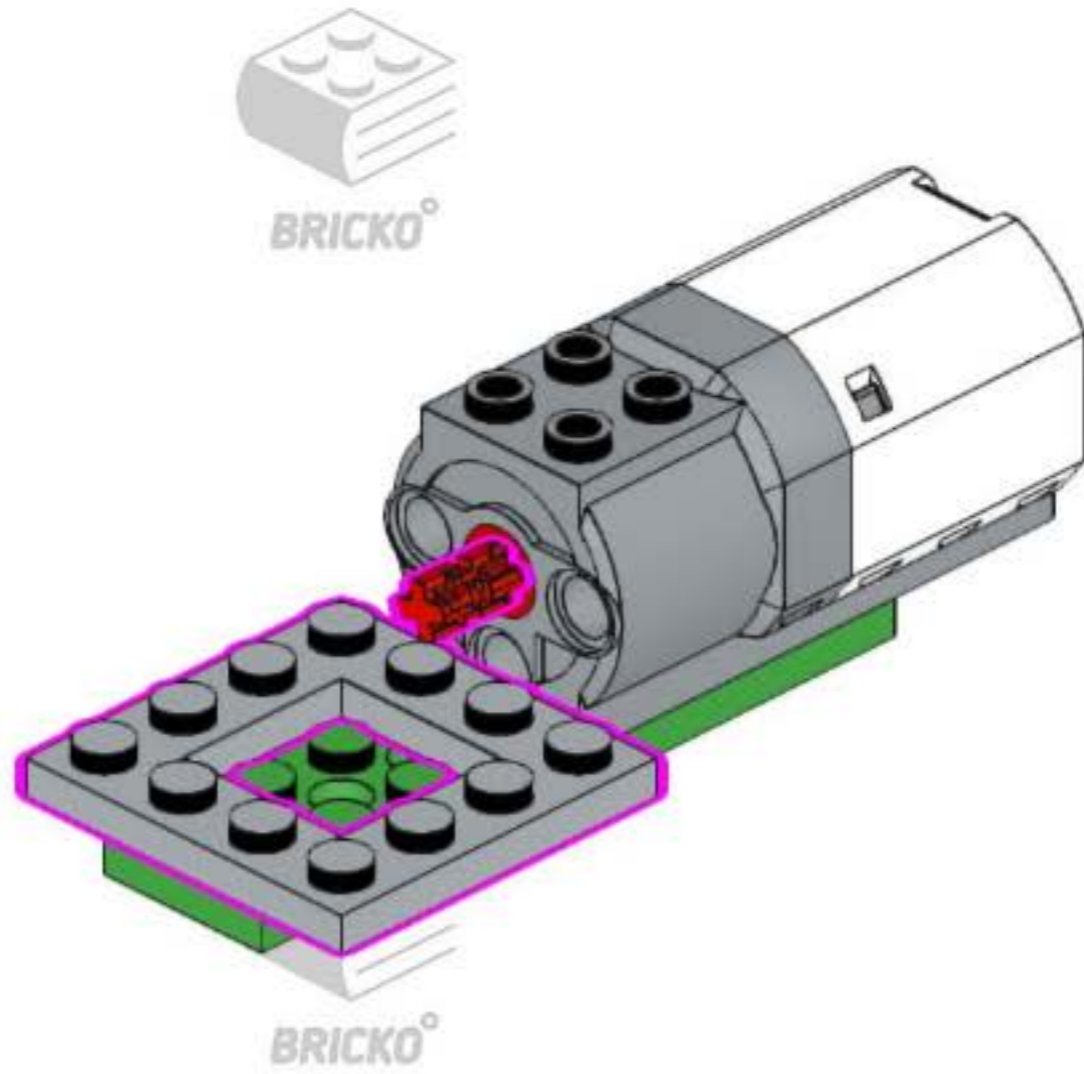
Mech Walker

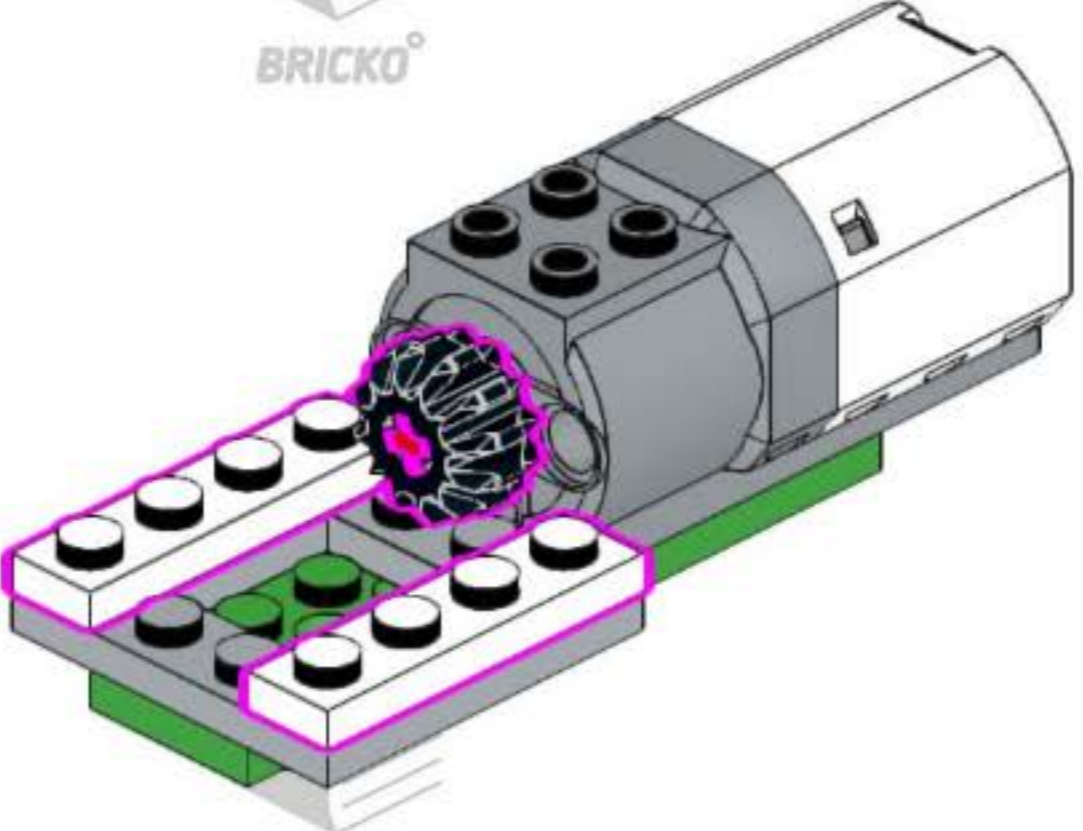
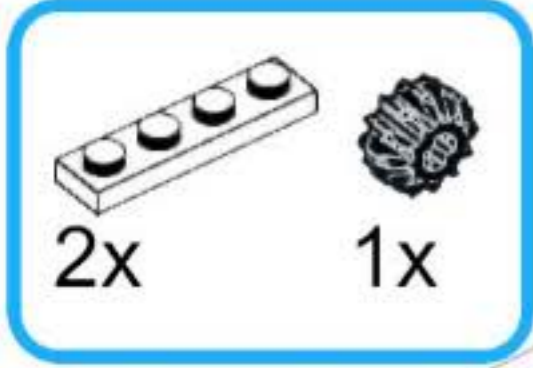
for Lego® WeDo 2.0
45300

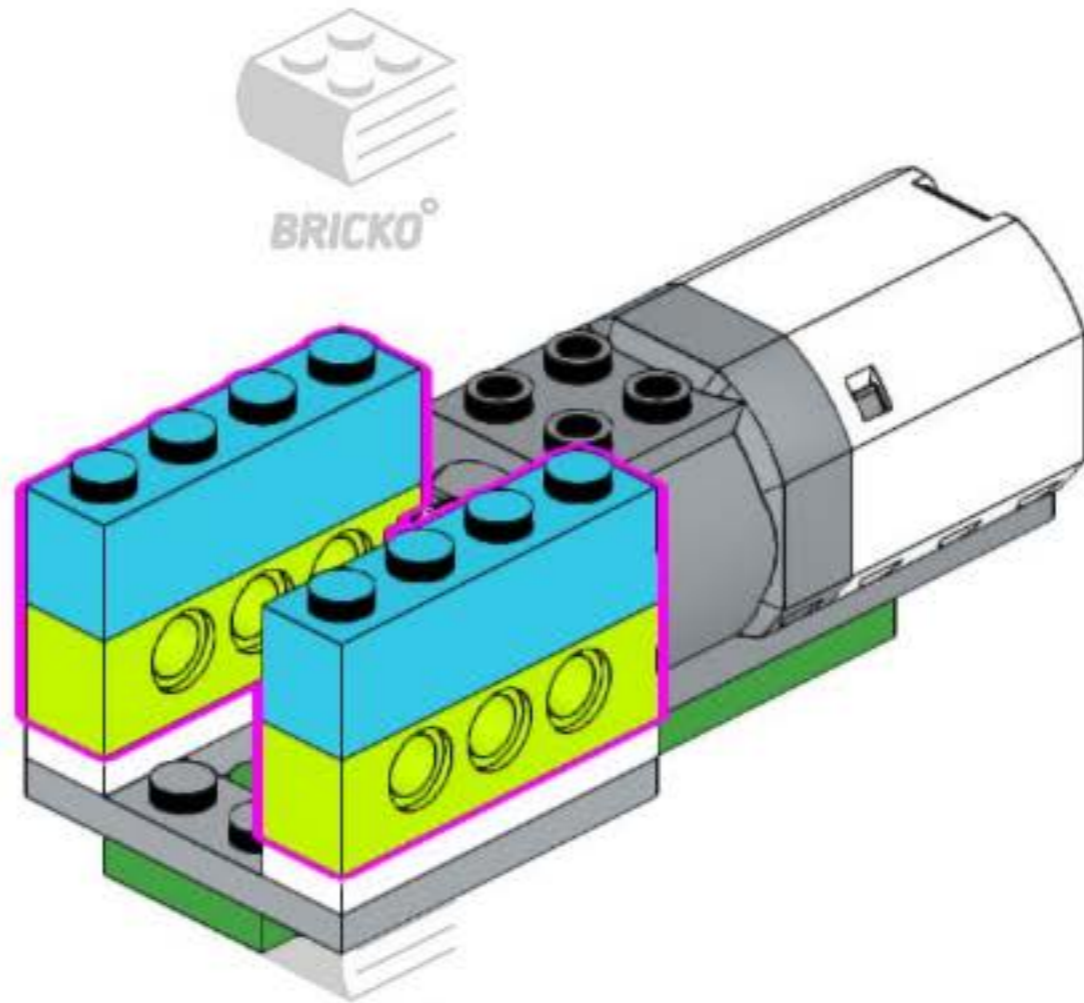
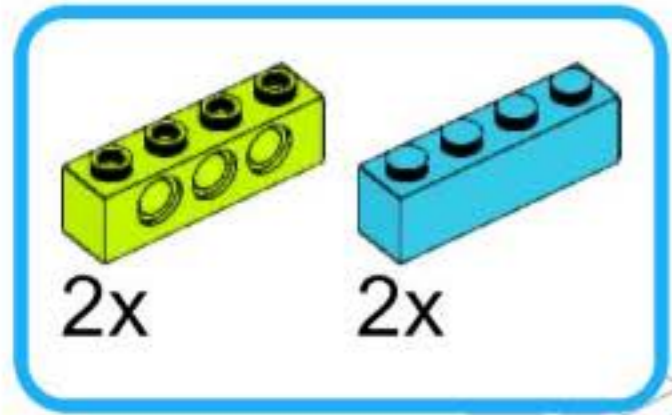


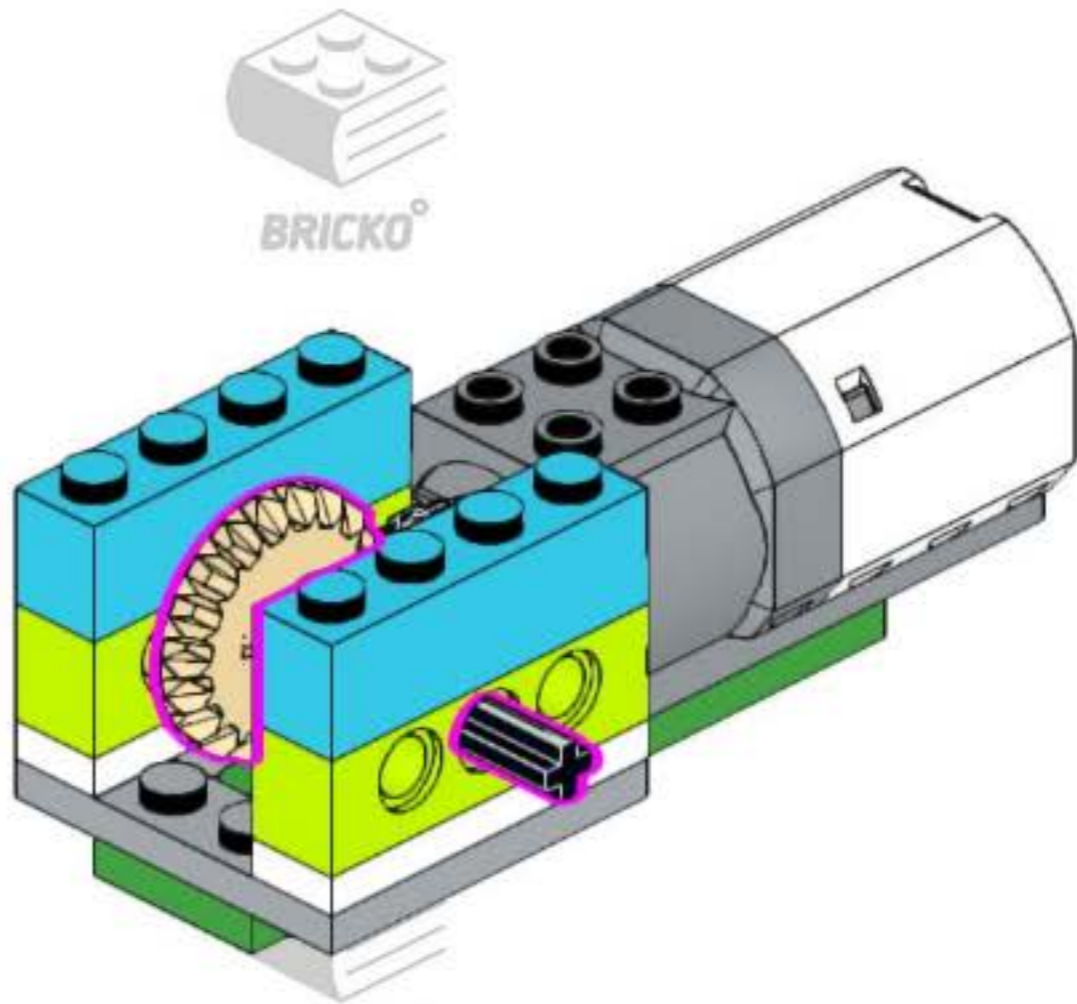
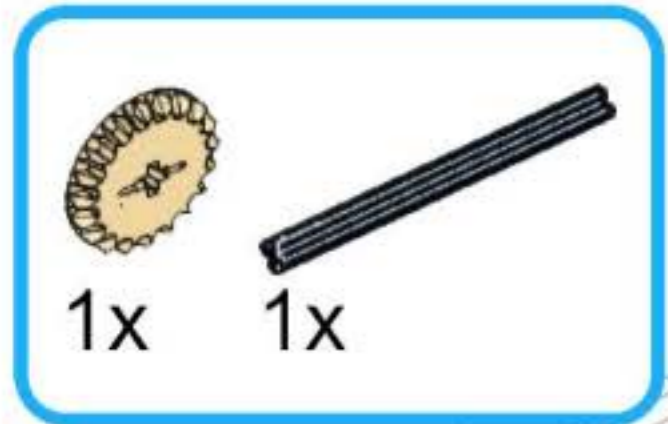


