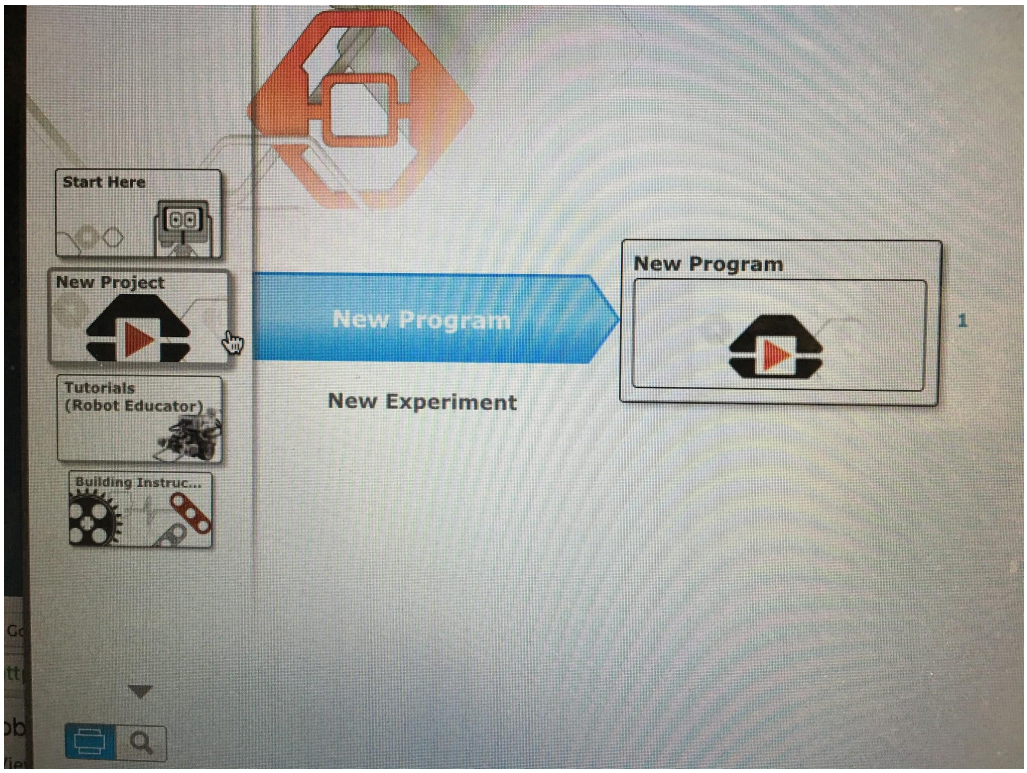
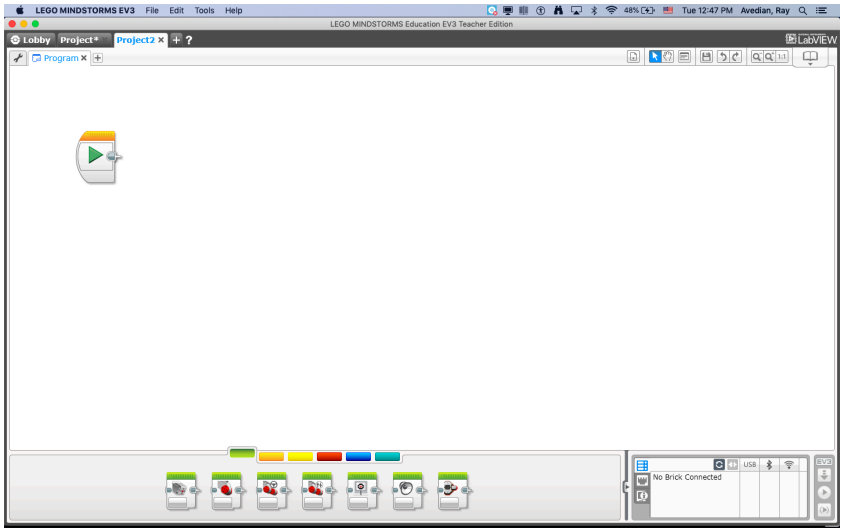
Open the Lego Mindstorms app from the Applications Folder. It's icon looks like this:



On the left side, click on New Project —> New Program. The window should look like this:



DOUBLECLICK the New Program box. That will open a new work window.



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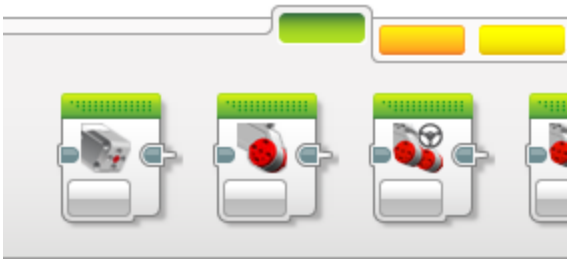
For this activity you're going to be using the MOVE STEERING block.

You will recognize it because it has a STEERING WHEEL on it.

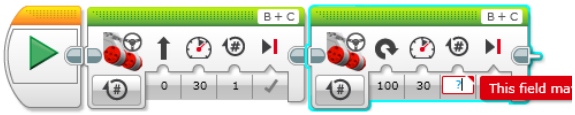


To get started, click and drag a Move Steering block to the Start block.



Leave the direction as straight (0), change the power from 50 to 30, and change the number of turns to enough to make it go to the end of the first leg of the track.

Add a second Move Steering block to what you already have. DON'T CHANGE THE FIRST BLOCK.



Change the direction to full turn (100), the power from 50 to 30, and the number of turns so that it makes the smallest turn possible and ends up dead on with the second leg of the track.

Add a third Move Steering block. DON'T CHANGE THE FIRST OR SECOND BLOCK



Leave the direction as straight (0), change the power from 50 to 30, and change the number of turns to enough to make it go to the end of the second leg of the track.

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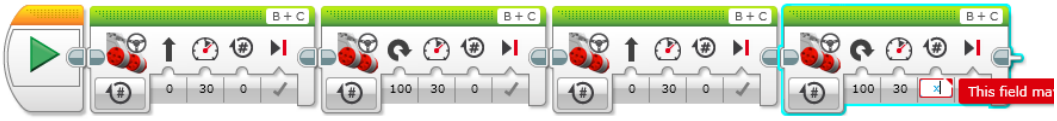
Add a fourth Move Steering block. DON'T CHANGE THE FIRST, SECOND, OR THIRD BLOCK.



Change the direction to full turn (100), the power from 50 to 30, and the number of turns so that it makes the smallest turn possible and ends up dead on with the third leg of the track.

Add a fifth Move Steering block. DON'T CHANGE THE FIRST, SECOND, THIRD, OR FOURTH BLOCK.



Leave the direction as straight (0), change the power from 50 to 30, and change the number of turns to enough to make it go to the end of the third leg of the track.