

Cue Challenge 4



Pool Cue

Your Task:

Cue loves to play pool! Design a pool table with 6 "pockets." If Cue were the pool ball, could you code him to make the shot?

What You Need:

- Cue
- Chromebook or iPad with Blockly installed.
- bulletin board paper
- drawing materials
- tape
- meter stick
- protractor

Directions:

1. Design a pool table with 6 "pockets" and place it on the floor. Note: you may prefer to tape it down so it doesn't move during your activity.
2. Place Cue somewhere on the surface of your pool table.
3. Measure the angles and distances needed to get Cue to each pocket on the table in the fewest number of steps. Remember: He won't always be starting from his current spot! Once he makes the first shot, he will start the second shot from where he last stopped!
4. Code Cue to make each shot.
5. Run the program. How did you do? Can you remove any steps to make the code shorter?



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Extension: Add some additional "pool balls" as obstacles that cue must navigate around. Remember: each new direction for Cue to travel is another "shot." How many shots does it take to get Cue around the 8 ball and into the corner pocket?