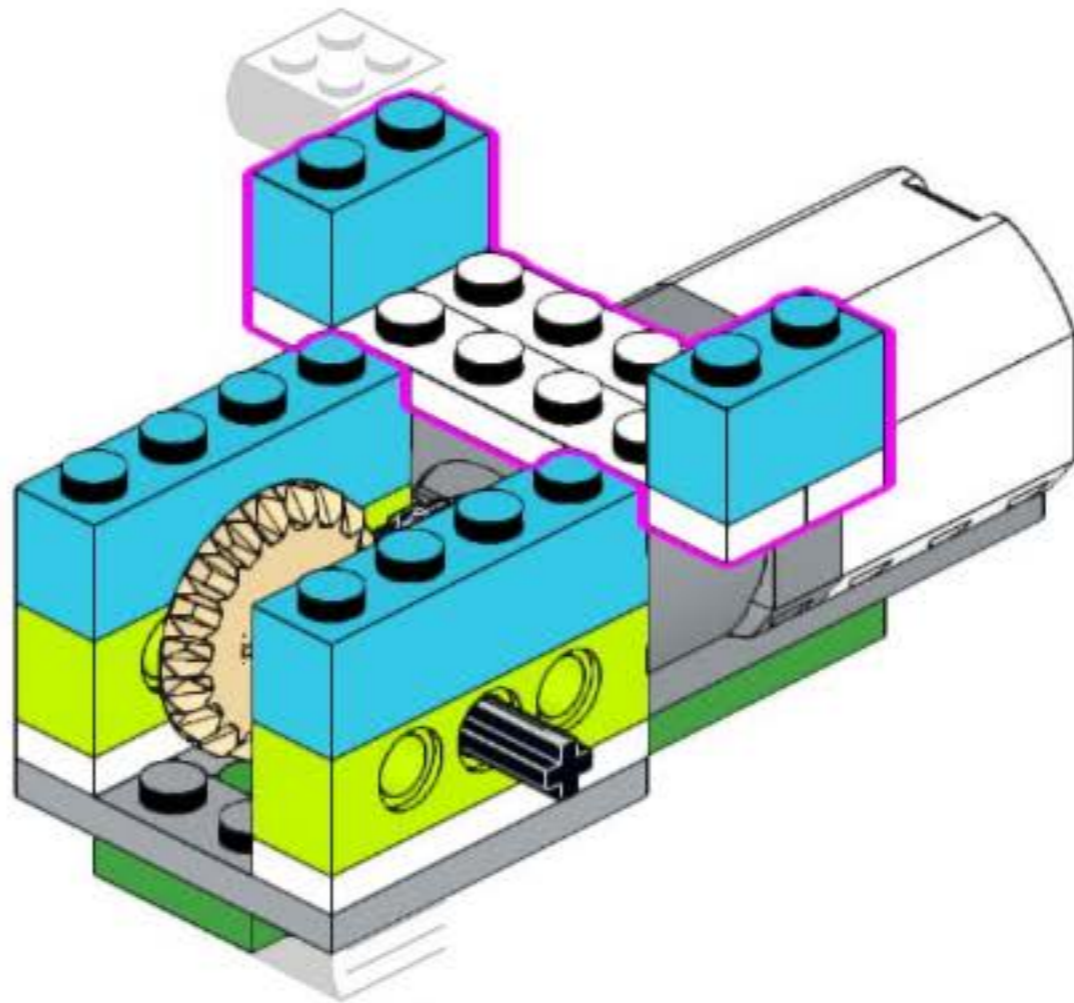
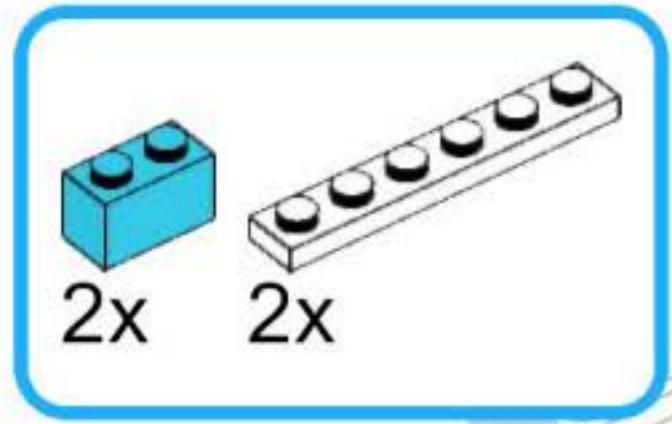
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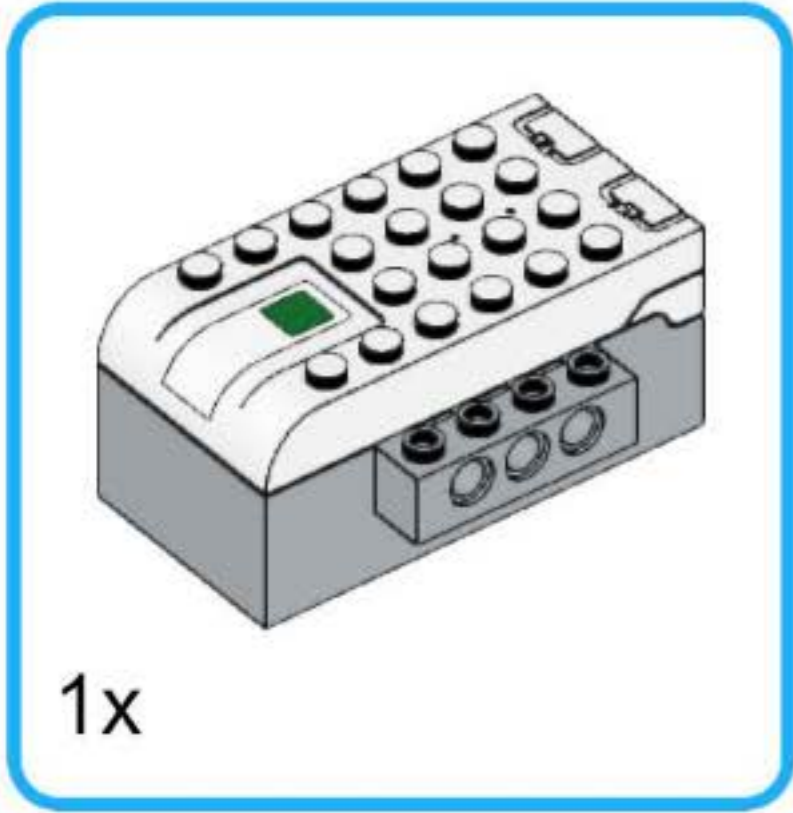




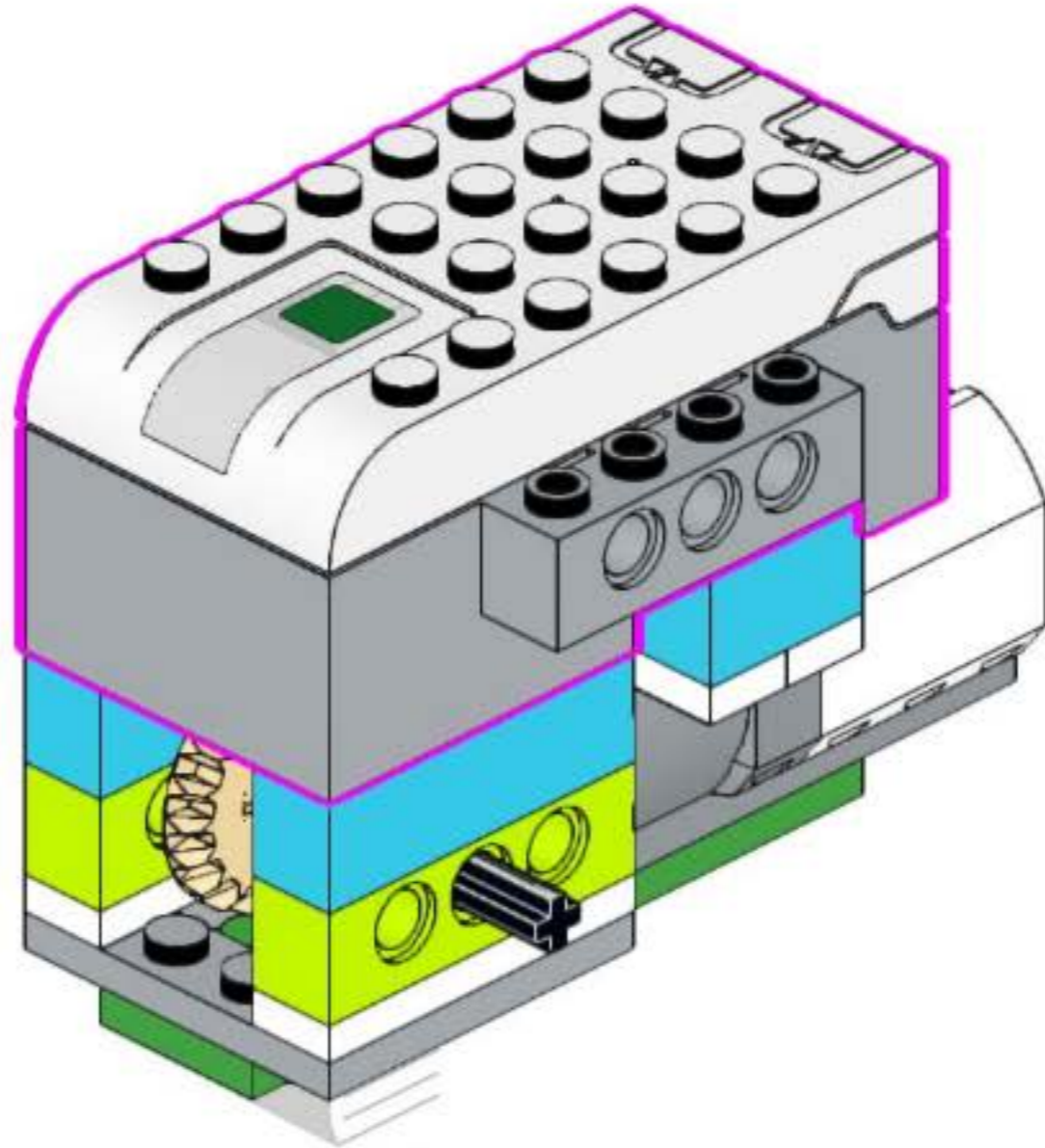






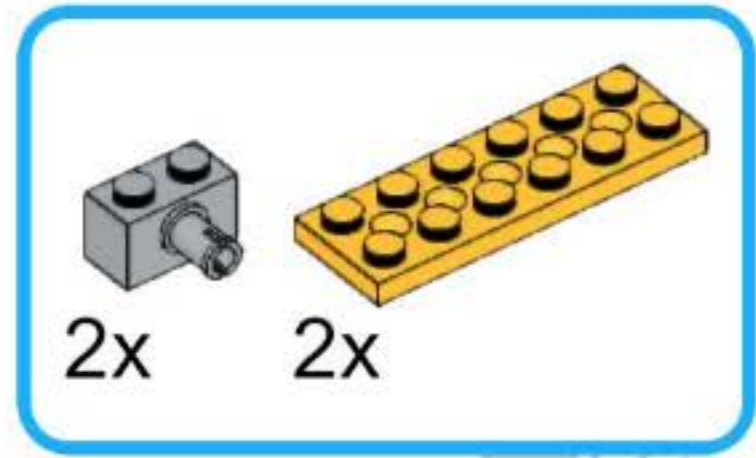


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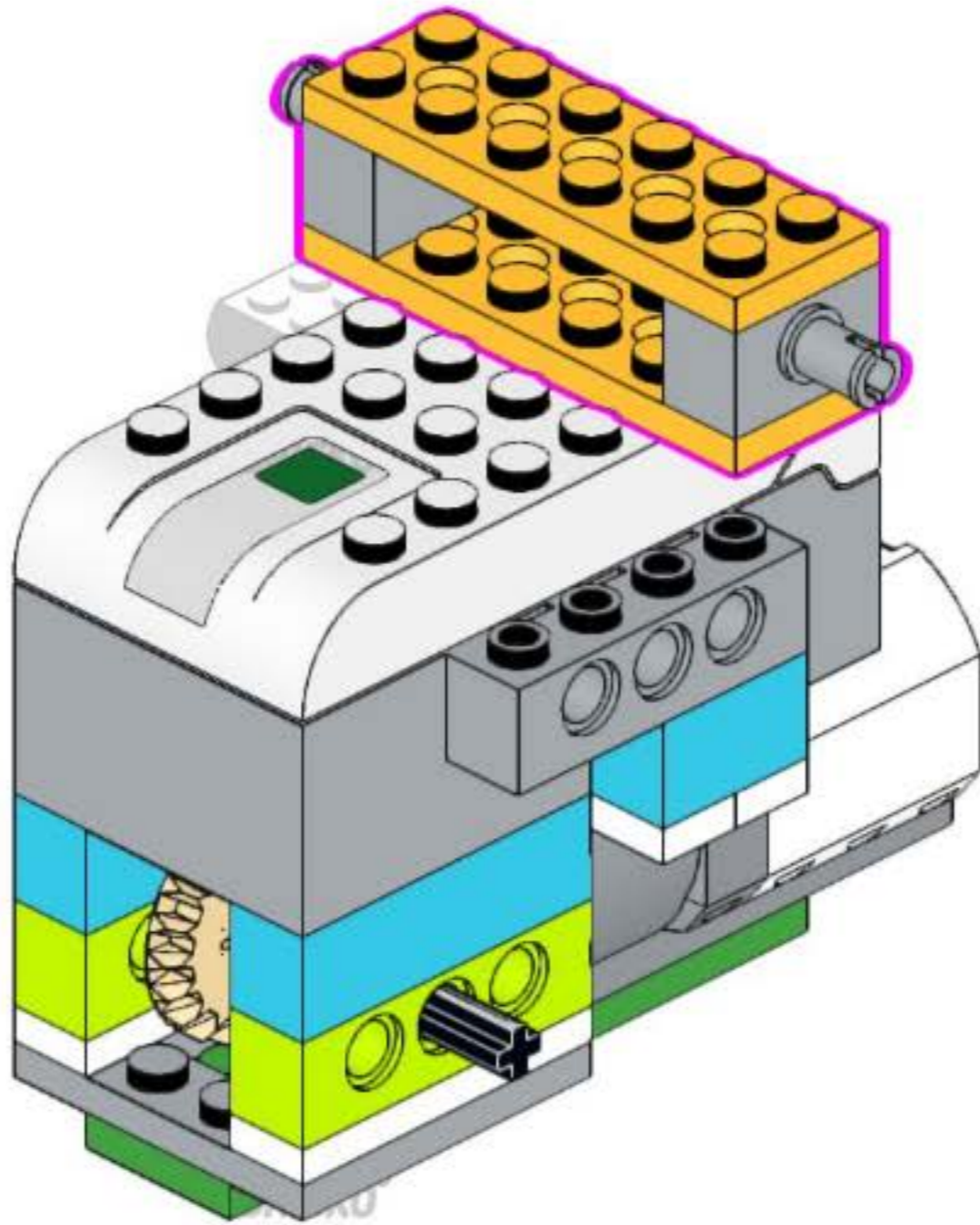




