

Day and Night

Lab 2 Images

Suggested Role Responsibilities

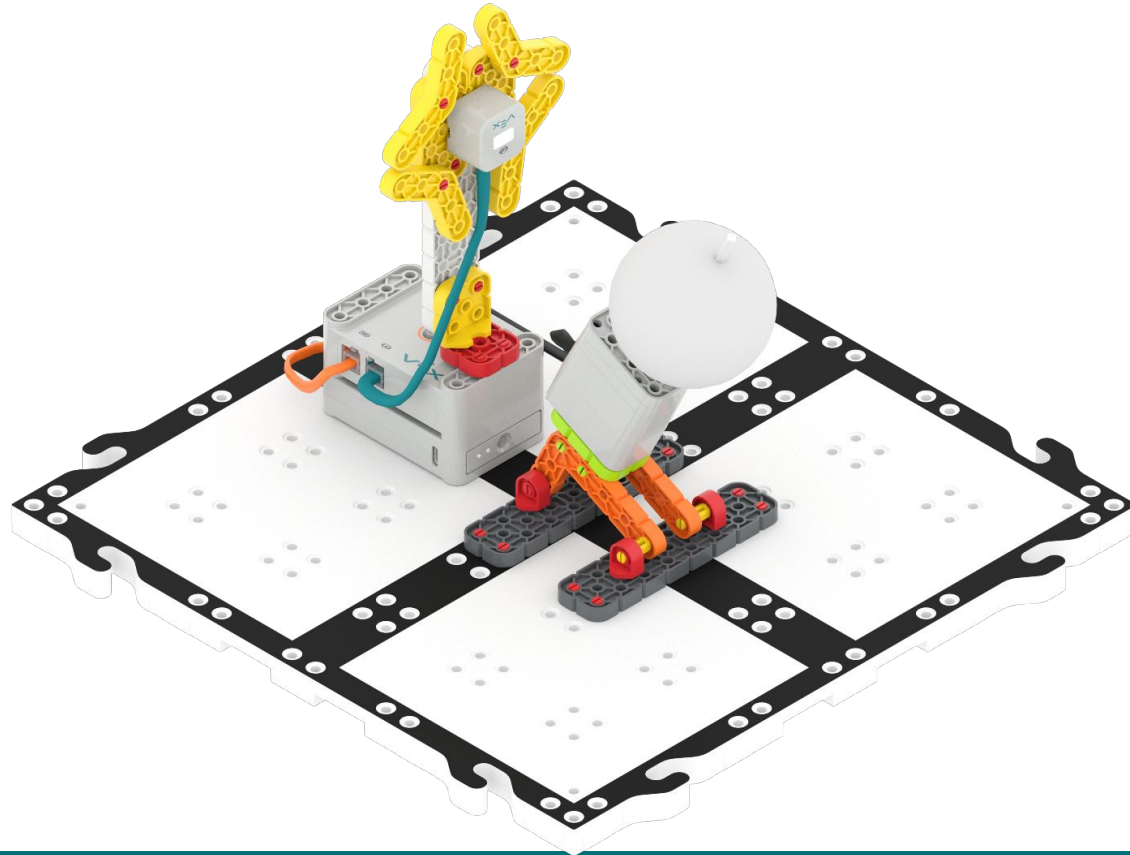
Builder

- Build steps 1-5 of the Code Day/Night build
- Configure the Code Day/Night build in VEXcode GO
- Start the VEXcode GO project in Play Part 1
- Add the blocks to the VEXcode GO project in Play Part 2

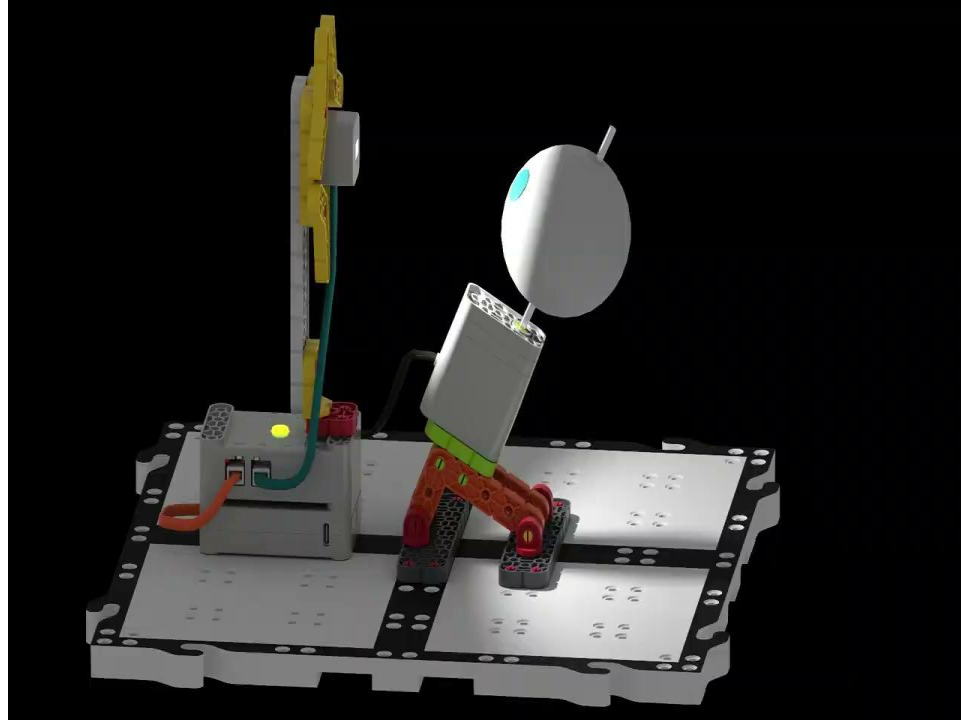
Journalist

- Gather materials from the checklist
- Build steps 6-10 of the Code Day/Night
- Add the blocks to the VEXcode GO project in Play Part 1
- Start the VEXcode GO project in Play Part 2

