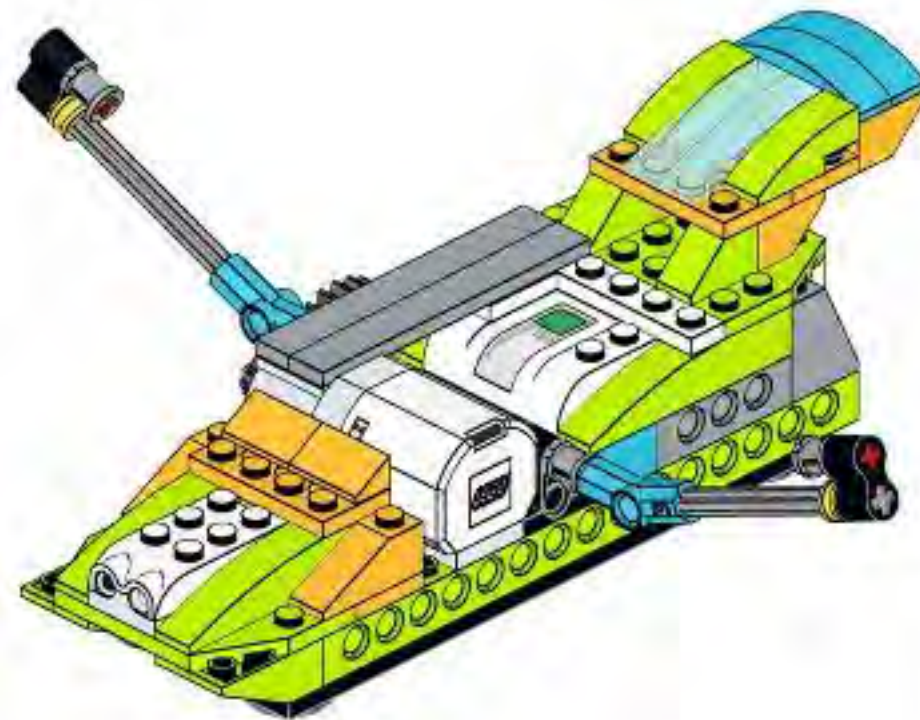
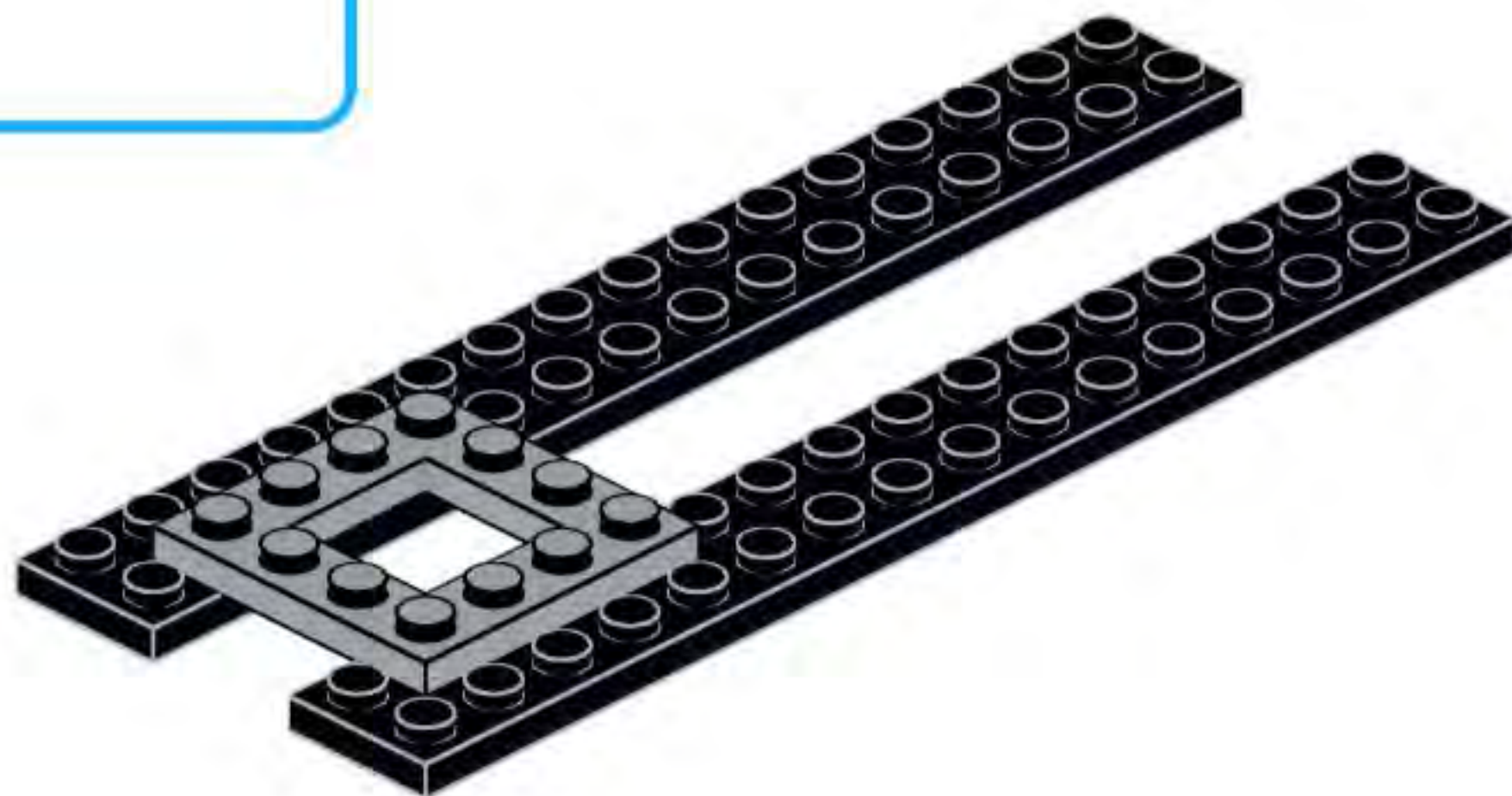