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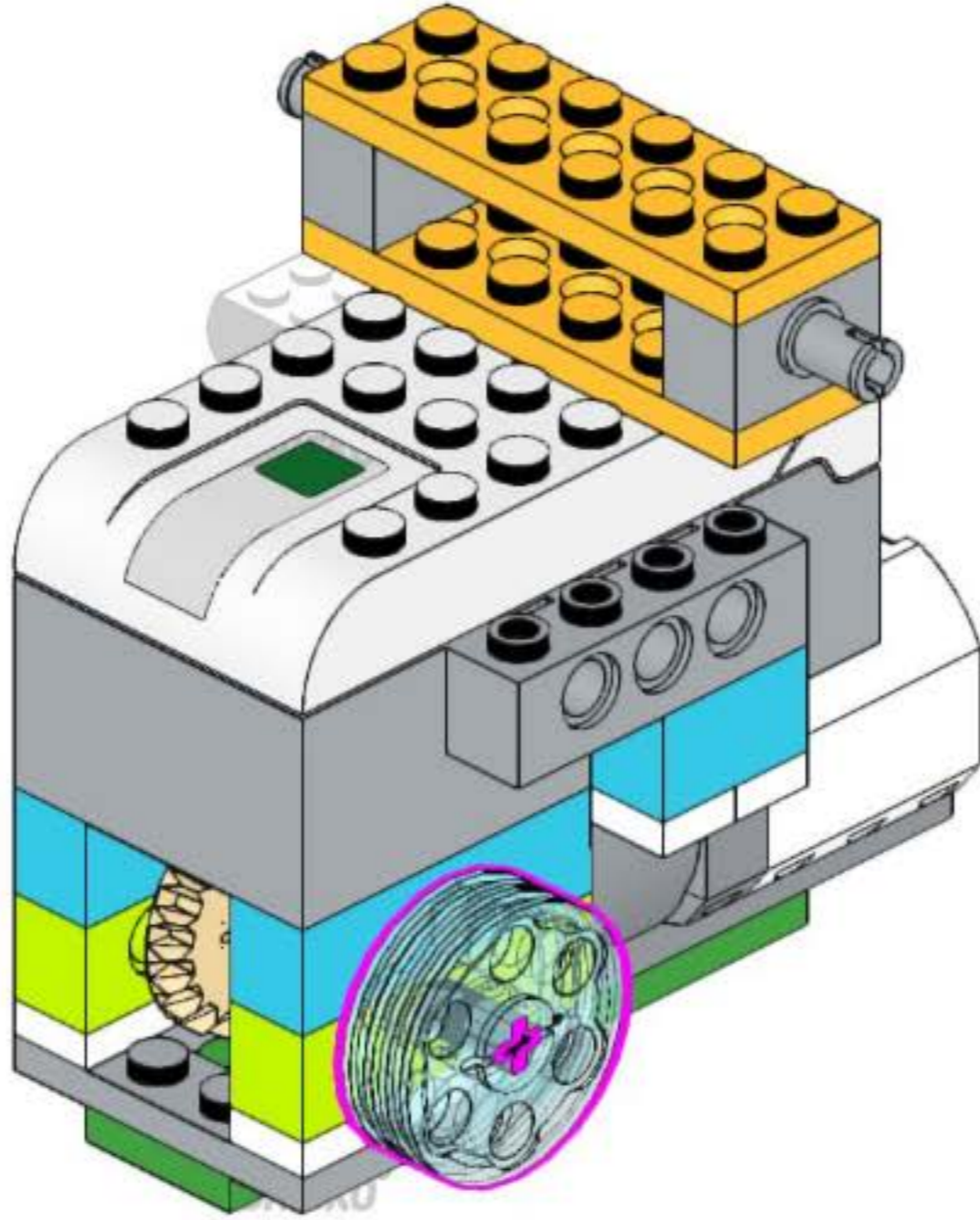
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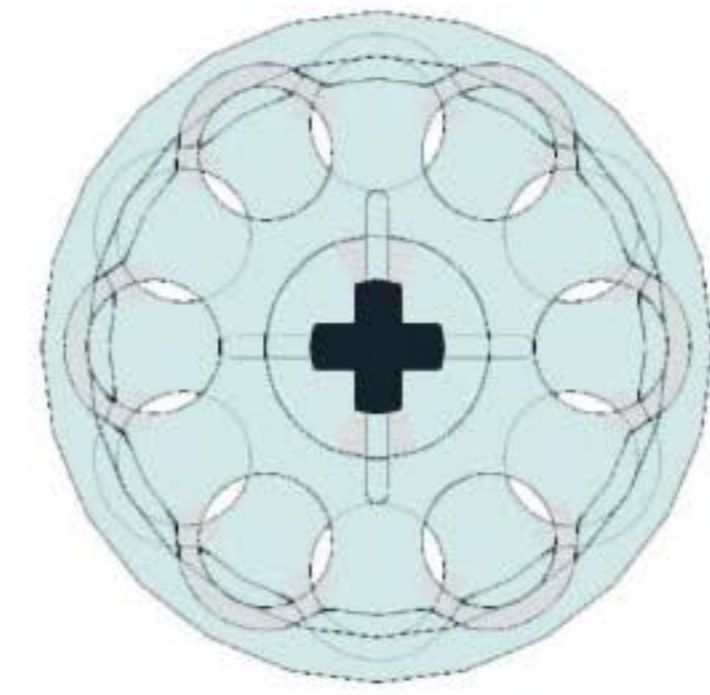
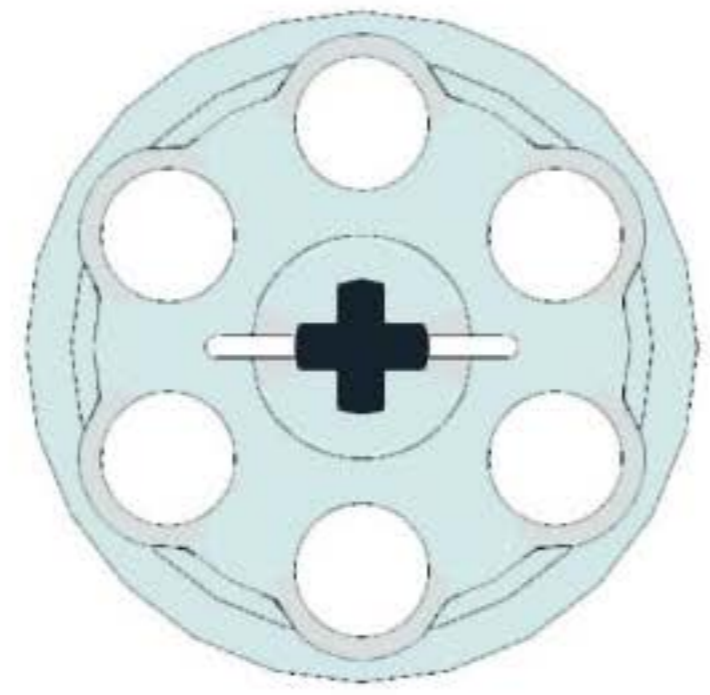


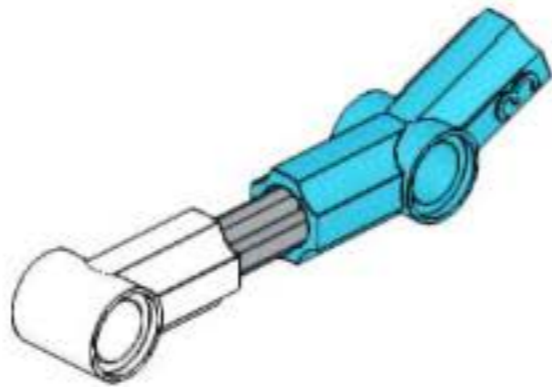
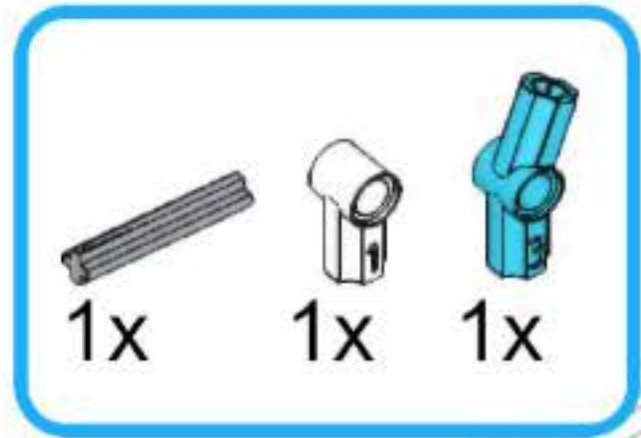
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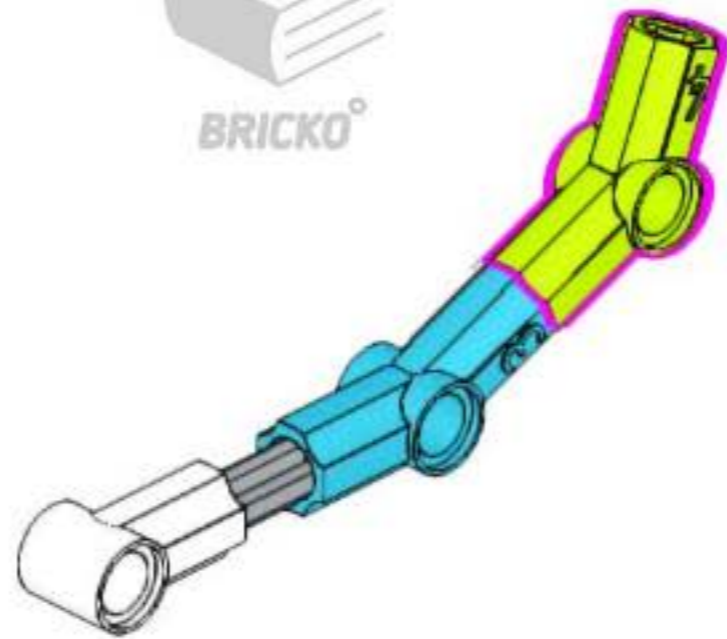
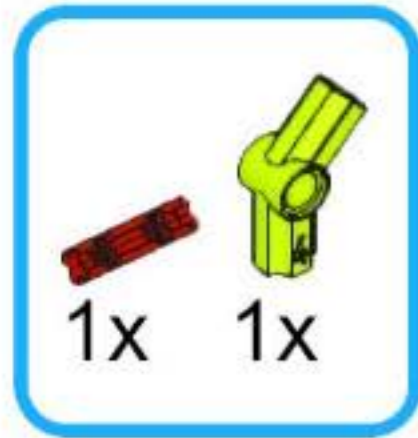


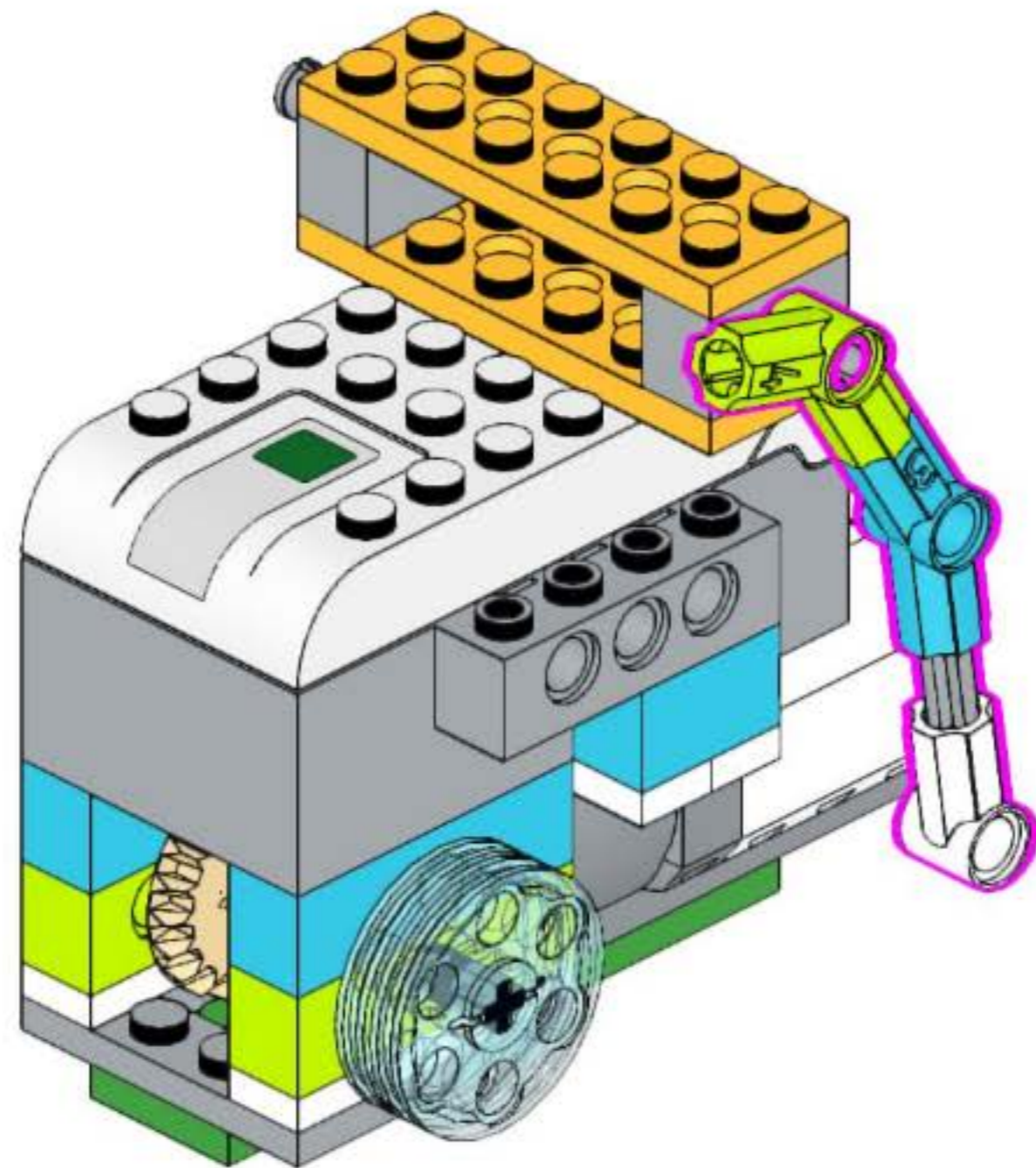
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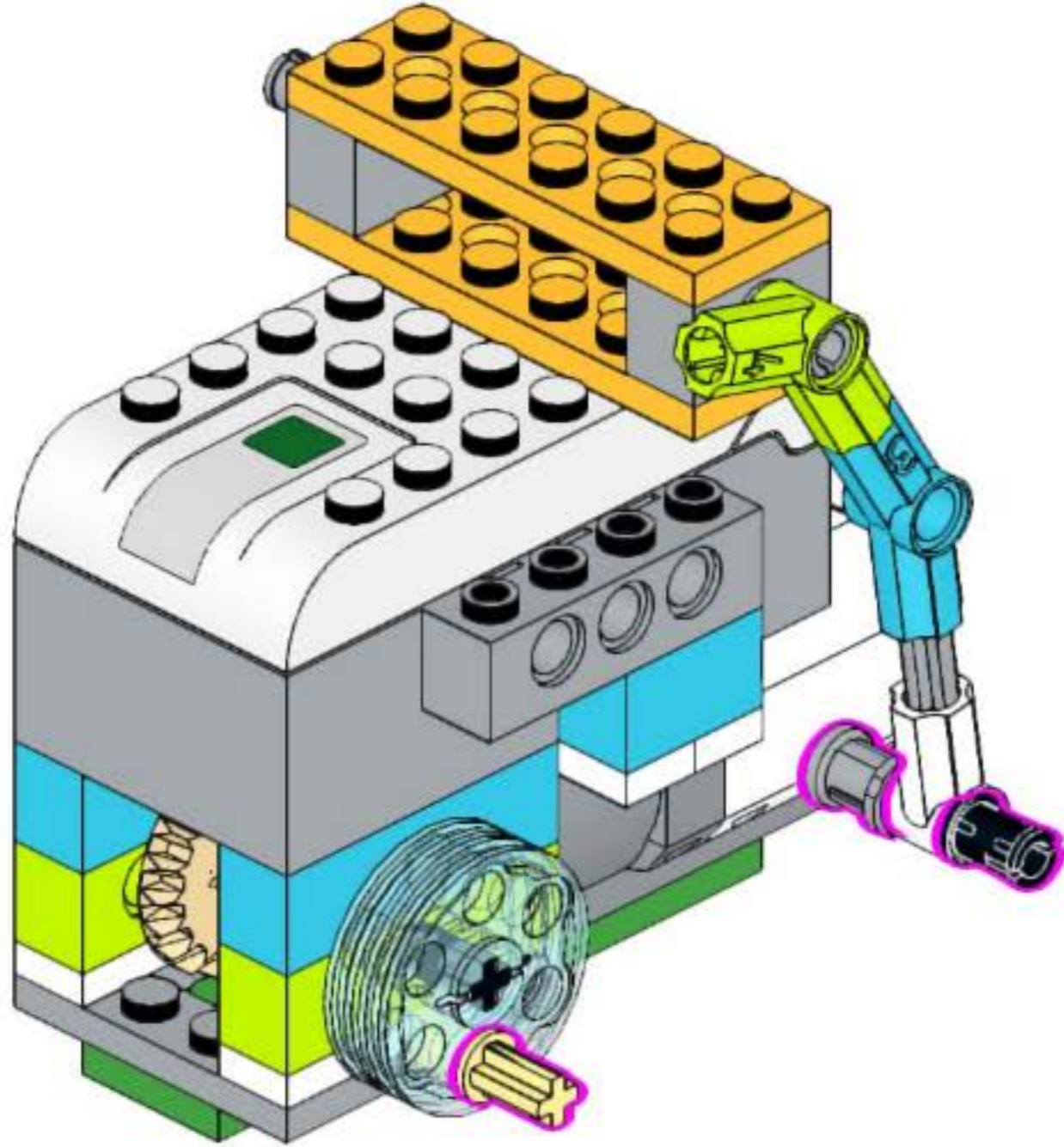
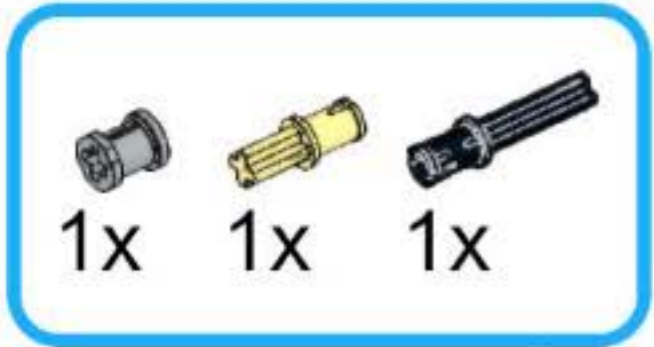