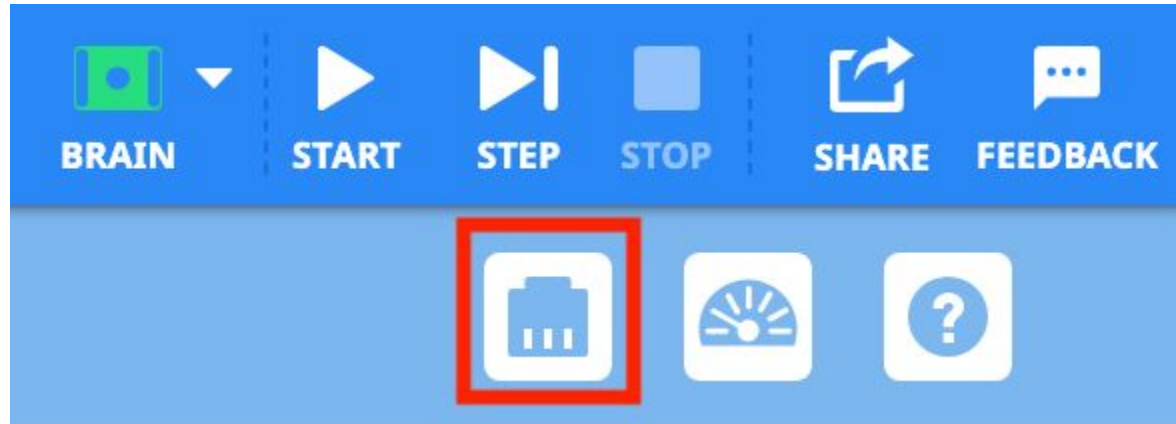
Code Day/Night Build



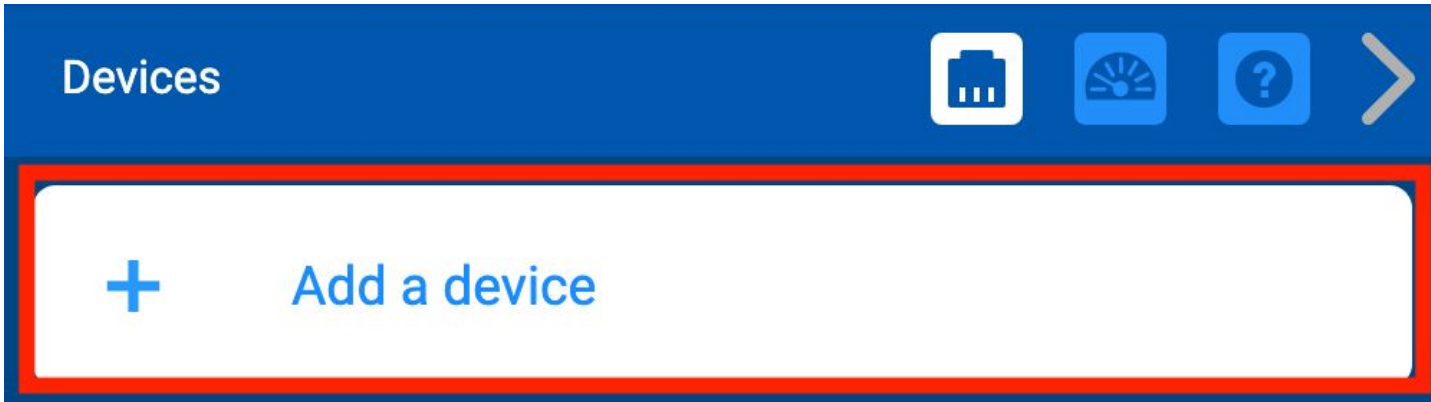
Light Shining on the Earth While Rotating



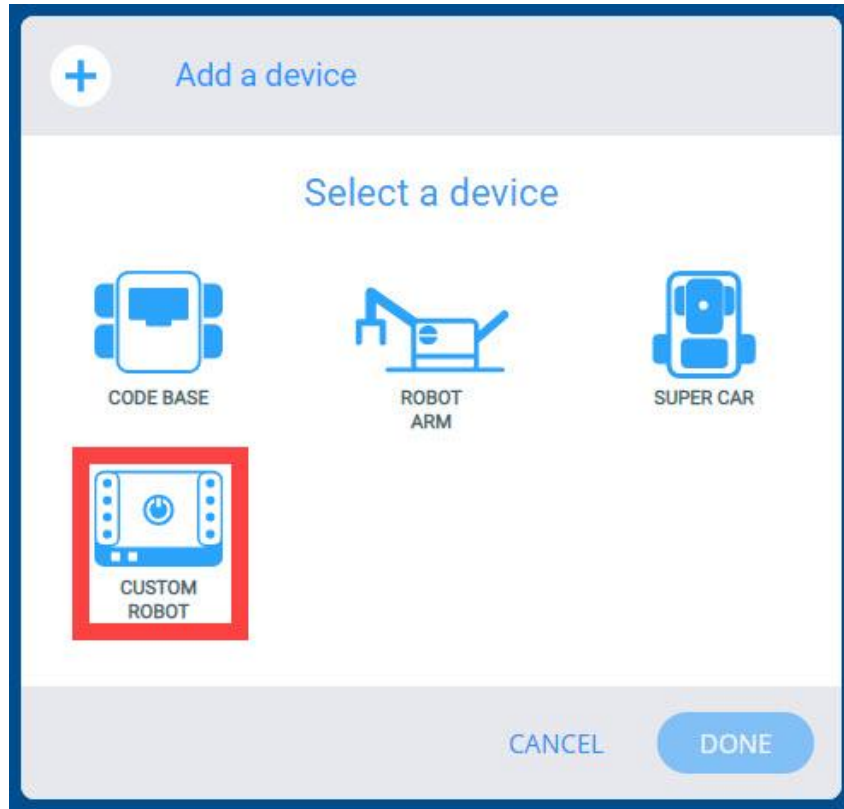
Select the Devices Button



Select 'Add a device'



