

Activity Outline- Mr. Fowler's Classroom- Spring 2010

Week 1- Egg Drop and NXT Intro

Week 2- NXT car building

Week 3- Intro to Programming- Light at the Beginning of the Tunnel

Students will program their NXT car to drive into a tunnel and then reverse out of the tunnel when the ambient light gets too dark. The car will stop when the ambient light increases and the car is out of the tunnel.

Week 4- Line Follower

Using a light sensor, program the car to be able to closely follow a line.

Week 5- Maze Competition

Students will construct an NXT car and program the car to be controlled by two touch sensors. Students will drive their car through a maze.

Week 6- Speed Fans

Build a fan/windmill that changes speeds every time a touch sensor is pressed.

Week 7- Say Hello

Students will program their NXT to communicate a message

Weeks 8 and 9- Amusement Park Ride

Students will use the skills they have learned throughout the semester to design, build, and program an amusement park ride.