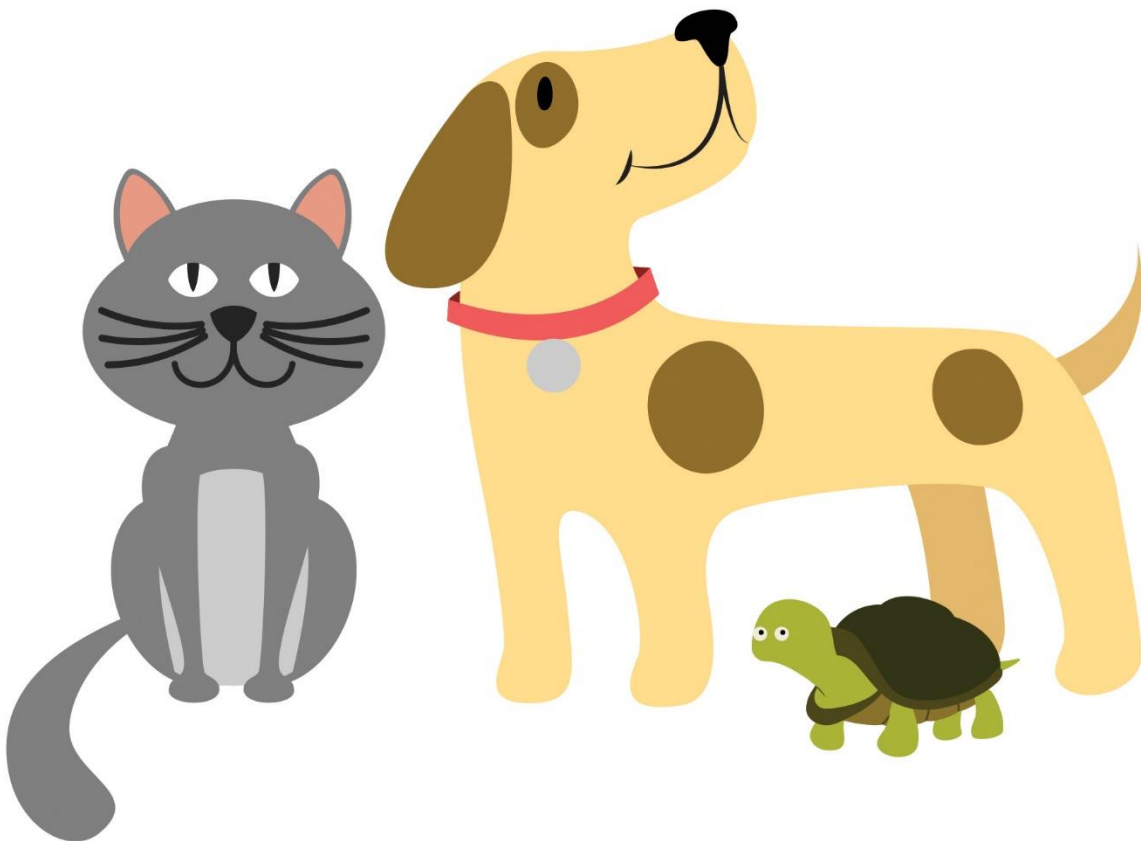## U2-1.3b Challenge up: Self-walking pet

Having a pet means taking care of that pet. You have to feed it, clean up after it, and make sure it gets exercise. If only there were an easier way...

In this activity, try turning Edison into an animal that can take itself for a walk.

How can you make Edison into a self-walking pet? Here are a few ideas:

- You could decorate Edison to turn the robot into a pet.
- You could build a pet that attaches to Edison.
- You could make something that goes on the outside of Edison which Edison can move around.

Create your pet. Then write a program so that your pet will go for a walk and come back to you!

# Student Journal

## U2-1.3b Challenge up: Self-walking pet

Try turning Edison into an animal that can take itself for a walk.

How can you make Edison into a self-walking pet? Here are a few ideas:
- You could decorate Edison to turn the robot into a pet - using legos, paper or other office supplies
- You could build a pet that attaches to Edison
- You could make something that goes on the outside of Edison which Edison can move around.
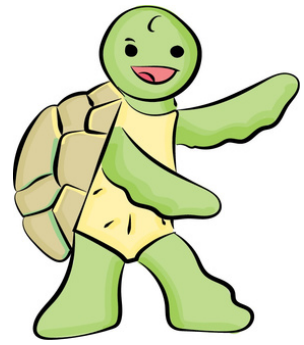
Create your pet and draw a sketch.

Write the steps you took in order to turn Edison into a self-walking pet!

Sample student answer: First I programmed Edison to drive forward for 10 seconds and then drive backward to 10 seconds. Then I tried programming Edison to drive forward for 10 seconds, then turn 180 degrees, and then drive forward for 10 seconds.