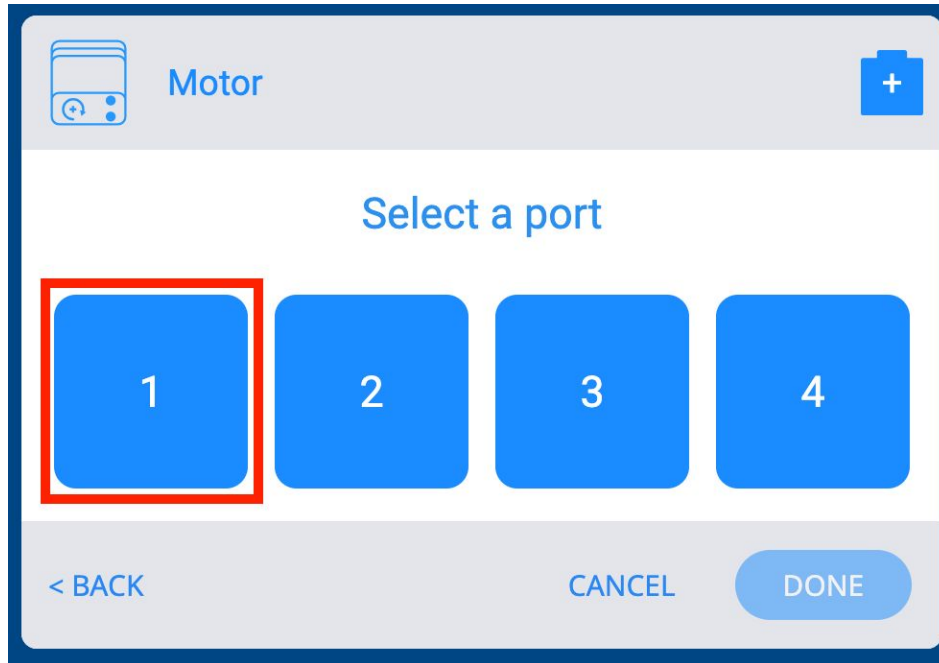
Select 'CUSTOM ROBOT'



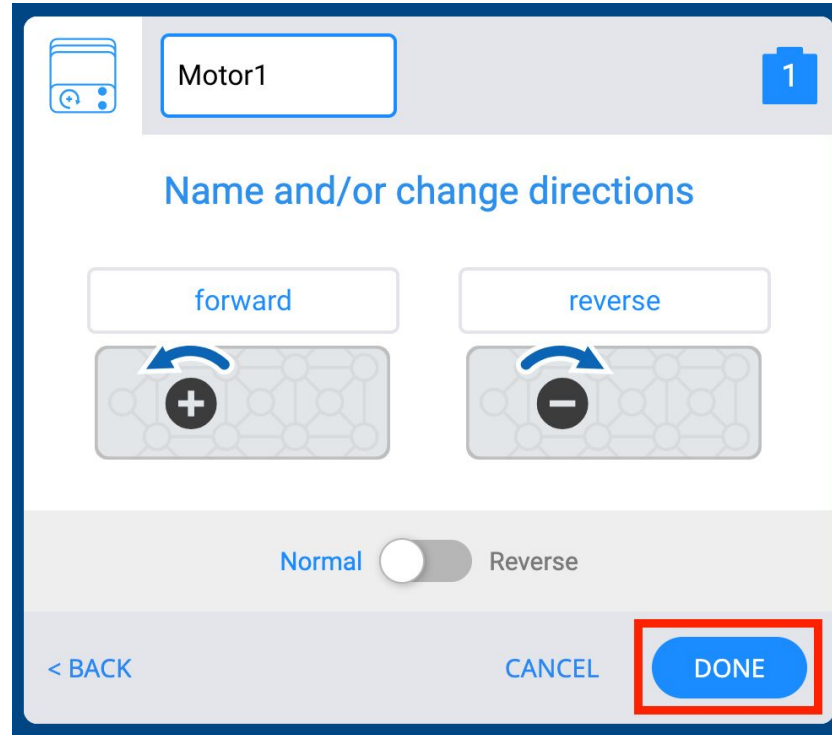
Select 'MOTOR'



