



MINDSTORMS[®]

EV3



LEGO

Handout

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How to Program using: LEGO Mindstorms Education EV3

STEP #1: For this example, we are going to have a robot go until it sees an object 15 cm away. Next, open **LEGO Mindstorms Education EV3** and select **New Project**. In order to save the project, select file in the top left corner and select save as.

STEP #2: Select the **'ACTION'** palette which is the green palette on the far-left of the tool bar. Select **'Move Steering'** B + C motors to be on at a speed of 50.

STEP #3: Choose the **'FLOW CONTROL'** palette, which is the orange palette. For this example, choose the wait block, change the settings to **Ultrasonic Sensor**, select **Change**, then select **Distance Centimeters**. Proceed to change the centimeters to 15. Remember to check your port (1,2,3 or 4) before proceeding to

STEP #4: Go back to the **'ACTION'** palette. Bring in a **'Move Steering'** block and turn motors off.

STEP #5 Plug in your robot with the USB cord and click download. The program will be uploaded to the device and ready to use!