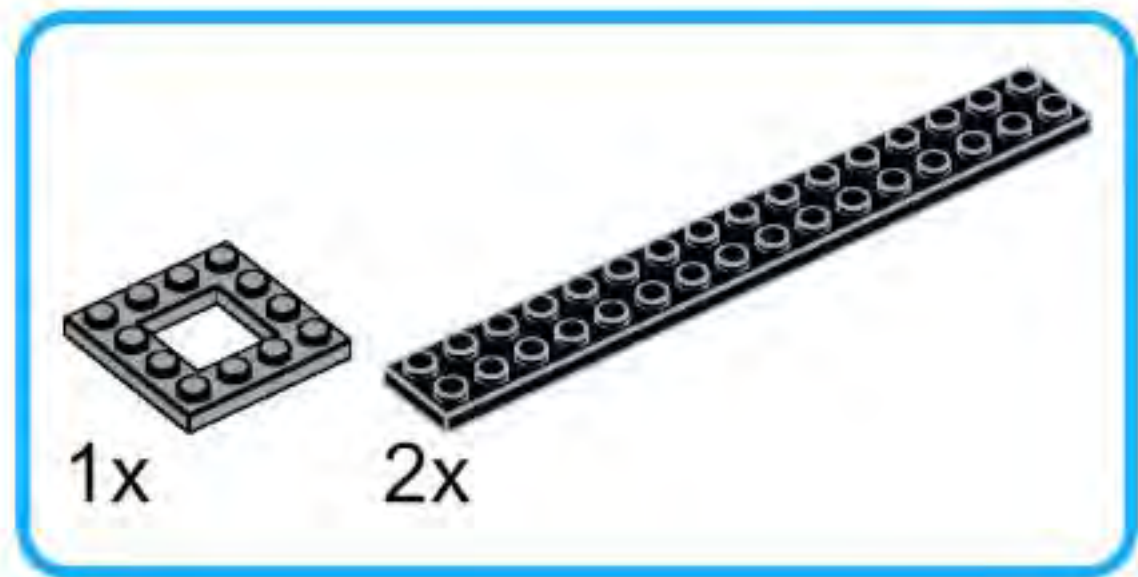