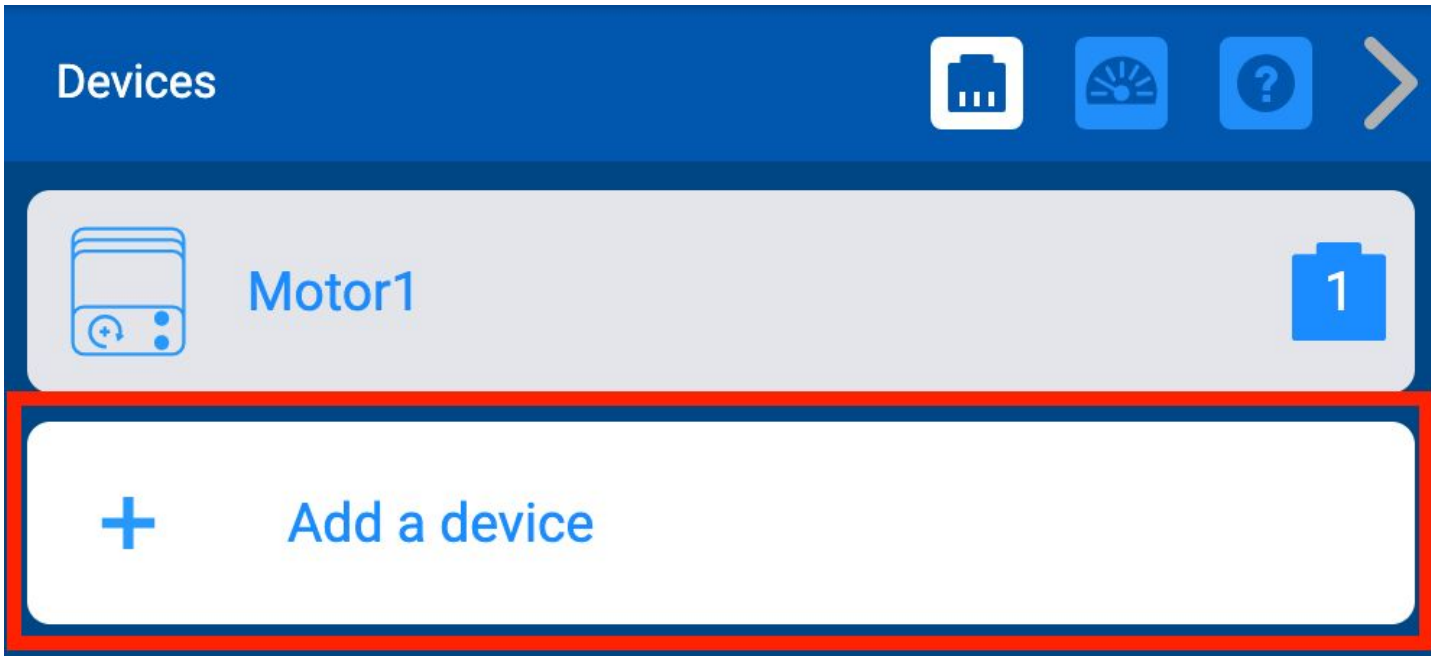
Select Port 1



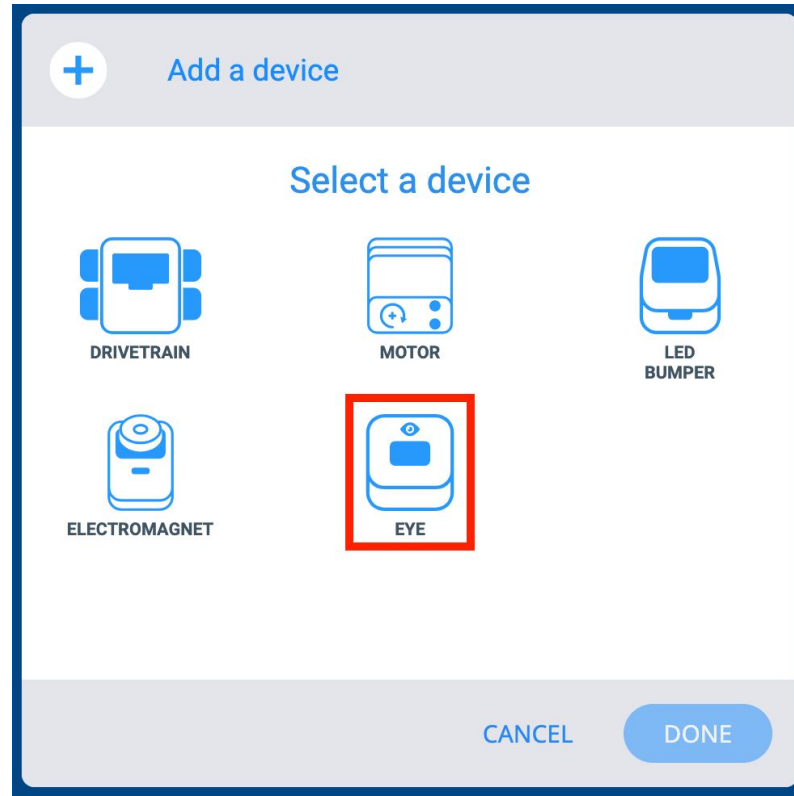
Select 'DONE'



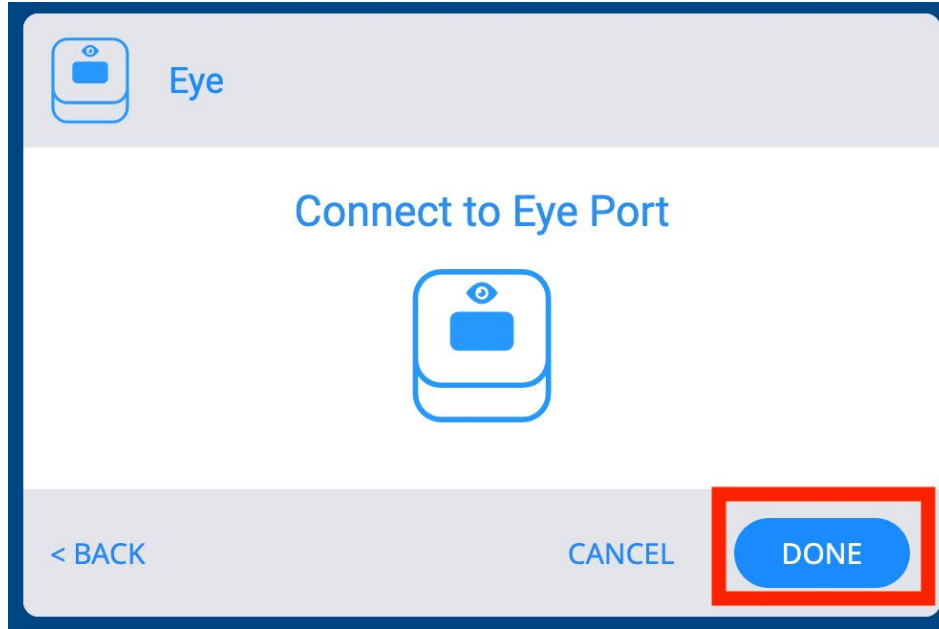
Select 'Add a device'



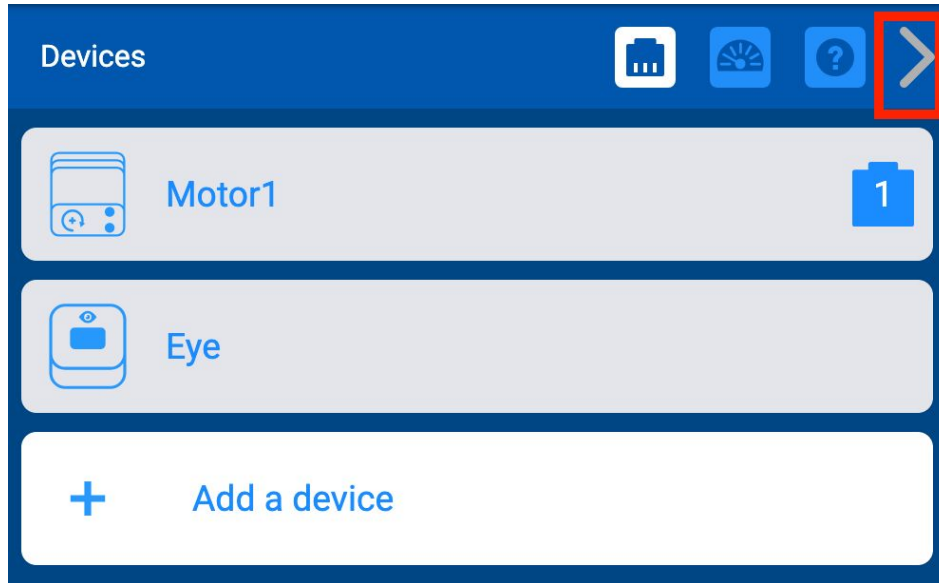
Select 'EYE'



