

Student Journal

U2-2.5c Challenge up: Cartographer and navigator

What to do

The first thing to do in this project is to make a big map. Whatever you choose, you will need to plan out your map and then make a version big enough for Edison robots to drive on.

Plan out your map!

You also need to create programming challenges to be solved using your map. These challenges should tell the programmer where to start the Edison robot, where the programmer needs to have the robot finish, and any rules for the program. For example, you could have a challenge that says: *Start at the school. End at the ice cream shop. Don't go past the park.*

3. Create and write down your program rules.