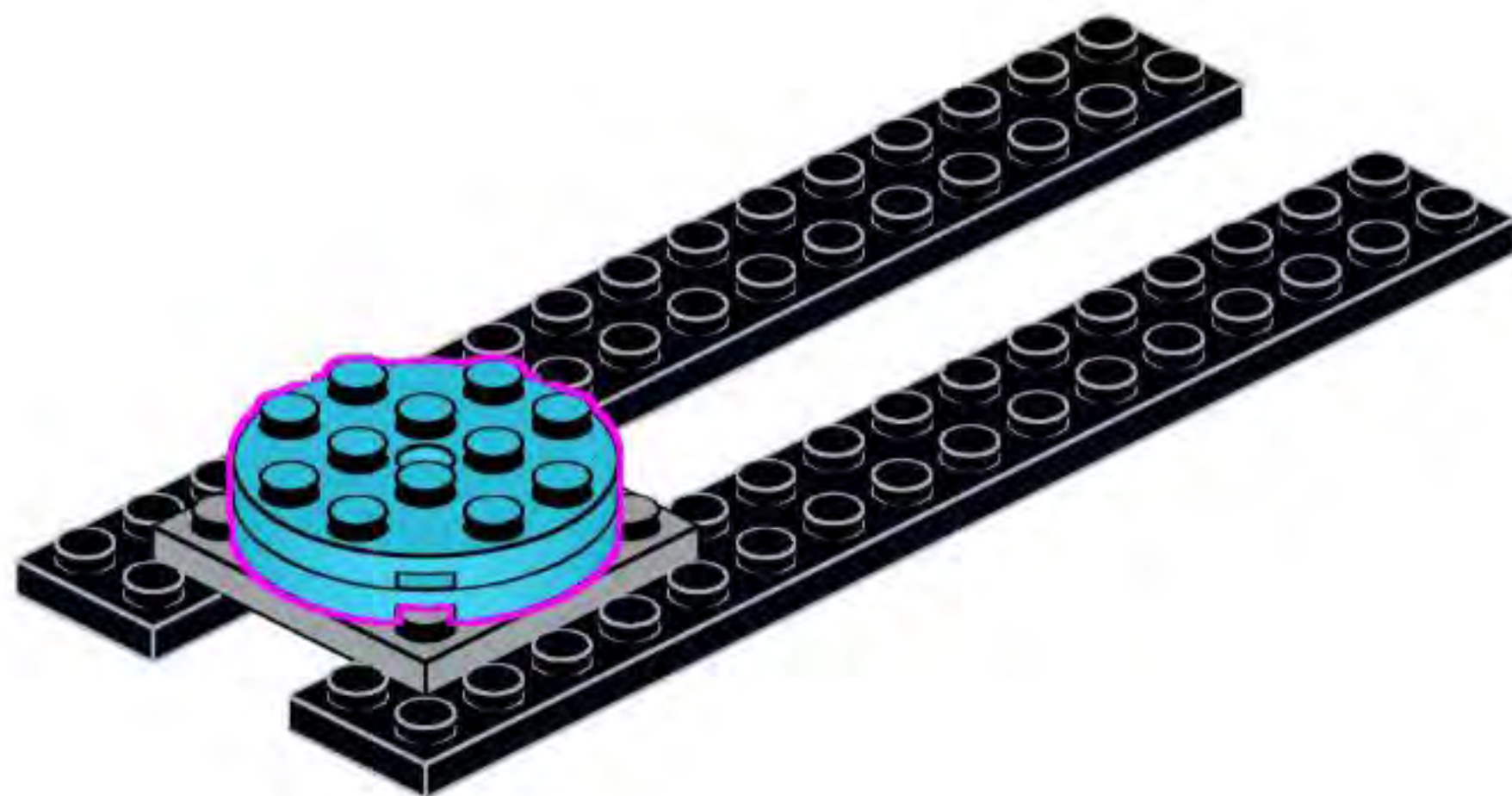
boat robot
unofficial