Select 'DONE'



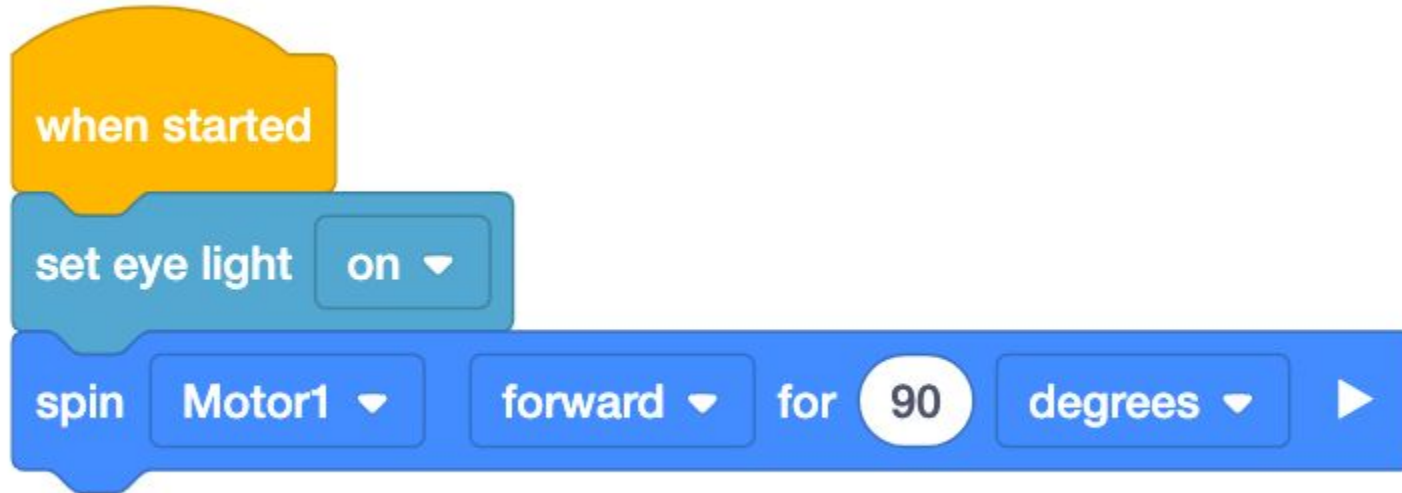
Select the arrow



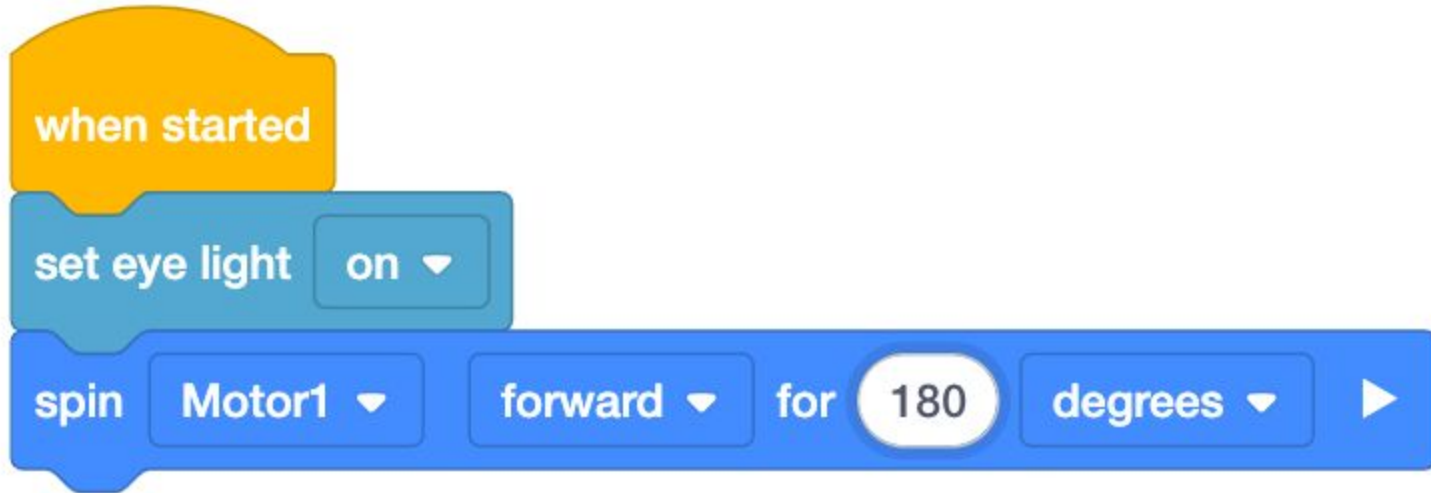
Add a [Set eye light] block



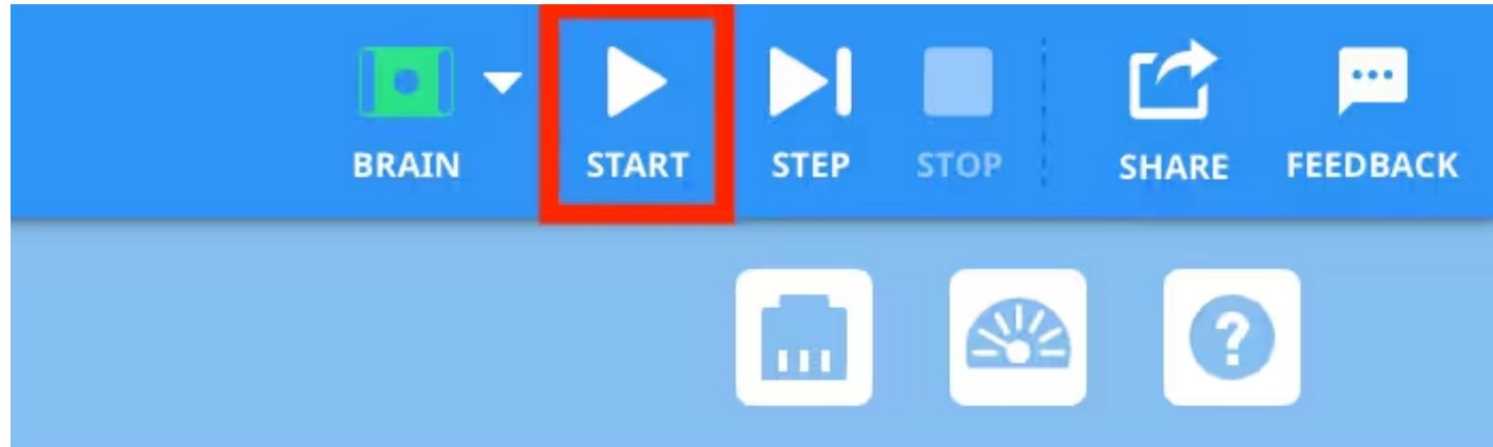