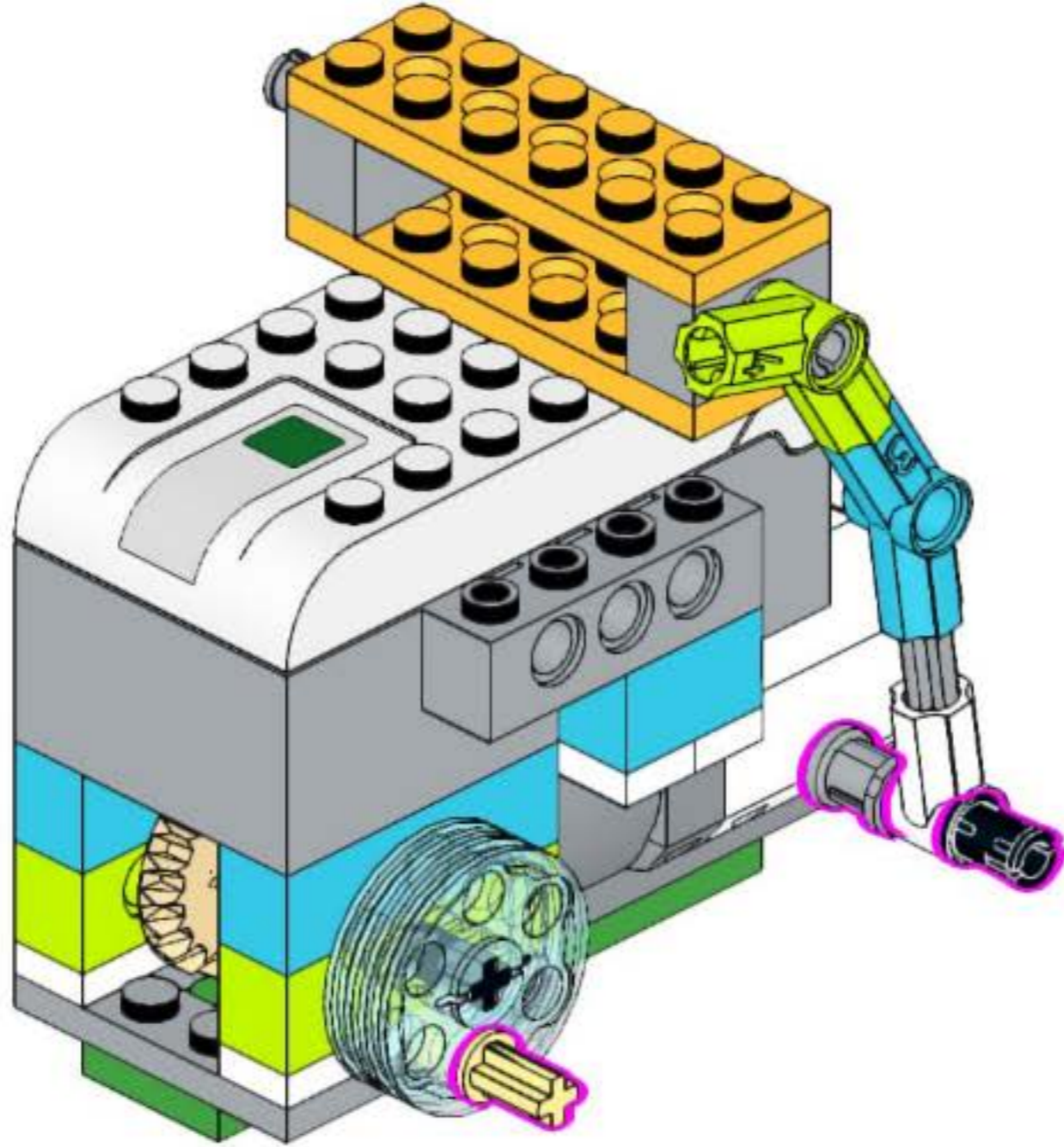
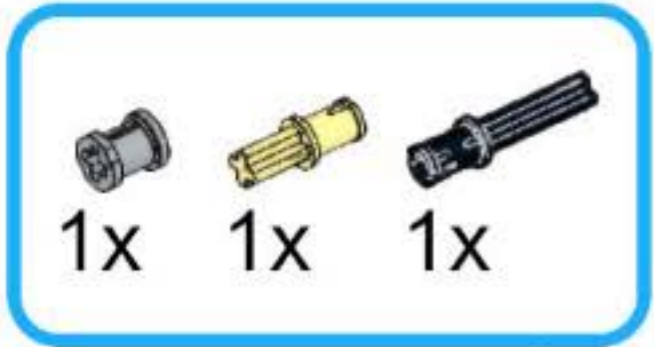


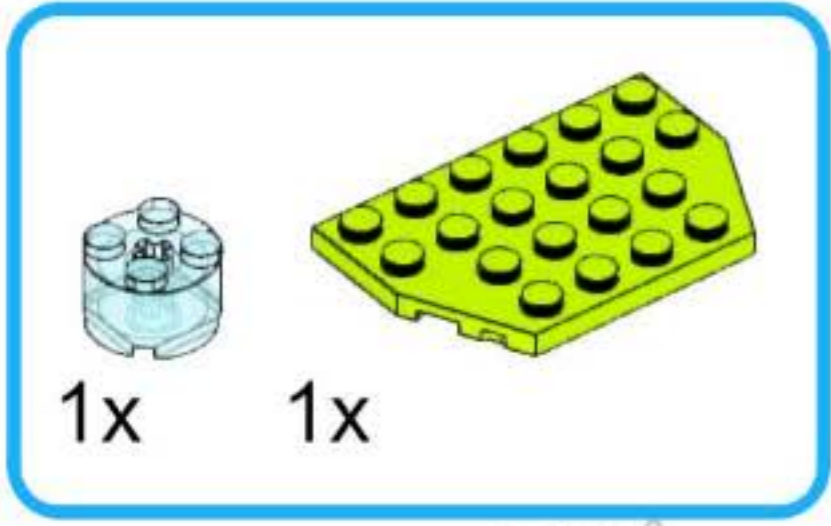












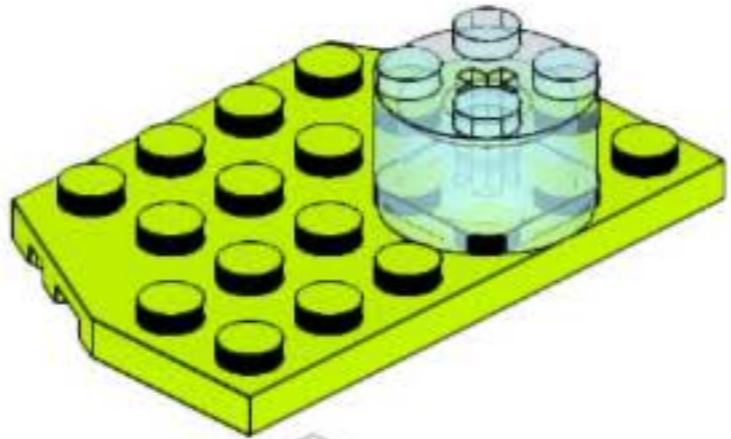
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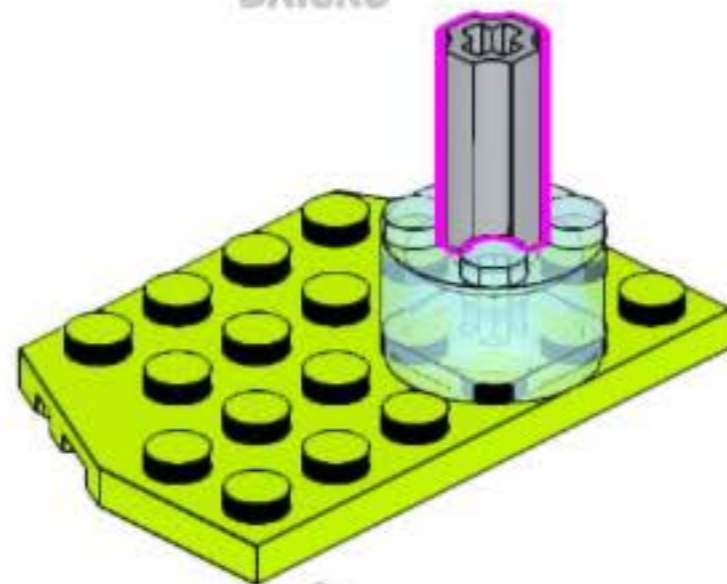
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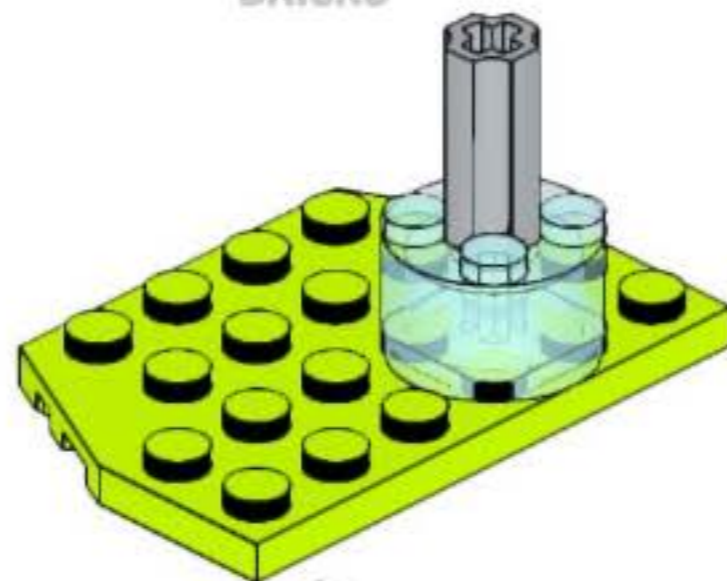


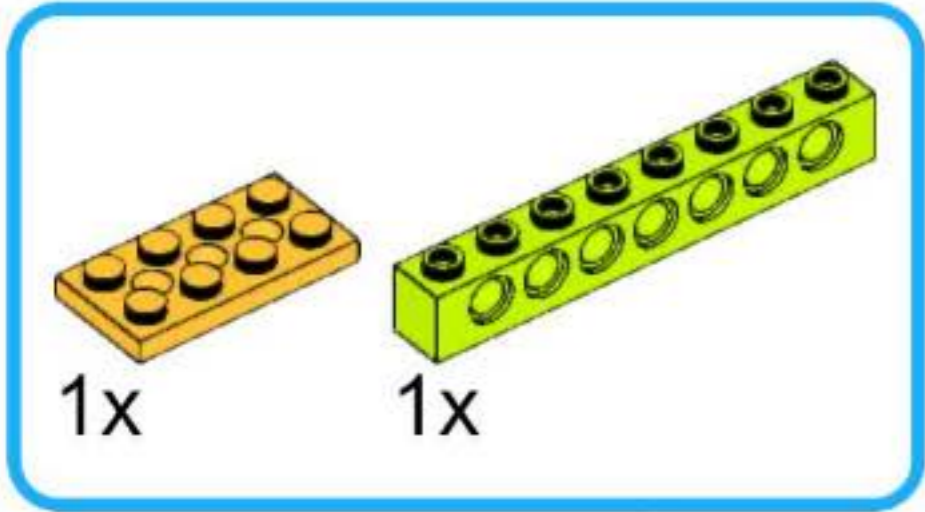
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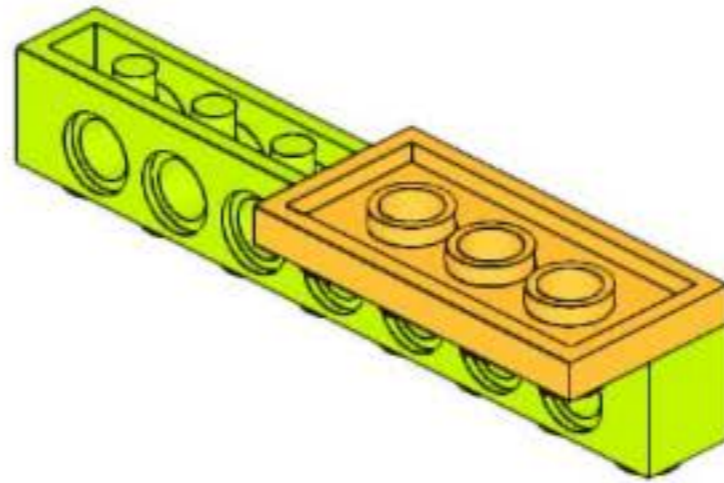
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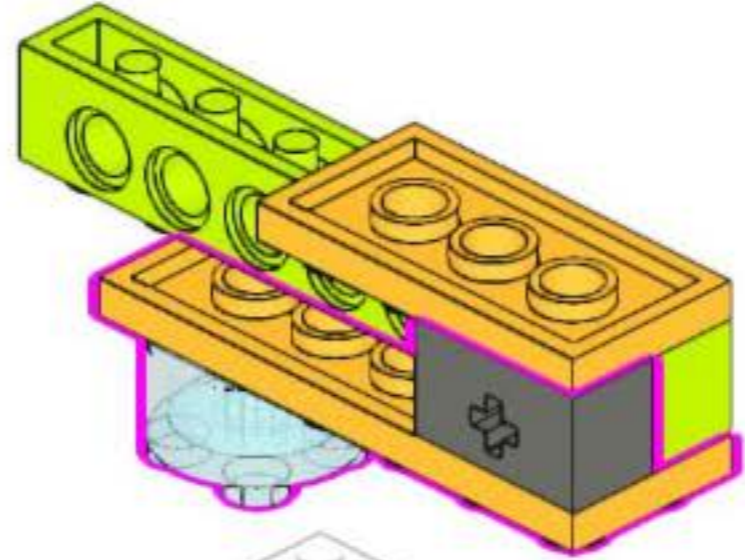
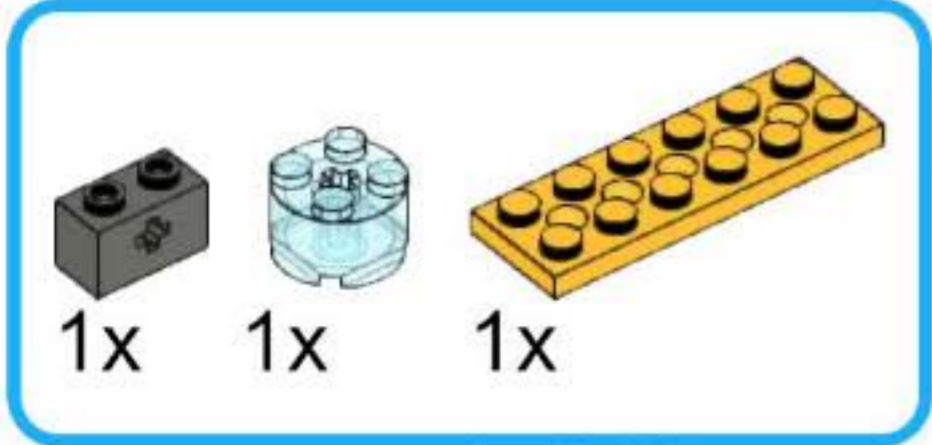
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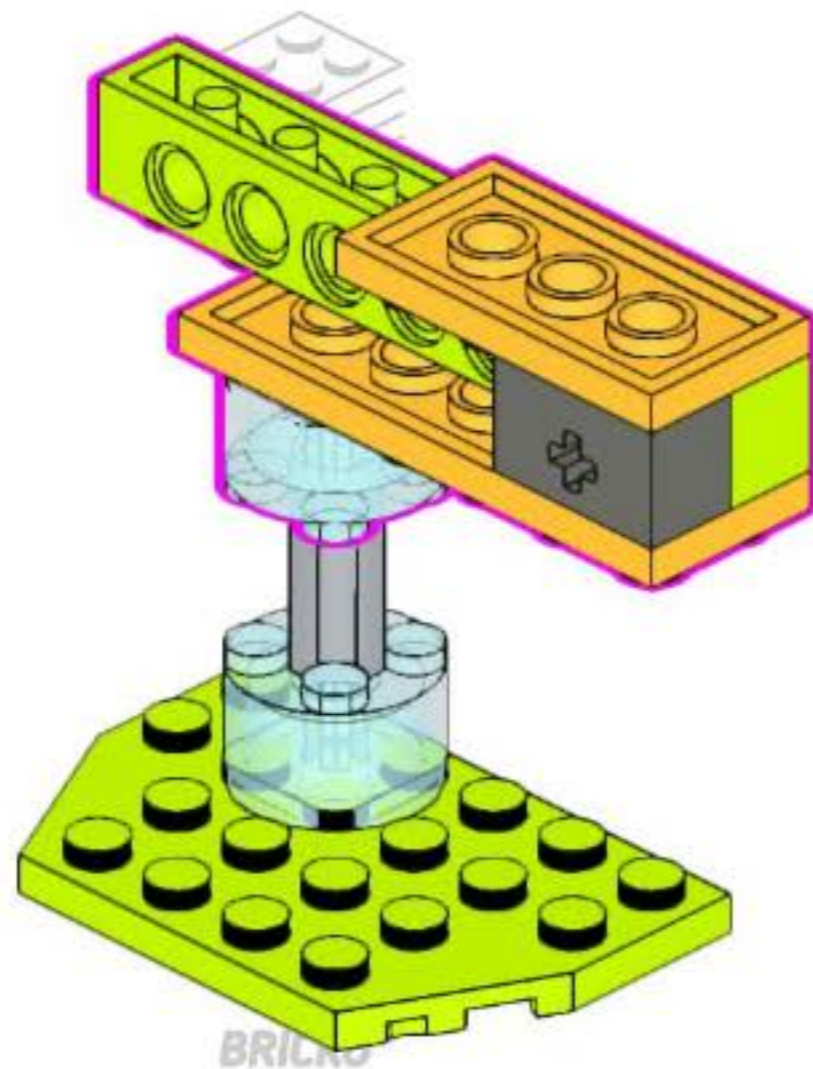