building instruction

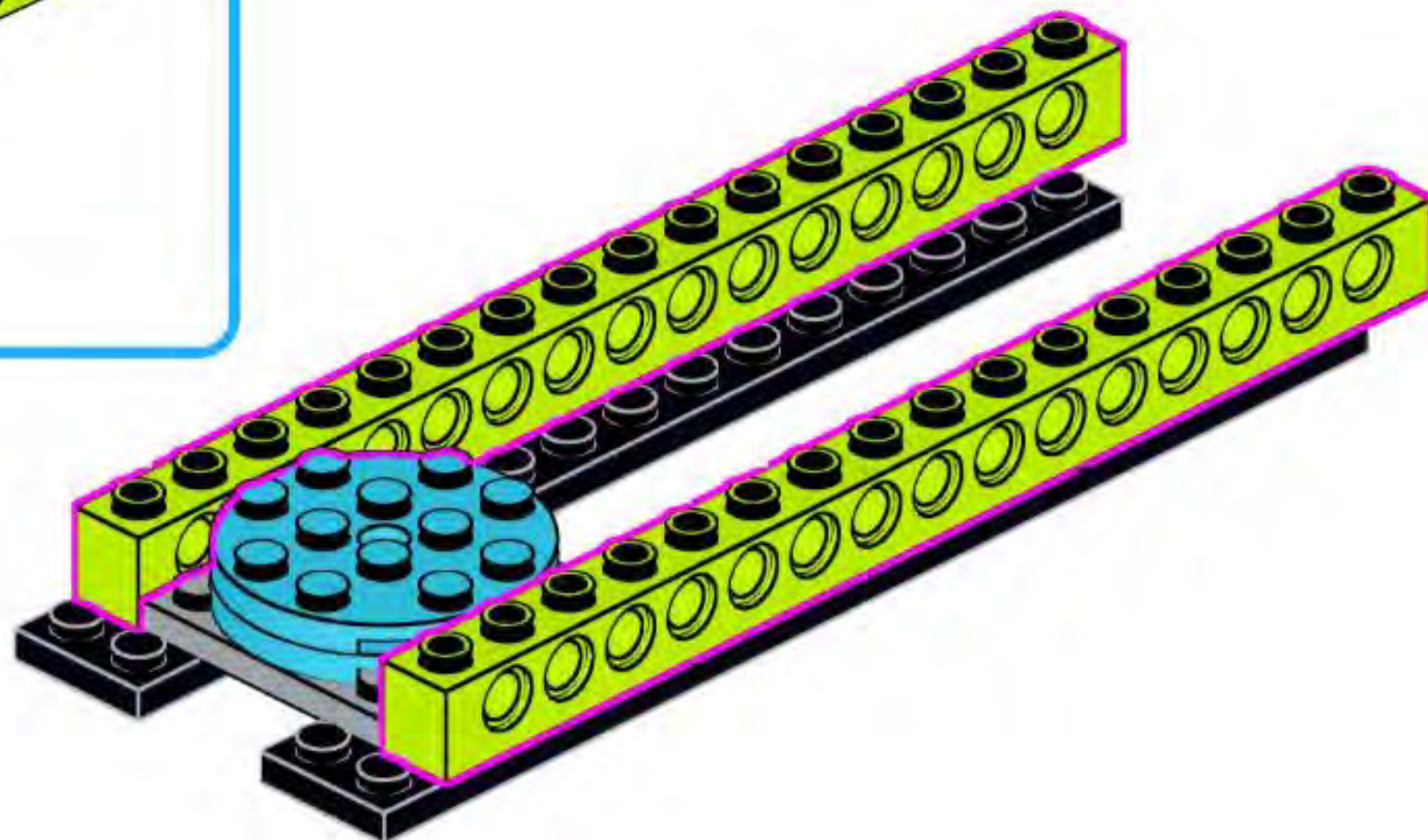