Add a [Spin for] block



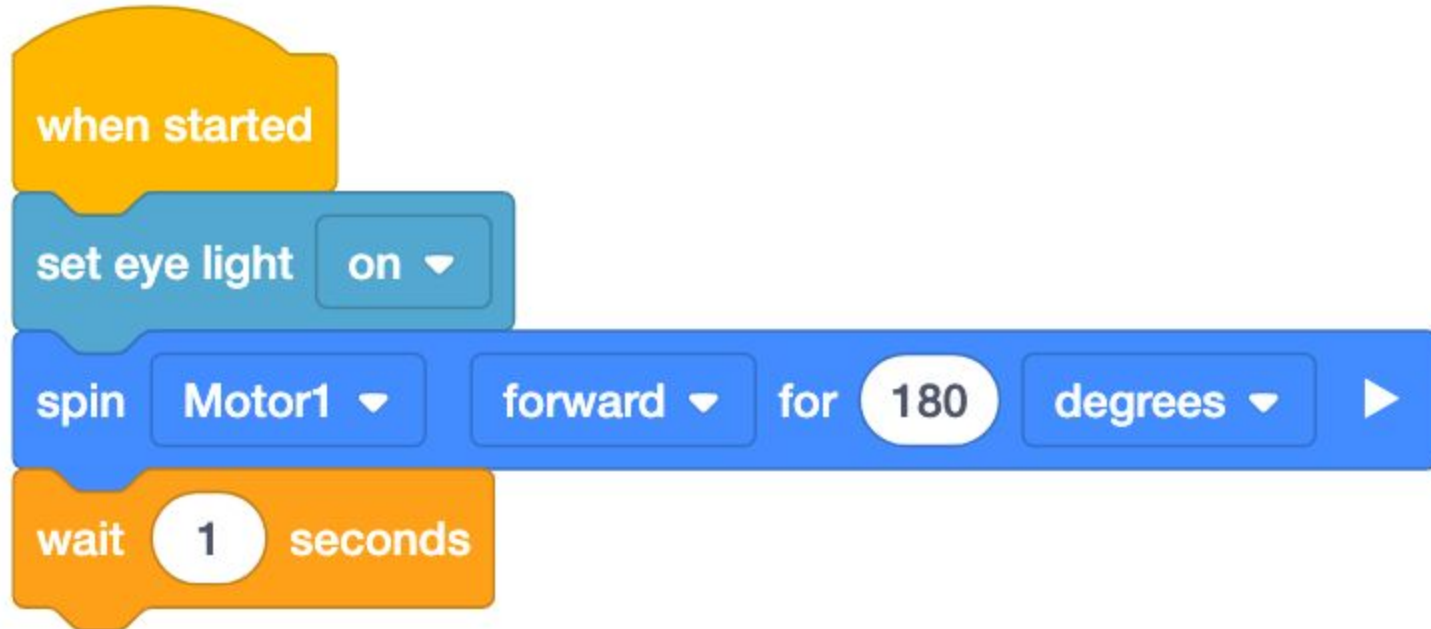
Change the parameter to 180 degrees



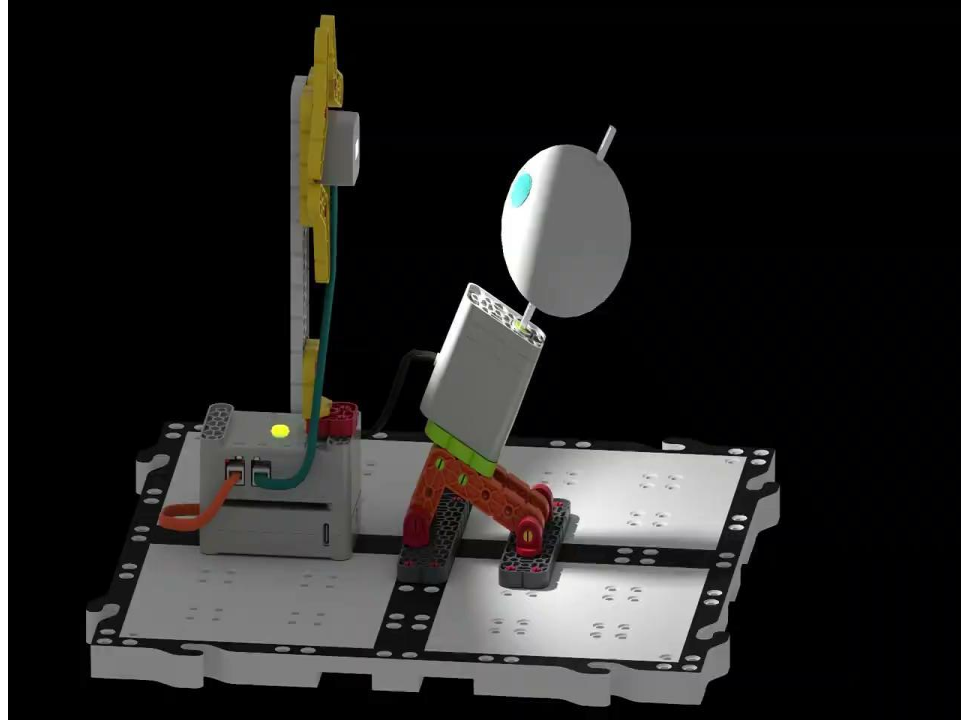
Select 'START' in VEXcode GO



Add a [Wait] block