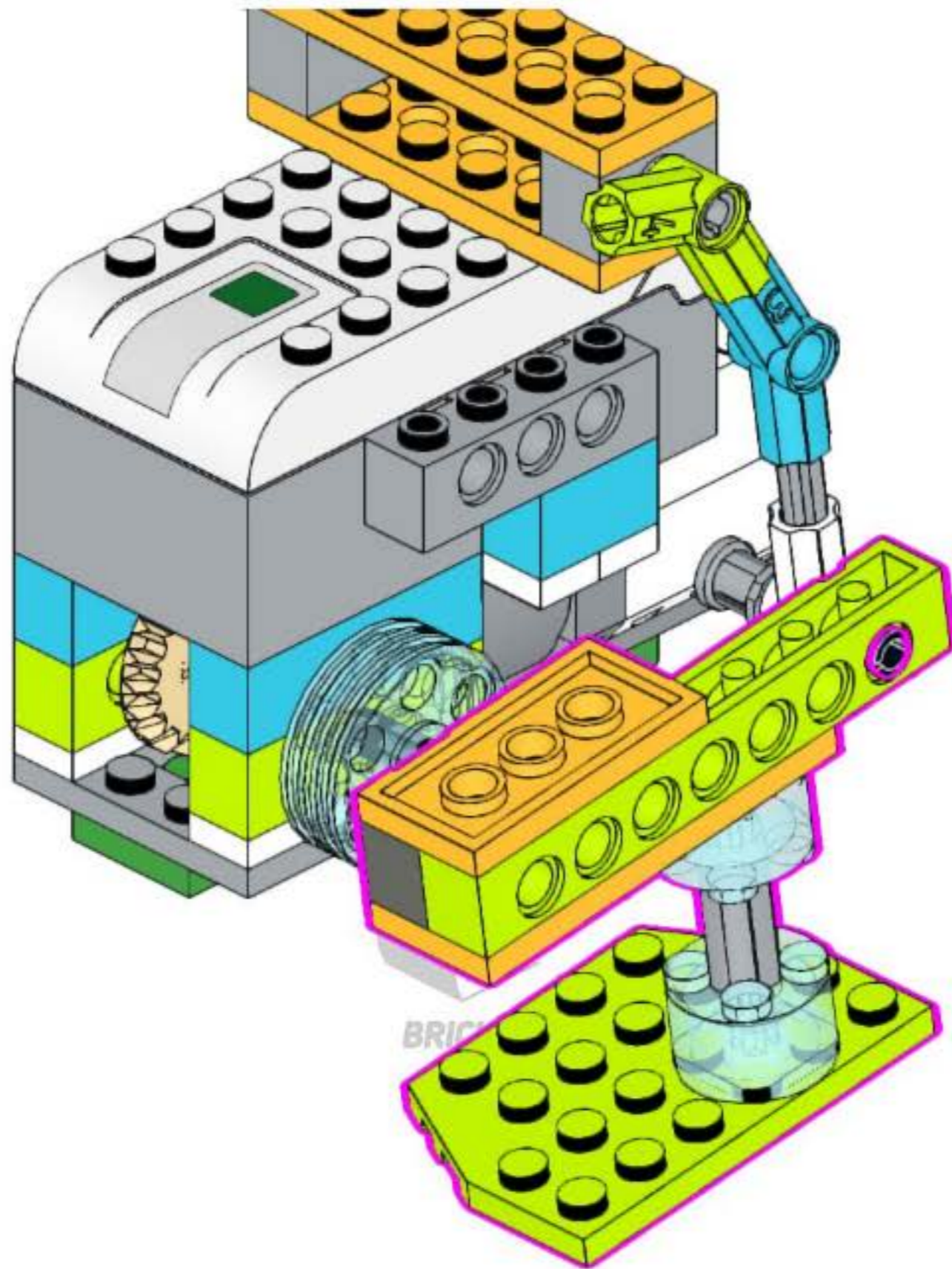
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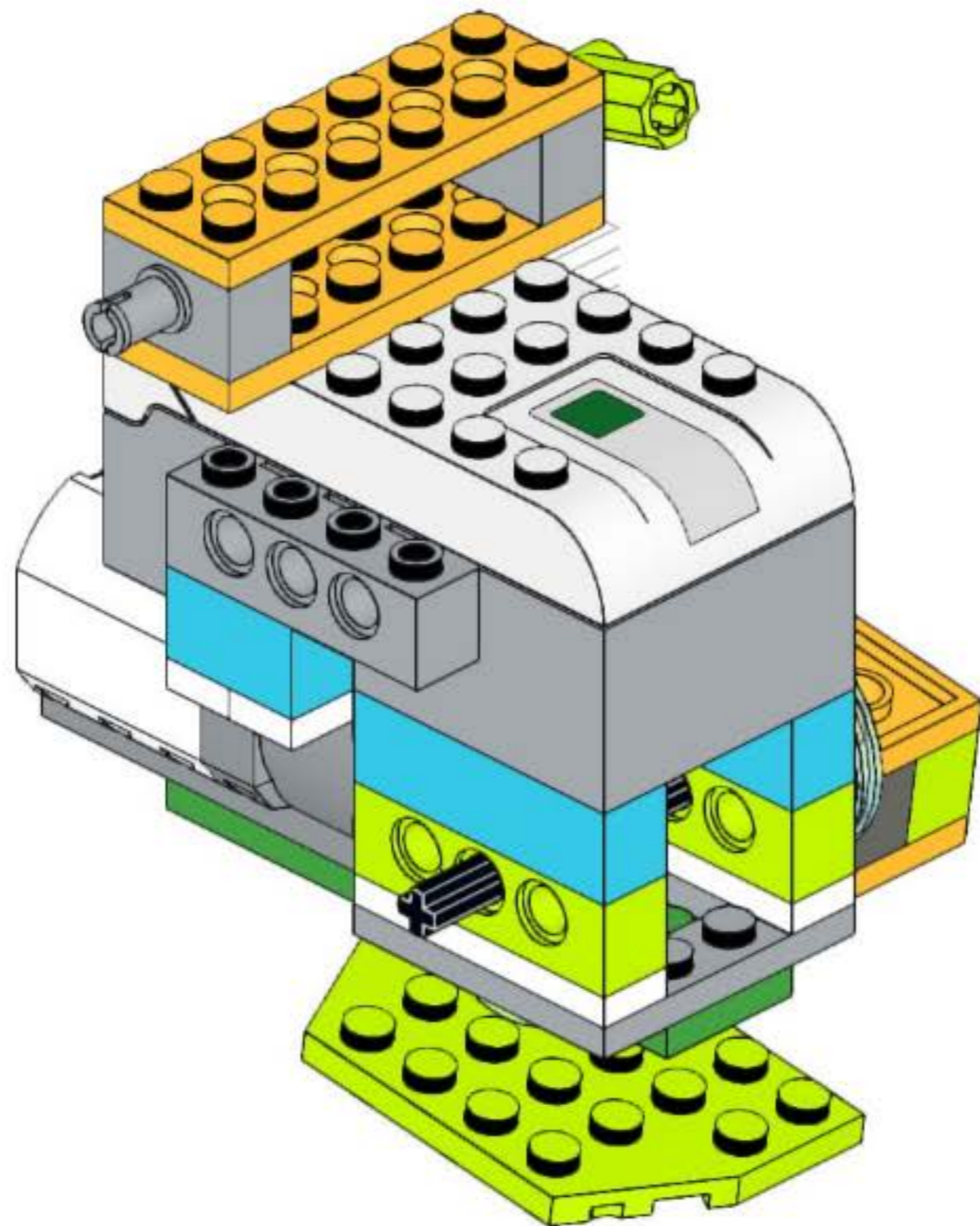


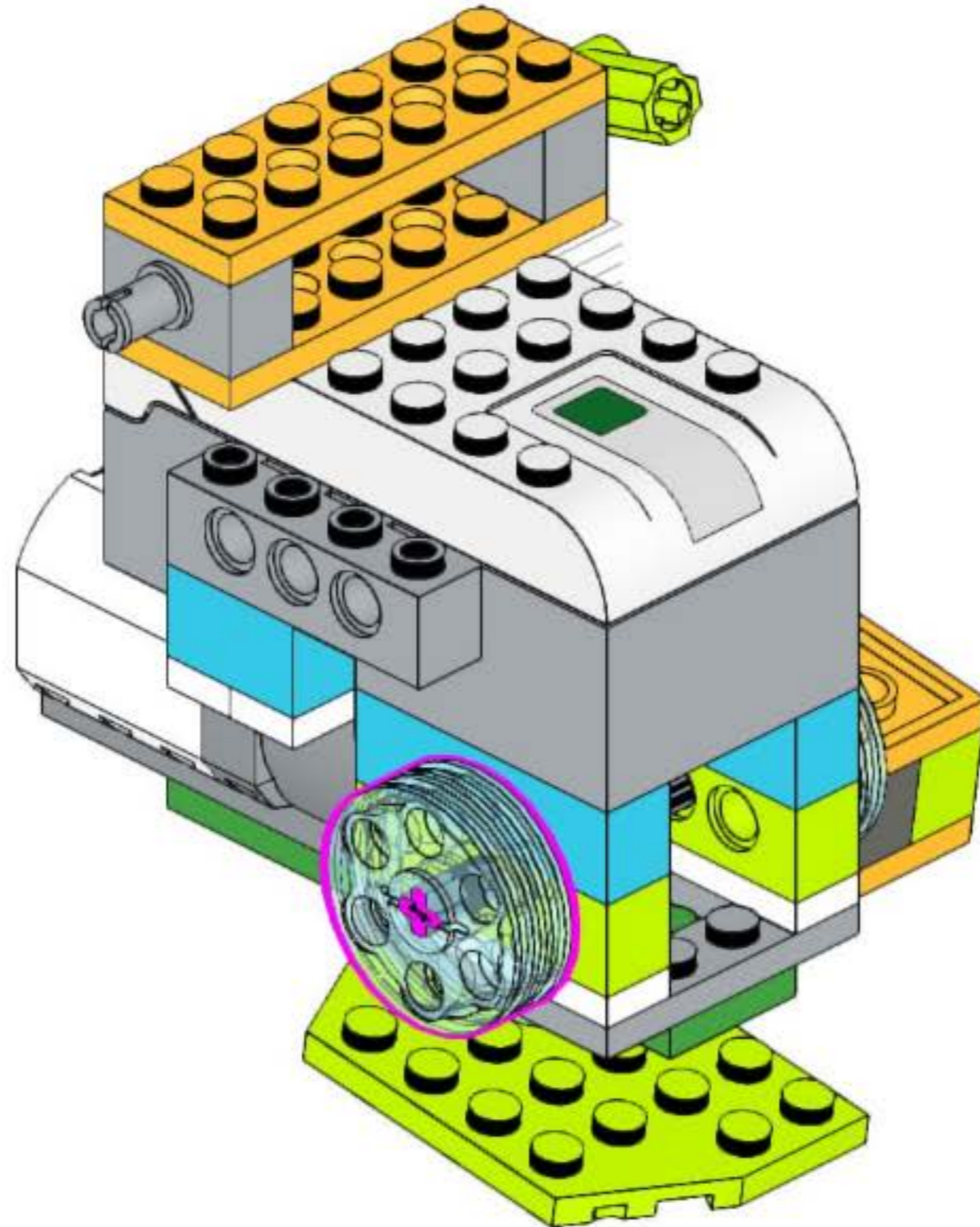
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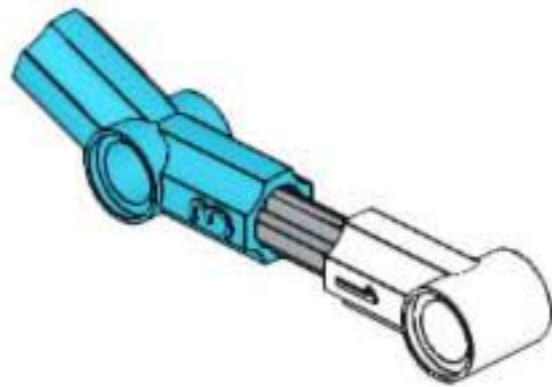
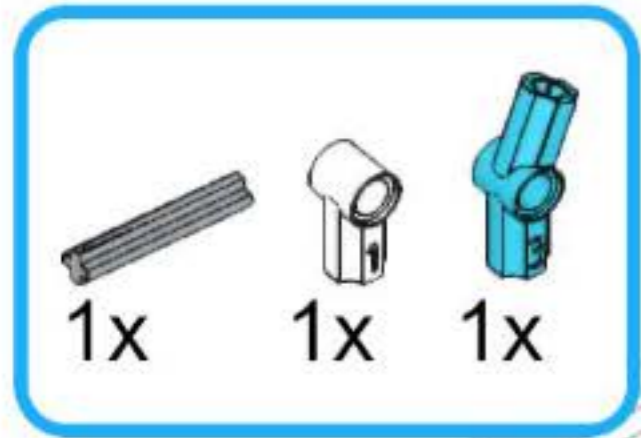


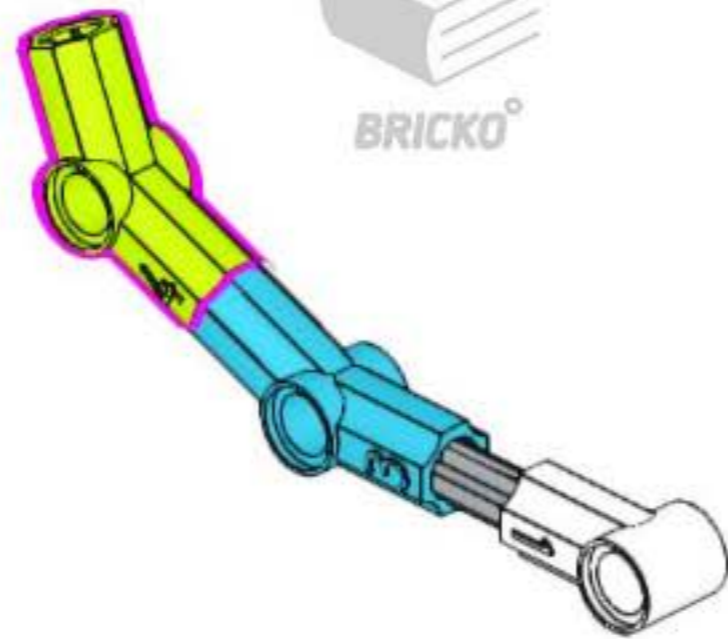
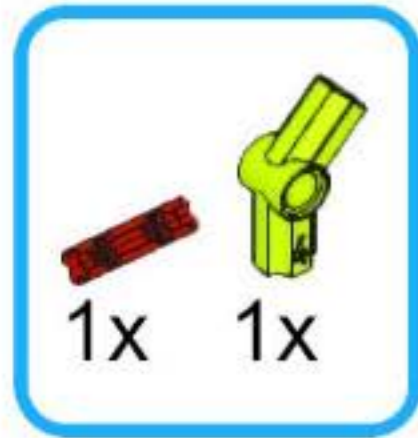


