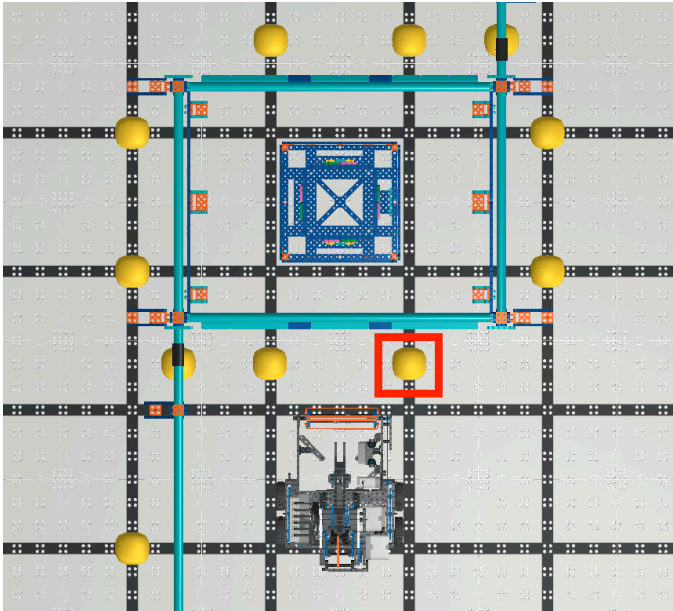


## Lesson 3- Check Your Understanding

### VIQC Virtual Skills Lessons



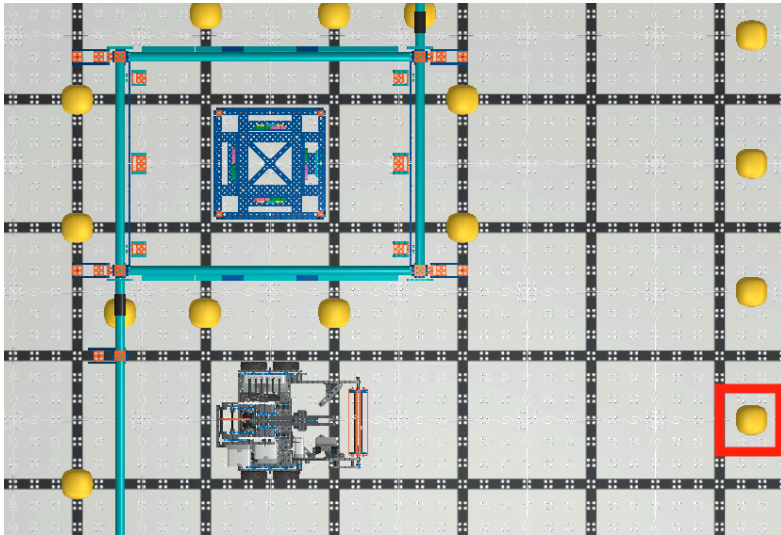
1. What are the behaviors needed for Fling to launch the marked Ball into the High Goal?
  - a. Turn left for 90 degrees, drive forward for 250 mm, and push the Ball into the Low Goal
  - b. Turn right for 25 degrees, drive forward for 125 mm, spin the Intake Motor to collect the Ball, turn right for 155 degrees, drive in reverse for 150 mm, then launch the Ball with Catapult Arm
  - c. Turn left for 200 degrees, drive forward 200 mm, then launch the Ball with Catapult Arm
  - d. Drive in reverse for 150 mm, and then turn left for 30 degrees.

when started

spin IntakeMotor intake for 180 degrees

2. What behavior will this [Spin for] block cause Fling to complete in this project?
  - a. Drive forward for 200 mm
  - b. Collect the Ball by spinning the Intake Motor
  - c. Turn right for 25 degrees
  - d. Launch the Ball with Catapult Arm

3. If Fling scored one Ball in the Low Goal, and one Ball in the High Goal, how many points would be scored?
- a. 2
  - b. 6
  - c. 8
  - d. 12



4. Approximately how far would Fling need to drive forward in order to intake the marked Ball?
- a. 900 mm
  - b. 1200 mm
  - c. 200 mm
  - d. 400 mm