Earth Spinning By the Hour



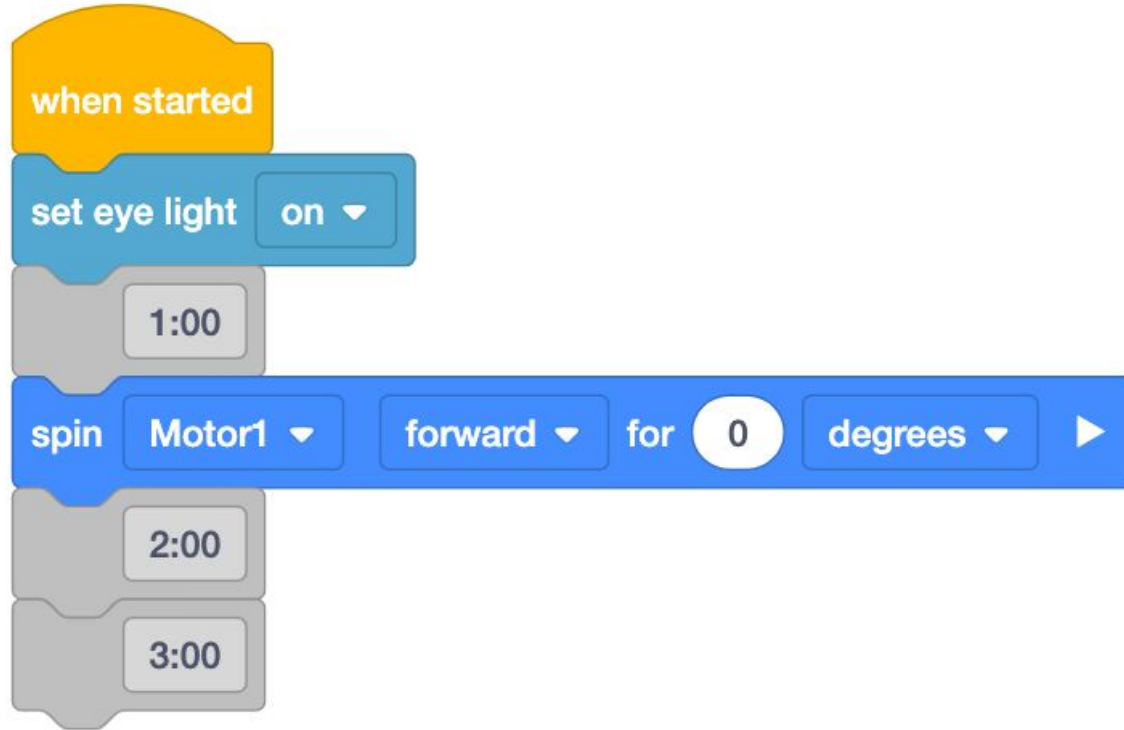
Remove the last two blocks of the previous project.



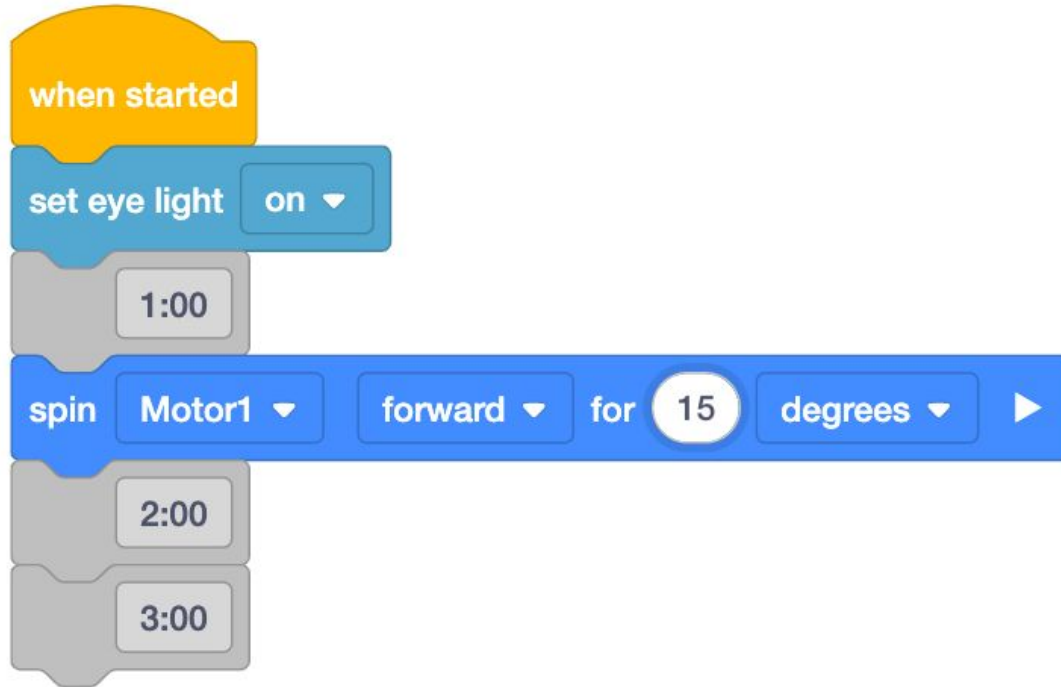
Add three [Comment] Blocks.