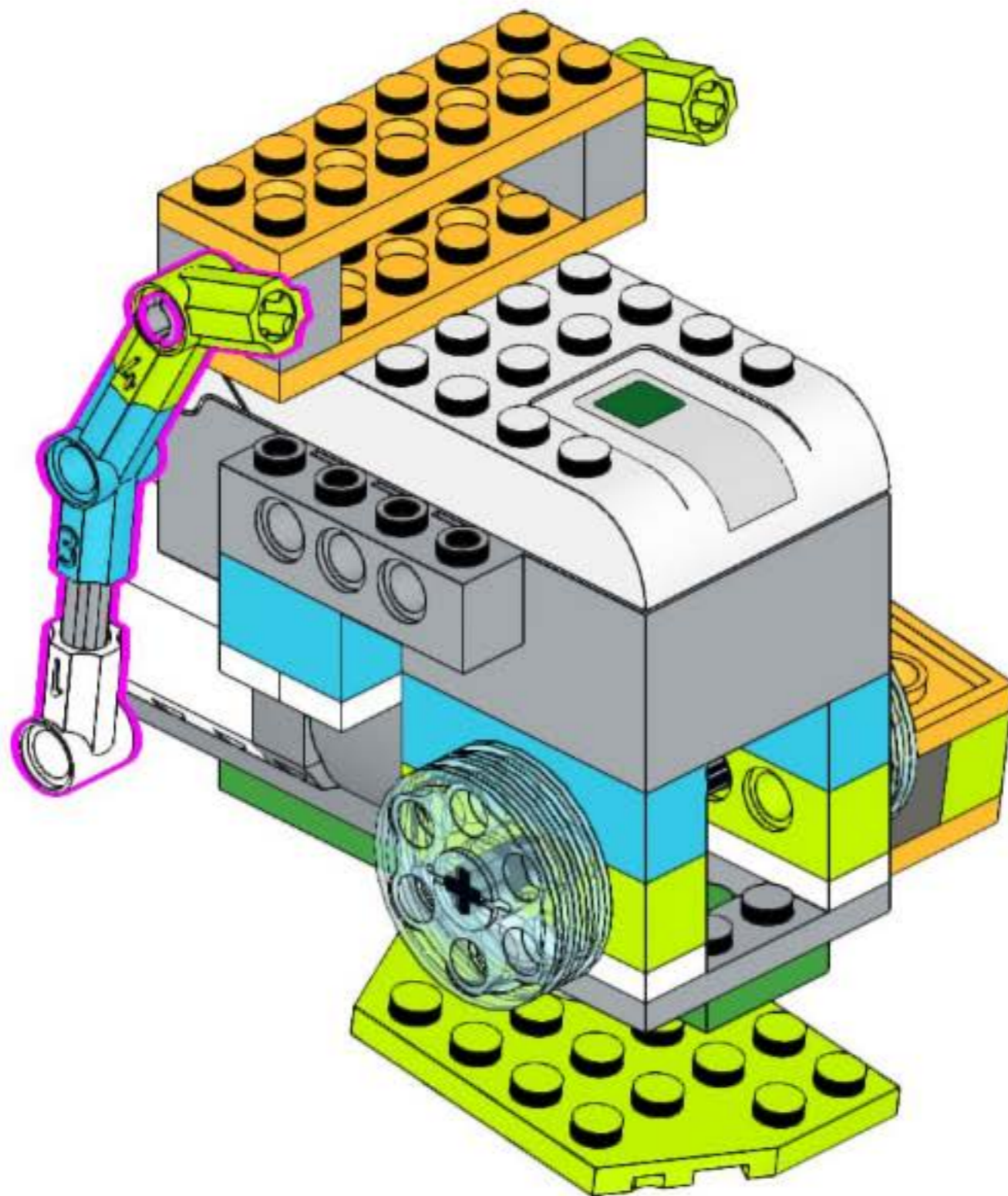


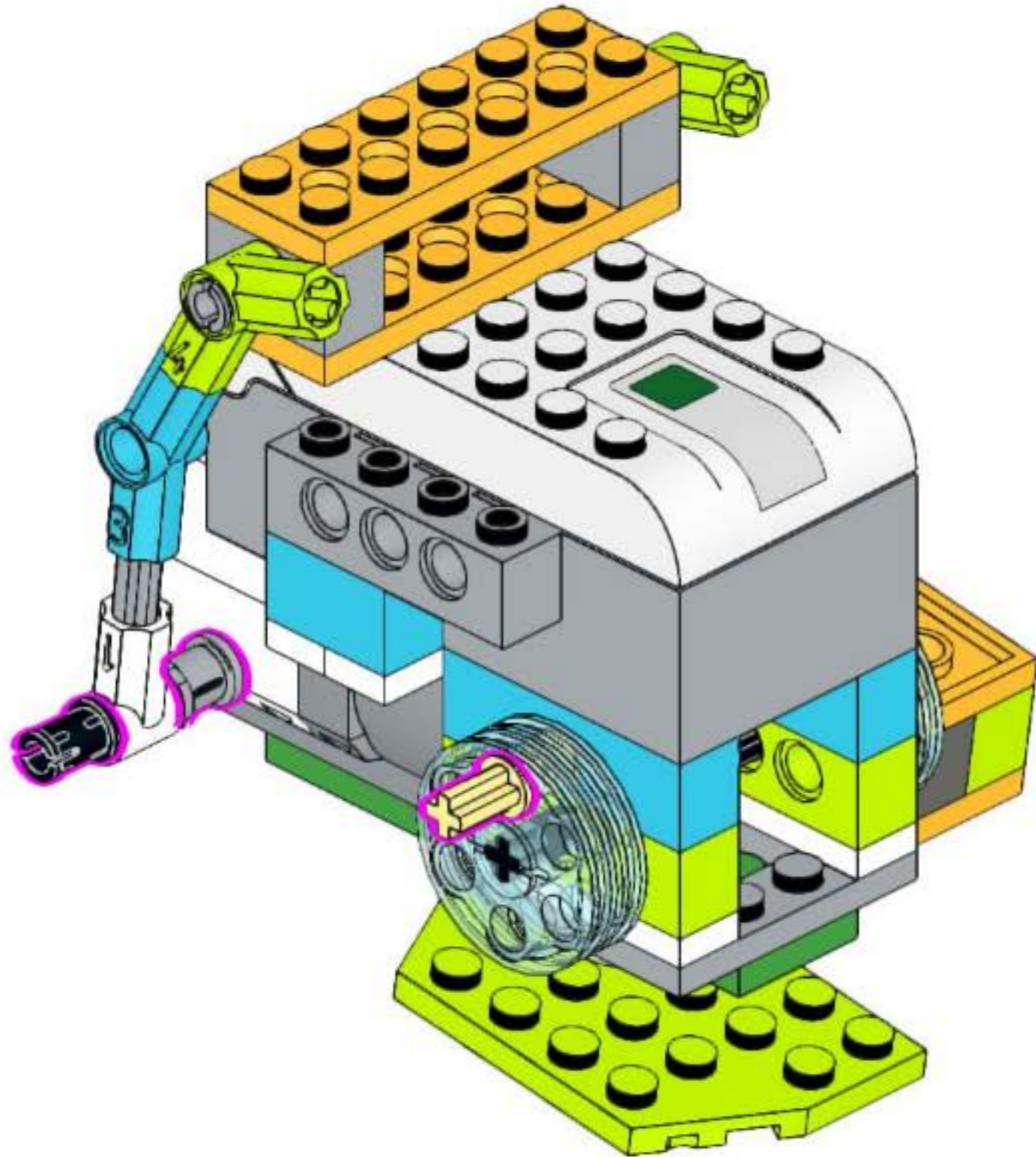
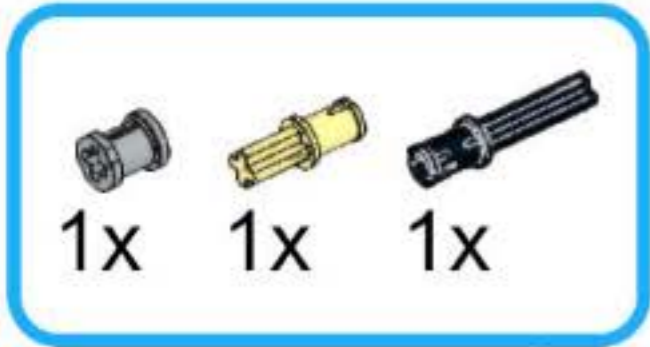


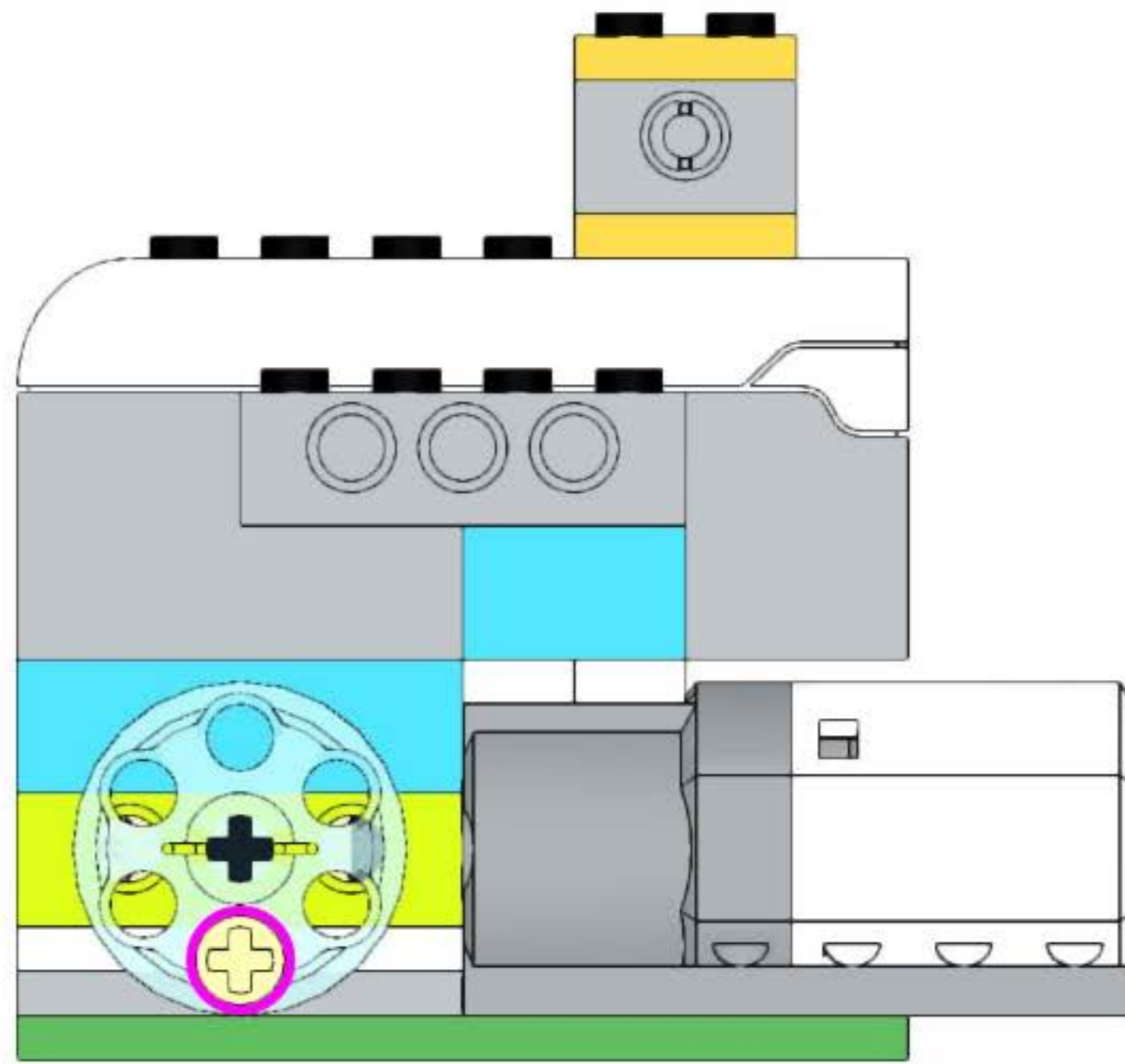
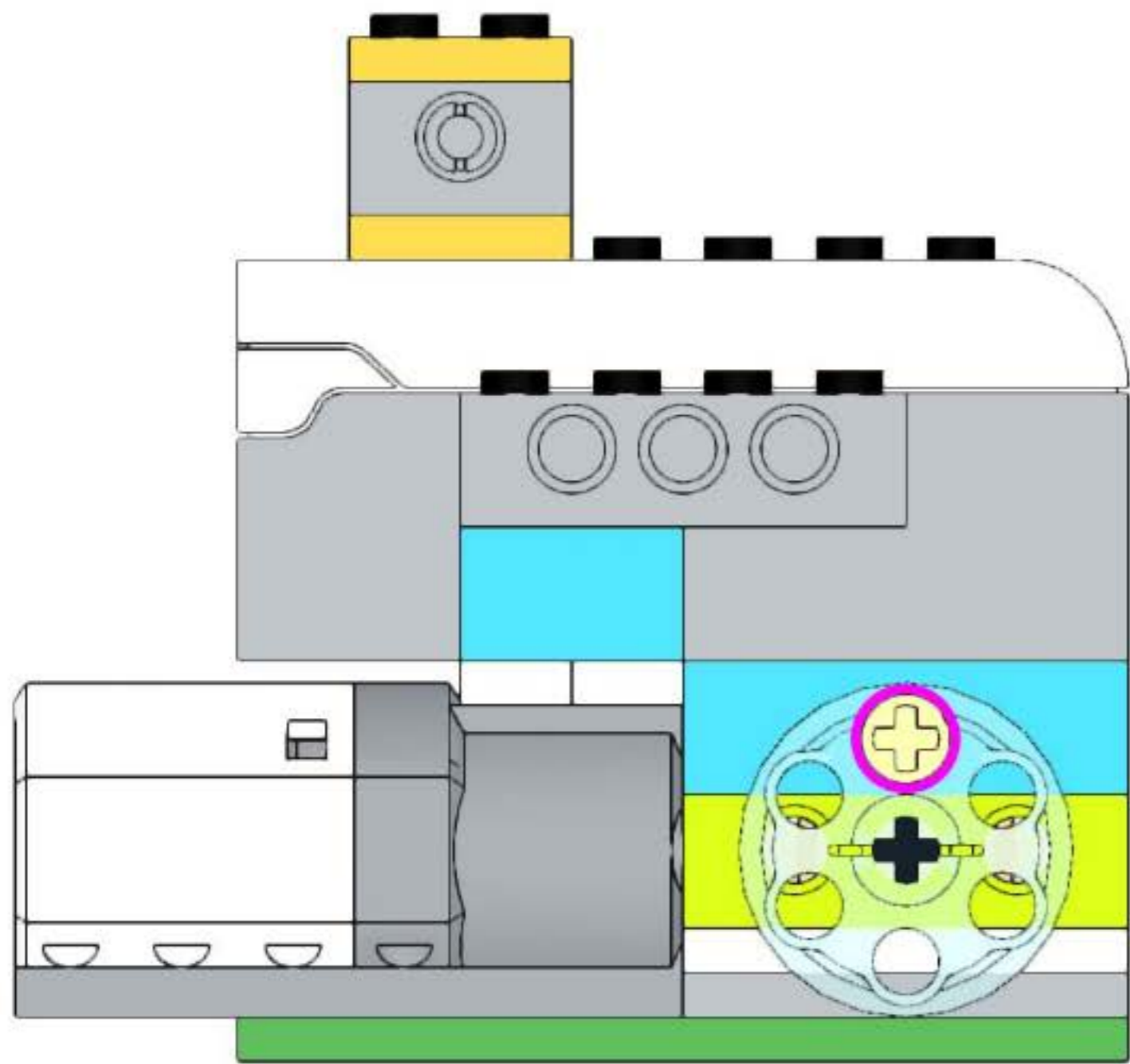


