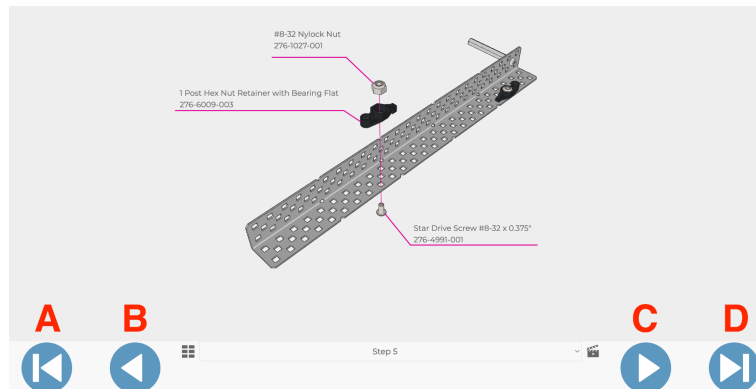


Over Under: Lesson 1 – Check Your Understanding

Learn Questions

1. Which of the following can help you to ensure you are attaching pieces together correctly when building Striker?
 - a. Working through all the steps of building before checking to see if you have made any mistakes
 - b. Use the ruler to measure your workspace to ensure you have enough room to build
 - c. Holding your pieces in the same orientation as they are in the Build Instructions as you attach them
 - d. Lining all your pieces up in a row before attaching them
2. How can using the VEX V5 Ruler and the VEX V5 Parts Poster together help you to build Striker more easily?
 - a. You can measure a piece with the ruler and compare it to the poster to be sure you have selected the correct piece
 - b. The parts poster lists out all of the parts you need for each step of the build
 - c. The ruler can be used to measure the length of Striker's arm
 - d. The parts poster and the ruler can not be used to help you to build Striker more easily



3. Based on this image, which button is selected to animate the current step and move to the next step in the 3D Build Instructions?
 - a. A
 - b. B
 - c. C
 - d. D
4. What is the main function of Striker's Drivetrain?
 - a. To control Striker's arm mechanism
 - b. To take in game objects
 - c. To allow Striker to move
 - d. To download projects from VEXcode V5

- 5. Once you have turned on Striker's Brain, what is the next step for pairing the Controller?**
 - a. Connect the motor to the Brain using a Smart Cable
 - b. Connect the Controller to the Brain using a Smart Cable
 - c. Unplug the Battery from the Brain
 - d. Connect the Controller directly to the Radio

- 6. How do you know you have successfully paired the Controller with Striker's Brain?**
 - a. The Controller will vibrate
 - b. The lights on the Radio will be a solid green
 - c. The lights on the Radio will blink red
 - d. A message appears on the Brain reading "Controller Connected"

- 7. Which component of Striker is responsible for lifting objects?**
 - a. The drivetrain
 - b. The arm
 - c. The intake
 - d. The wheels

- 8. When driving Striker with the Controller, what is the function of the L1 and L2 buttons?**
 - a. To turn Striker to the right
 - b. To turn Striker to the left
 - c. To raise and lower the arm
 - d. To spin the intake

- 9. When driving Striker with the Controller, what is the function of the joysticks?**
 - a. To spin the intake outward (to release a Triball, for example)
 - b. To spin the intake inward (to intake a Triball, for example)
 - c. To cause the robot to move forwards, backwards, and turn
 - d. To raise the arm

- 10. What is the function of Byte's intake mechanism?**
 - a. To allow the robot to drive backwards
 - b. To display light
 - c. To capture or collect objects
 - d. To detect colors