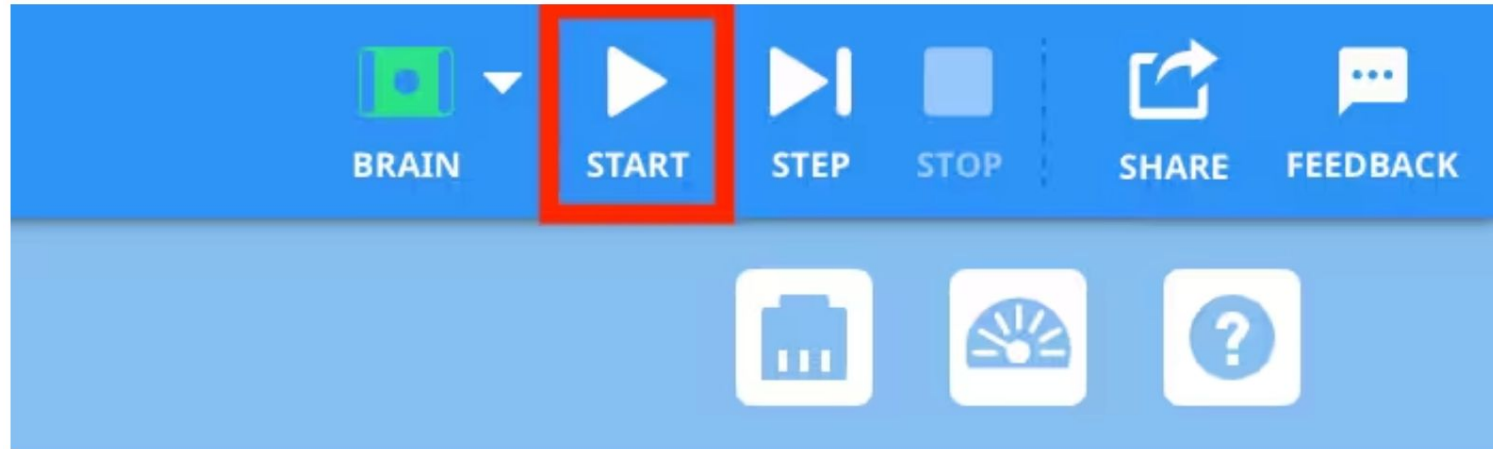
Add the [Spin for] block



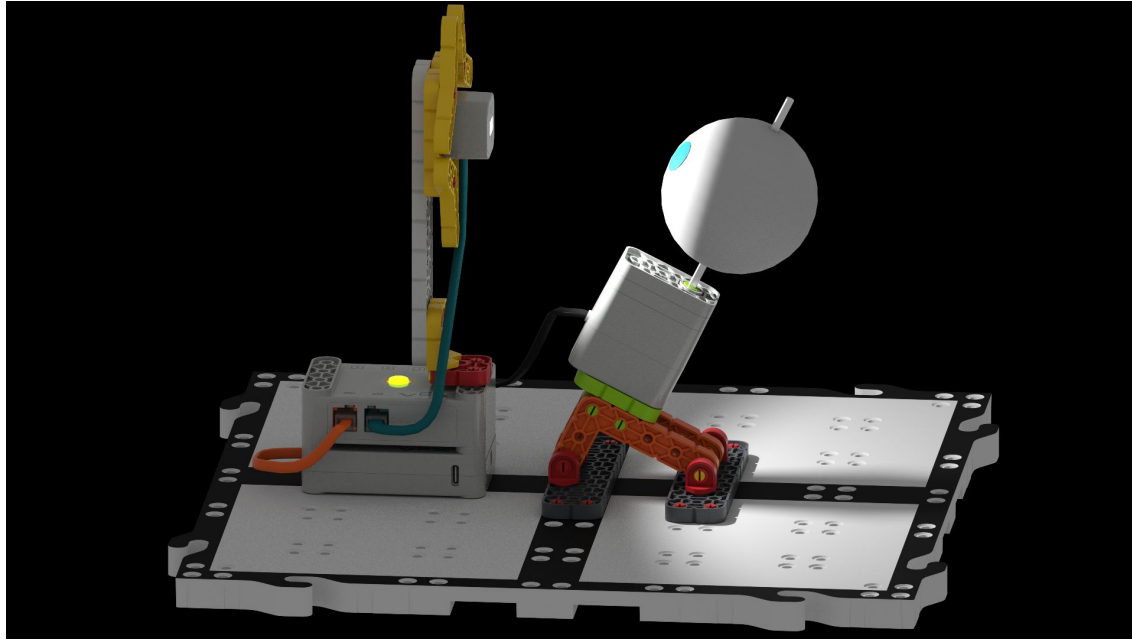
Set the parameter to 15 degrees



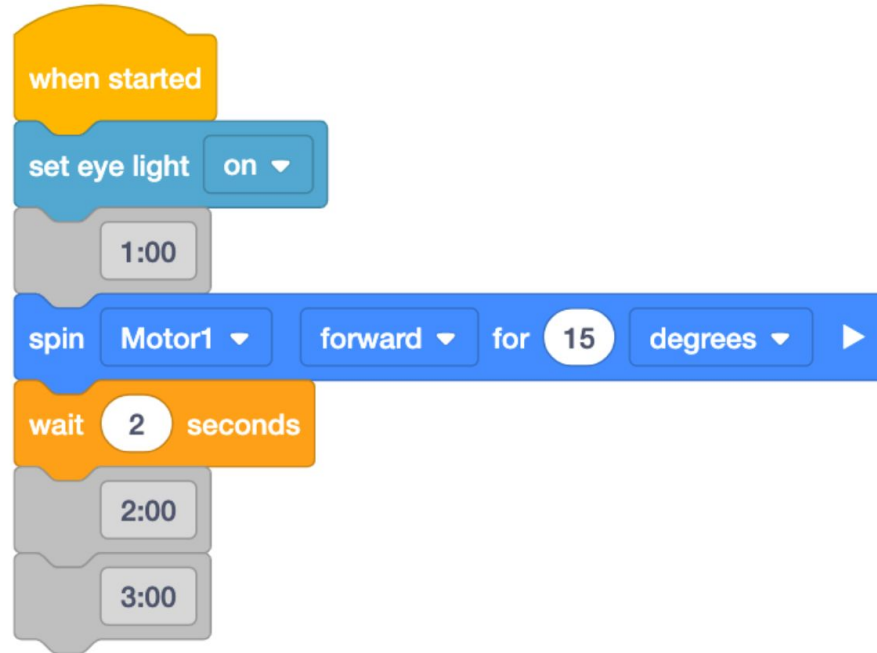
Select 'START' in VEXcode GO



Start with the dot facing directly towards the Sun



Add the [Wait] Block and set the parameter to 2 seconds



Add blocks to code the next two hours.