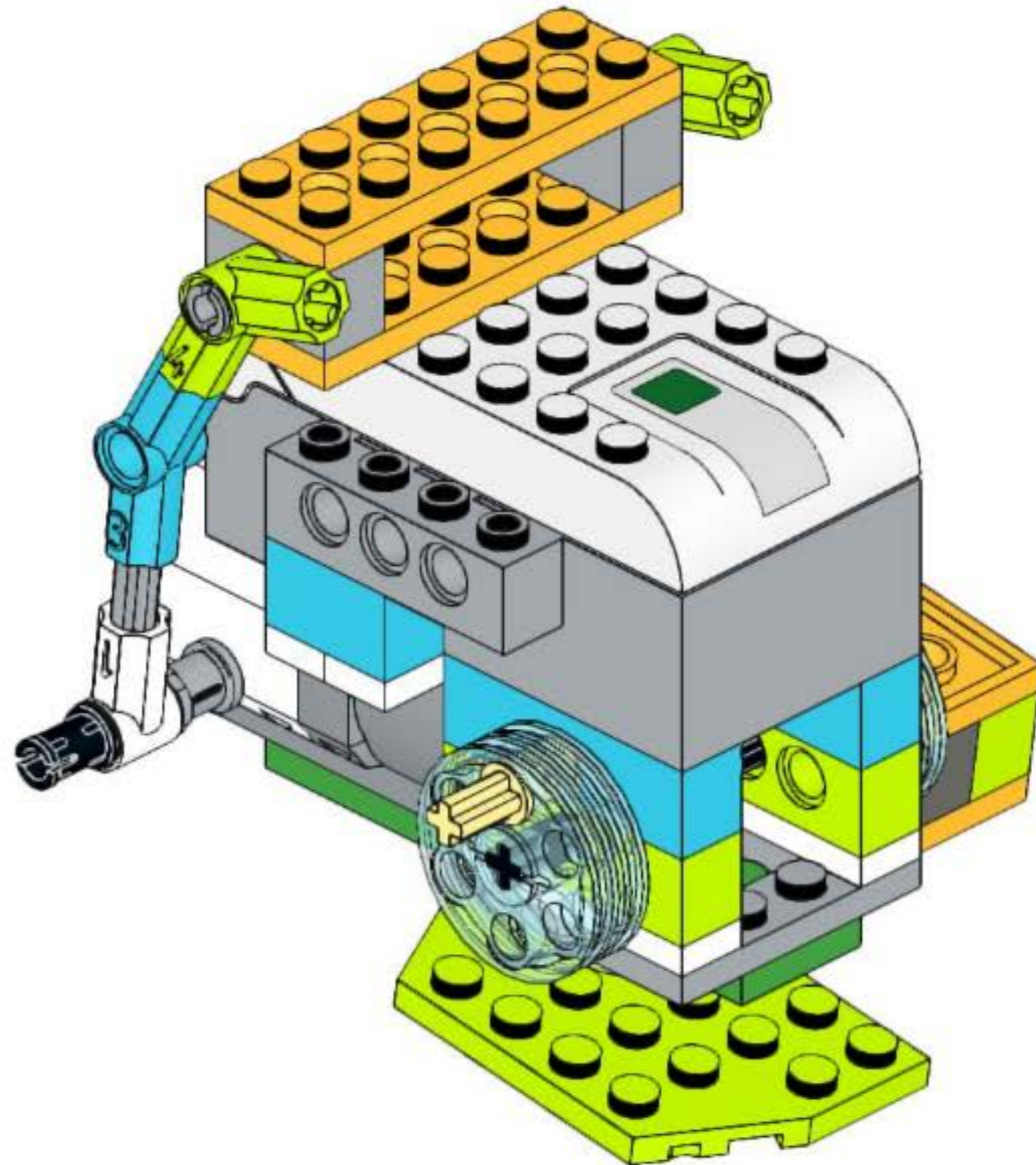


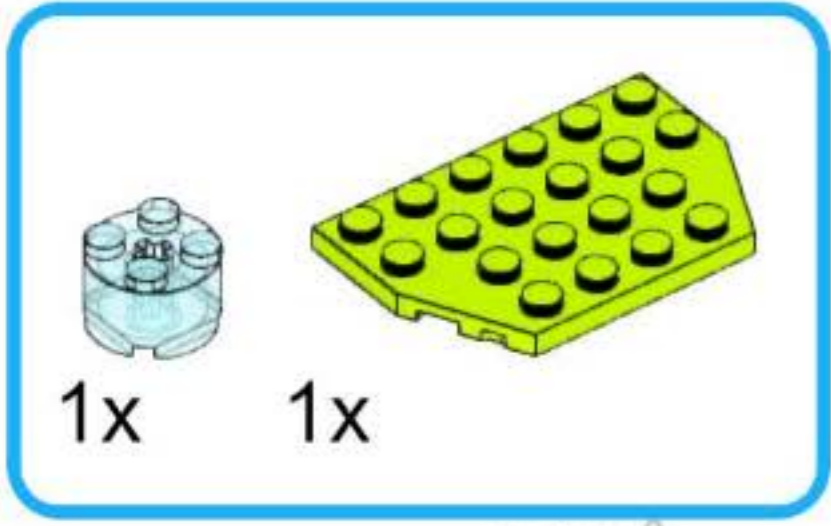












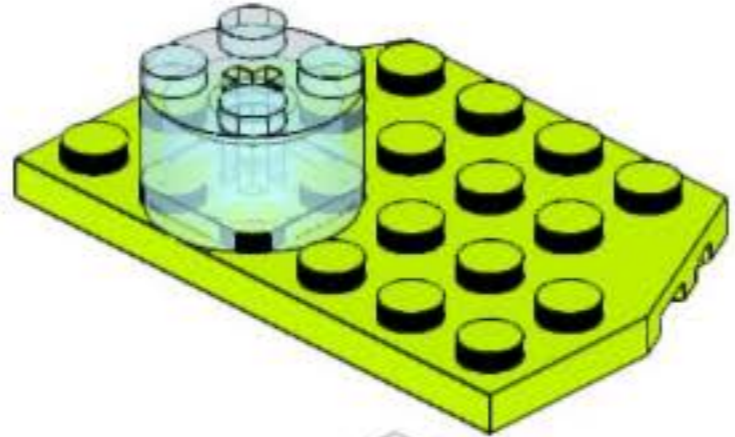
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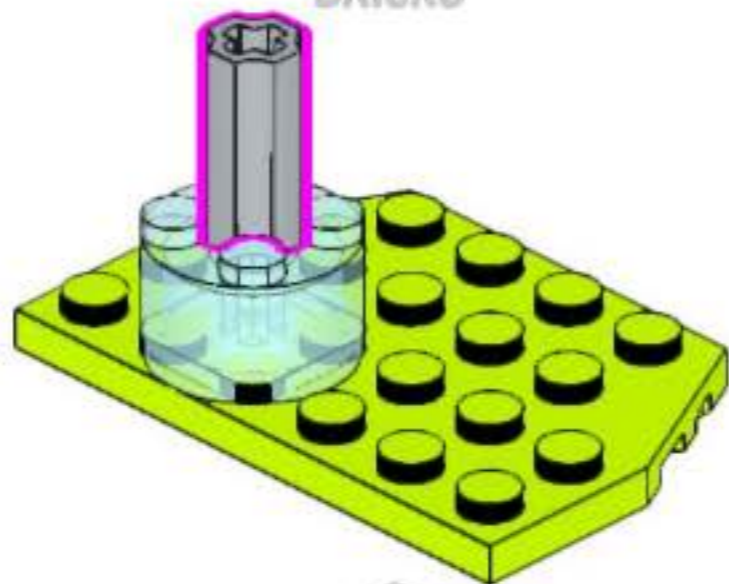
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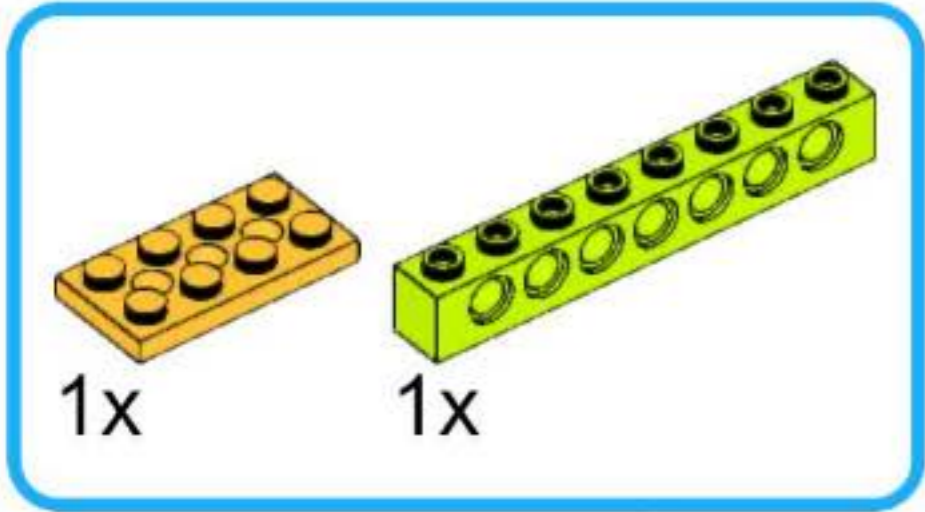


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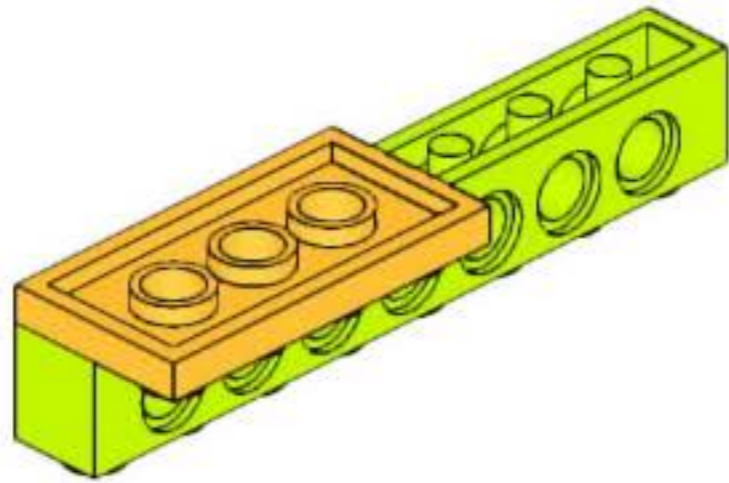
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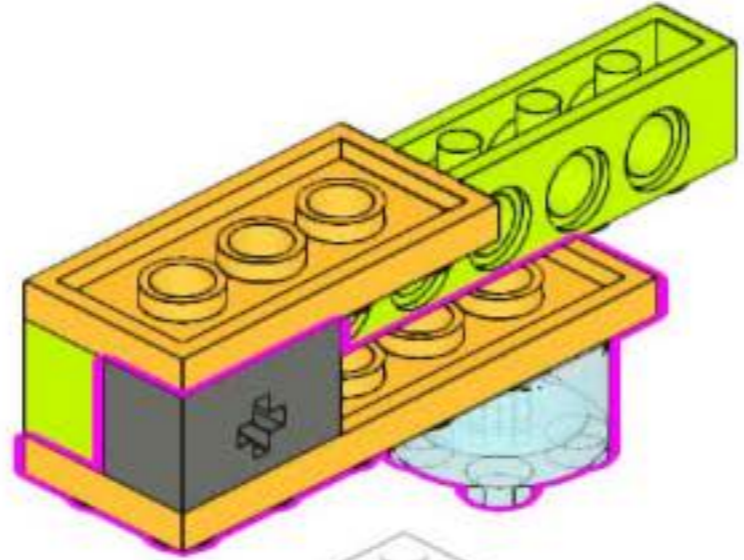
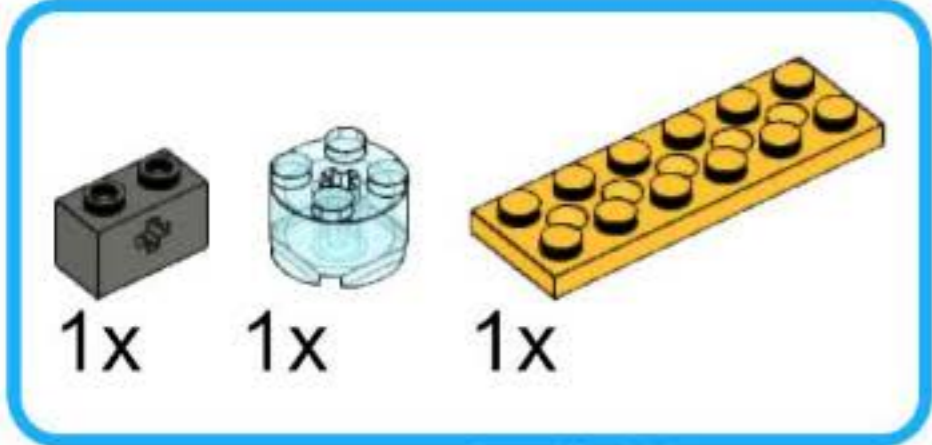
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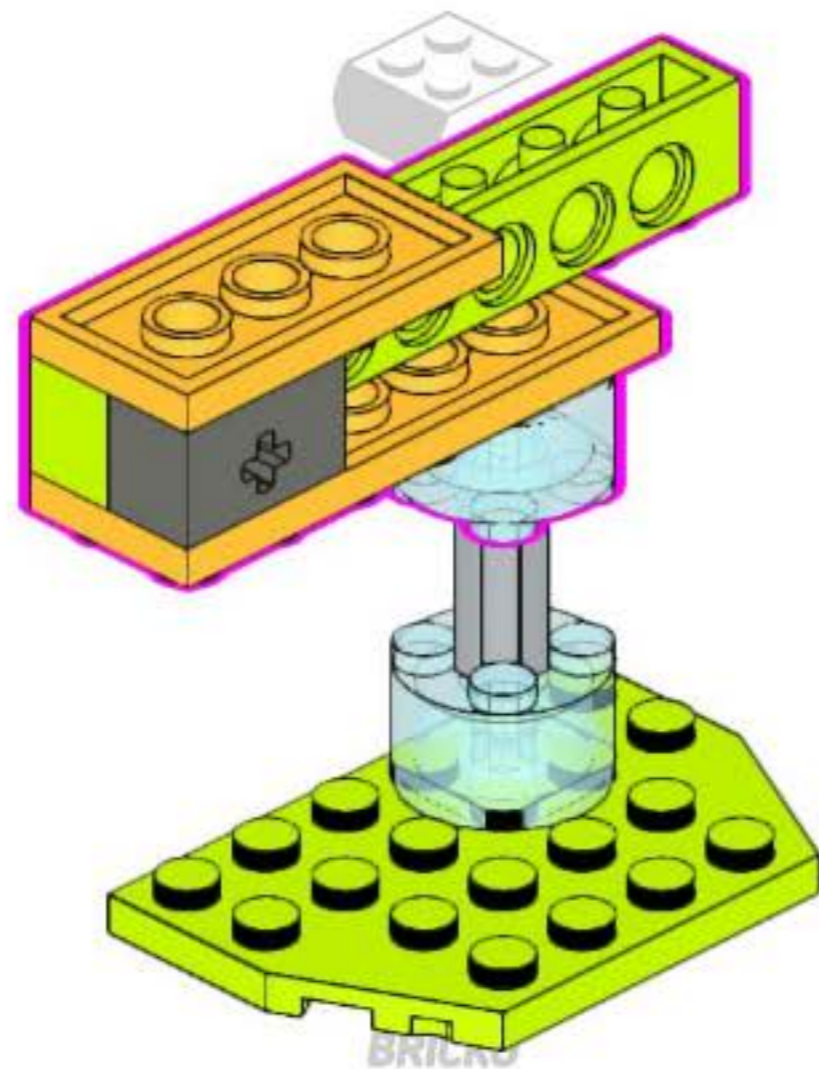


