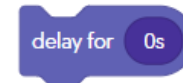
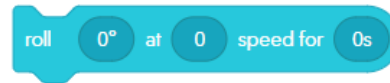


Name of Group Members:

## 4.6C/4.7C Triangles Sphero Lab



The 2 blocks we will be using today look like:

Use your butcher paper, marker and protractor to create a right, acute and obtuse triangle.

Below are the instructions (and some hints) to program your Sphero to create a/an:

- **Right Triangle:**
  - Add a roll block (for each side) from the Movement Tab
    - You will need to change the movement angles to make sure all 3 angles add up to **180 degrees**
    - Hint: one angle must read at **90 degrees**
  - Add a delay block for each roll block for 1-2 seconds from the Controls Tab
- **Acute Triangle:**
  - Add a roll block (for each side) from the Movement Tab
    - You will need to change the movement angles to make sure all 3 add up to **180 degrees**
    - Hint: all angles must be less than **90 degrees**
  - Add a delay block for each roll block for 1-2 seconds from the Controls Tab
- **Obtuse Triangle:**
  - Add a roll block (for each side) from the Movement Tab
    - You will need to change the movement angles to make sure all 3 angles add up to **180 degrees**
    - Hint: one angle must read above **90 degrees**
  - Add a delay block for each roll block for 1-2 seconds from the Controls Tab

| Name of Triangle | Attributes of Angle/Triangle | Drawing Plan of Triangle | Program Code |
|------------------|------------------------------|--------------------------|--------------|
| Right Triangle   |                              |                          |              |
| Acute Triangle   |                              |                          |              |
| Obtuse Triangle  |                              |                          |              |