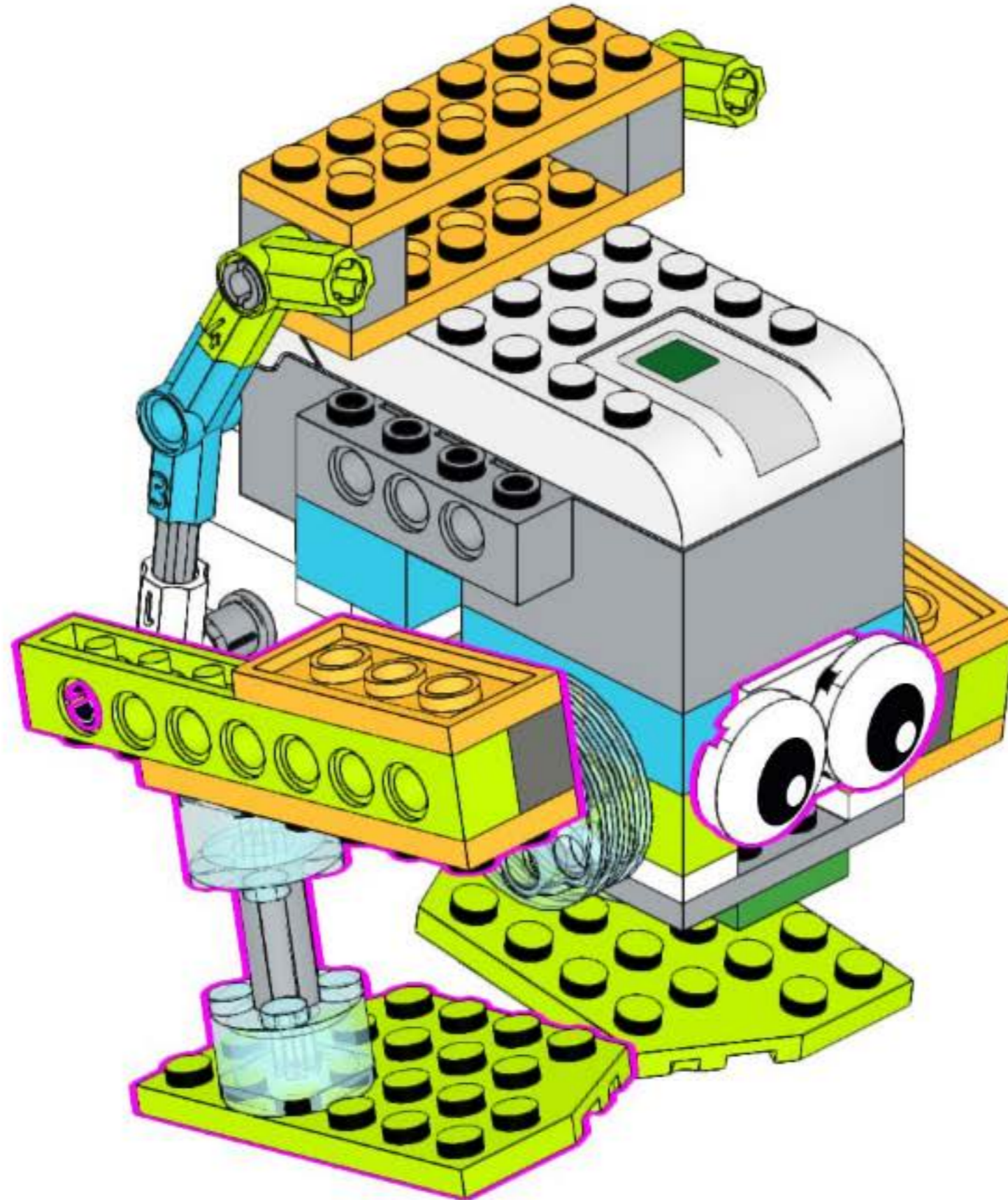
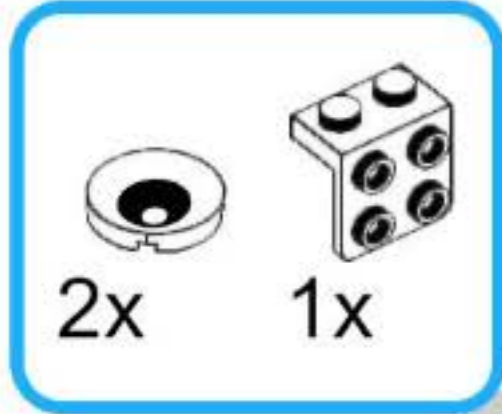
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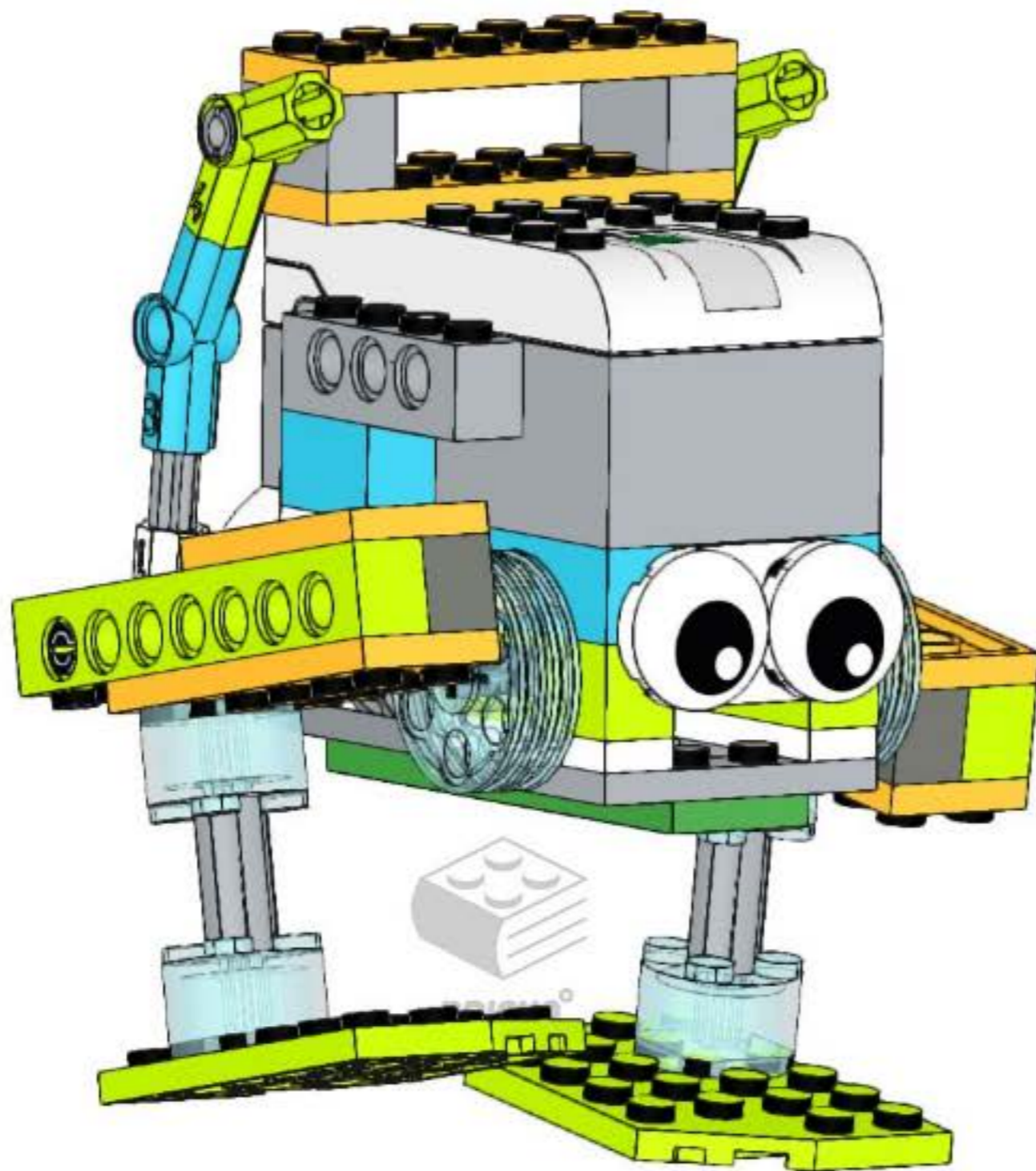


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Task 1

Make a program of the robot's movement with the lowest speed.

Is the robot moving?



Task 2

Make a program of the robot's movement with the highest speed.

The robot doesn't break down?

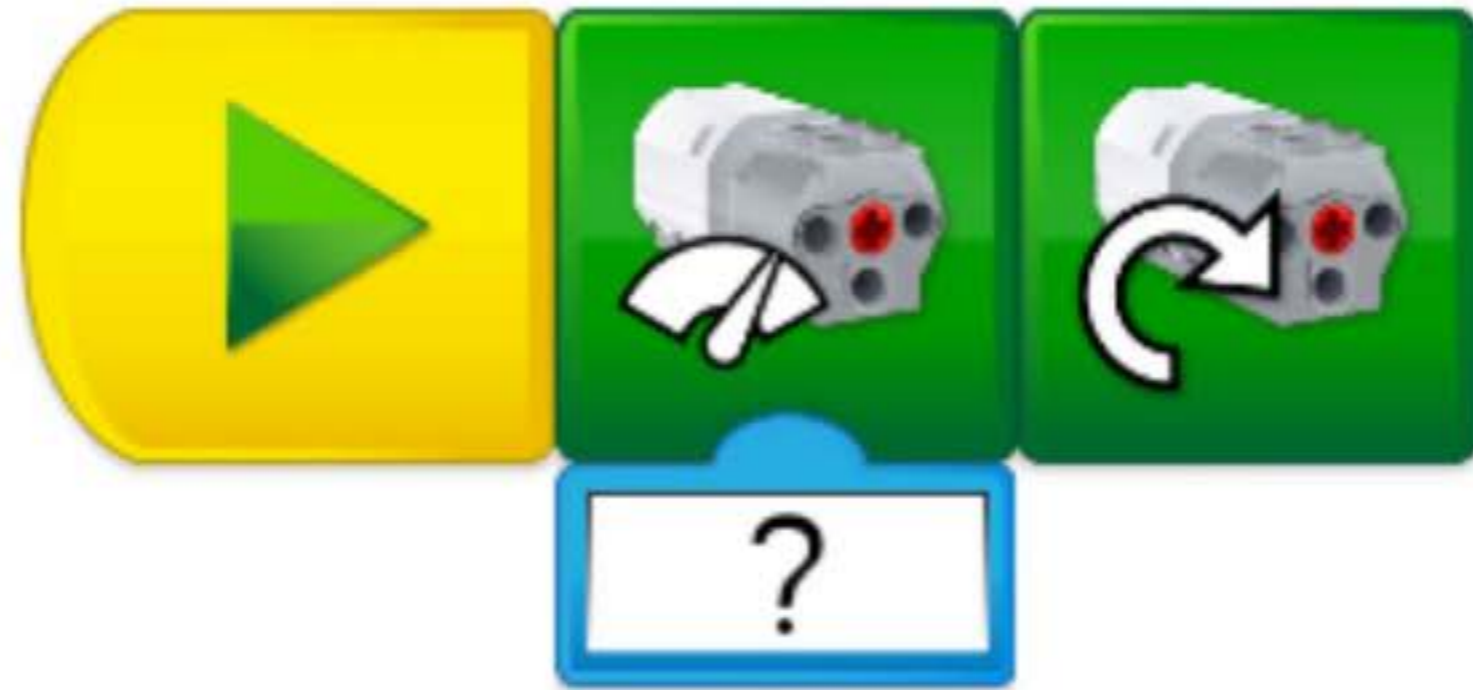


Task 3



Create a program for the robot's movement at the optimal speed. As quickly as possible, but so that it does not break.

What is the speed of your robot?



Task *4

Make a program that moves the robot at a speed of 3 forward for 5 seconds, after which it stops.



Task *5

Make a program that moves the robot at a speed of 3 forward for 5 seconds, then 5 seconds back, after which everything repeats endlessly.





1x



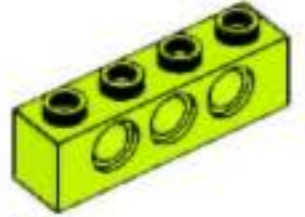
2x



2x



3x



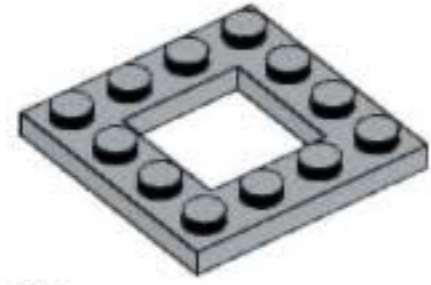
2x



2x



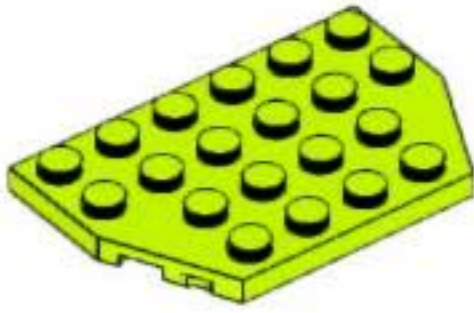
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1x



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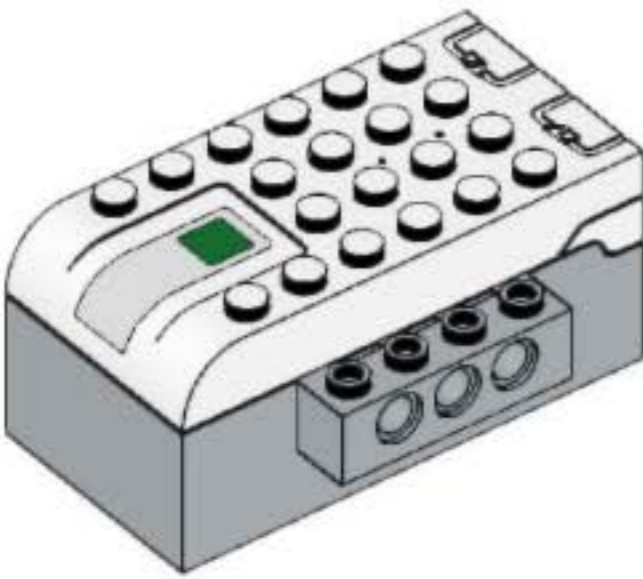
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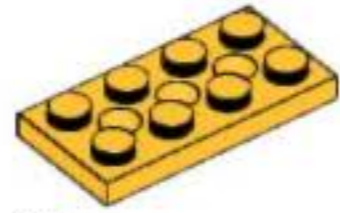
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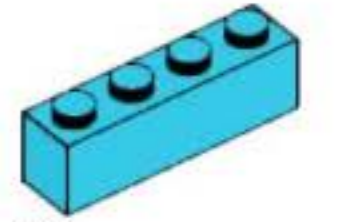
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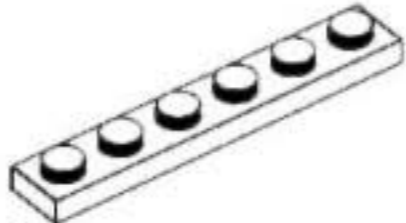
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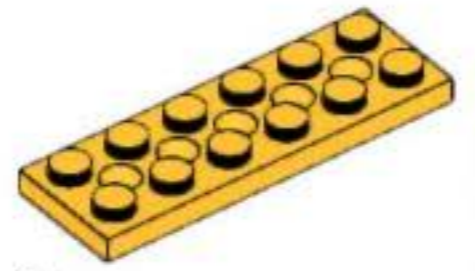
2x



2x



2x



4x



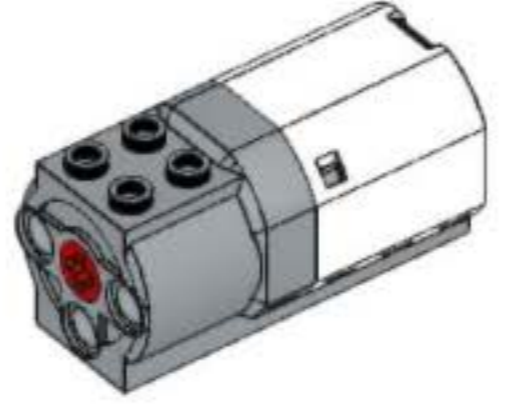
2x



4x



2x



1x



2x



1x



4x



2x



2x



2x



2x