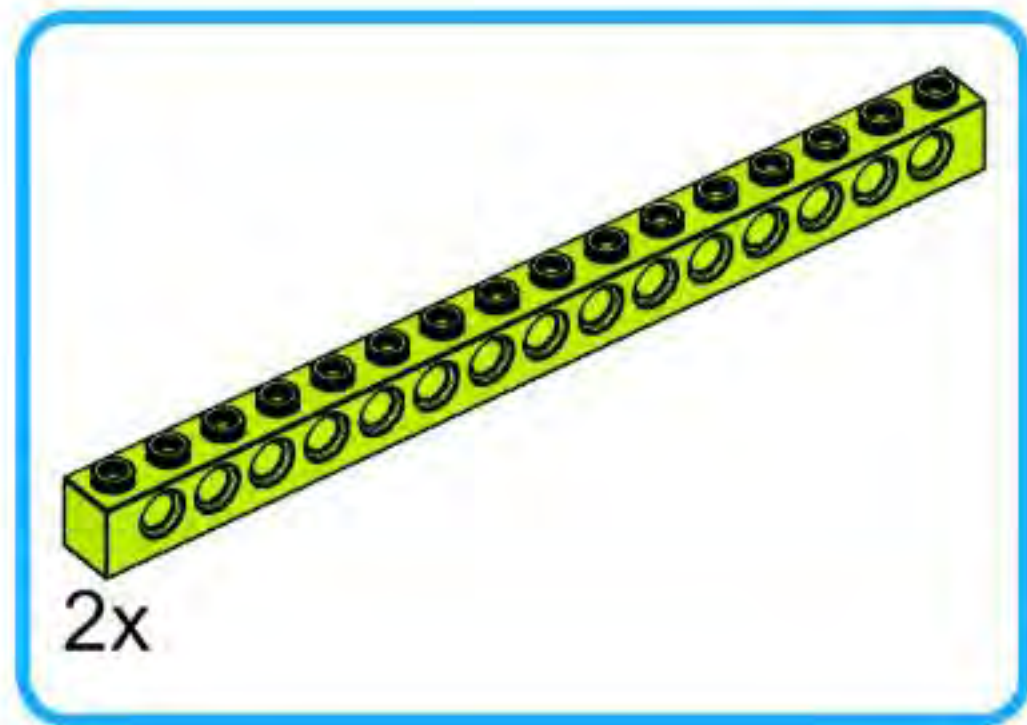


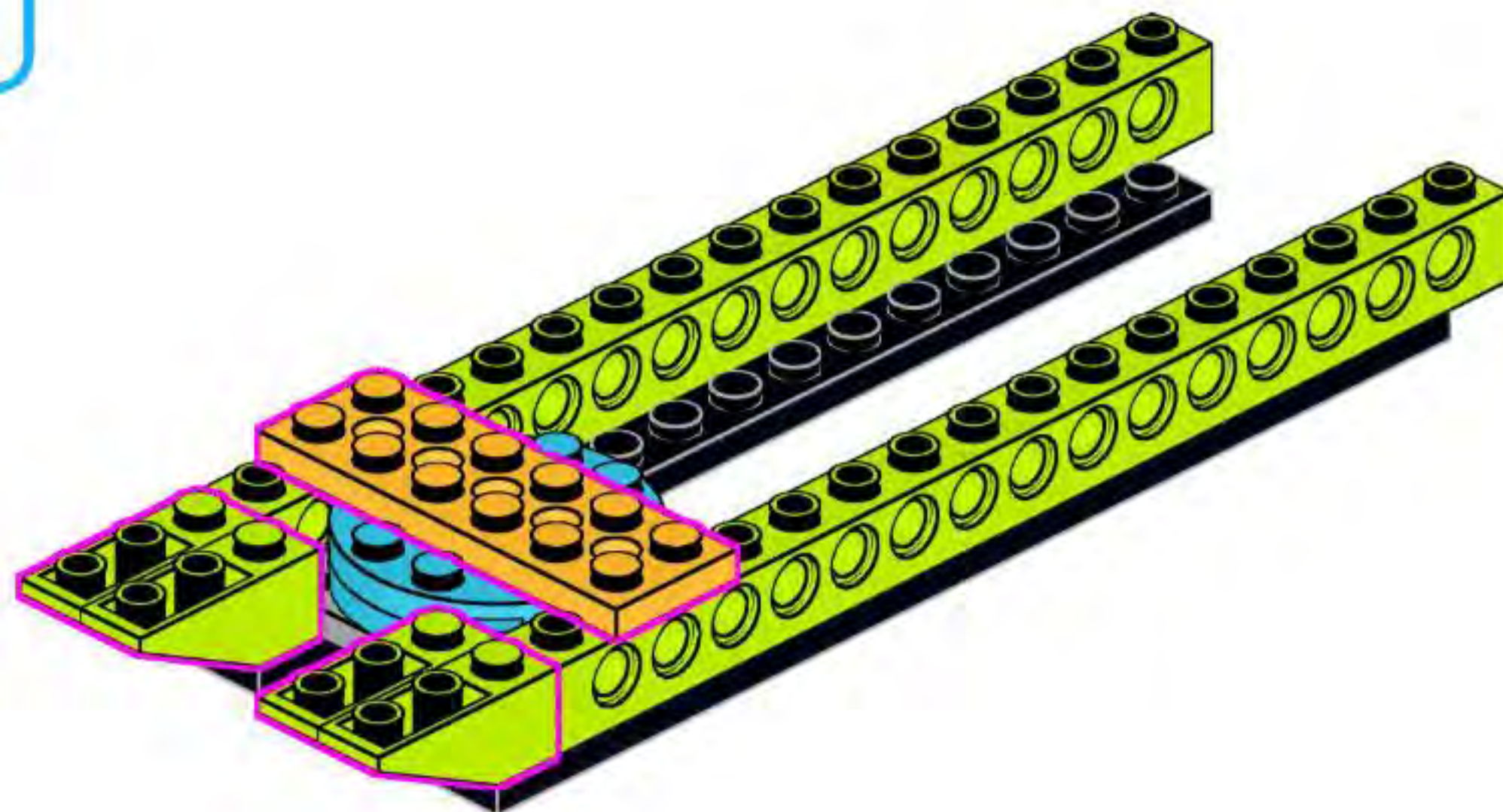
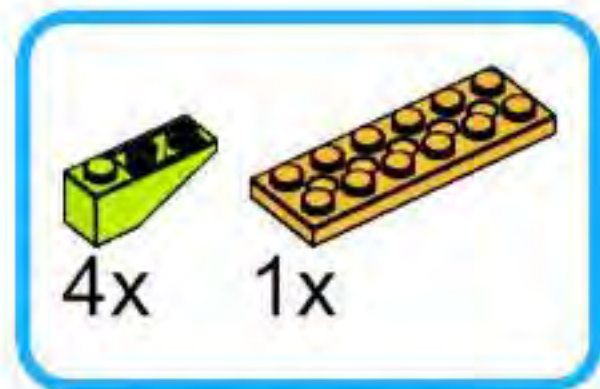
Boat

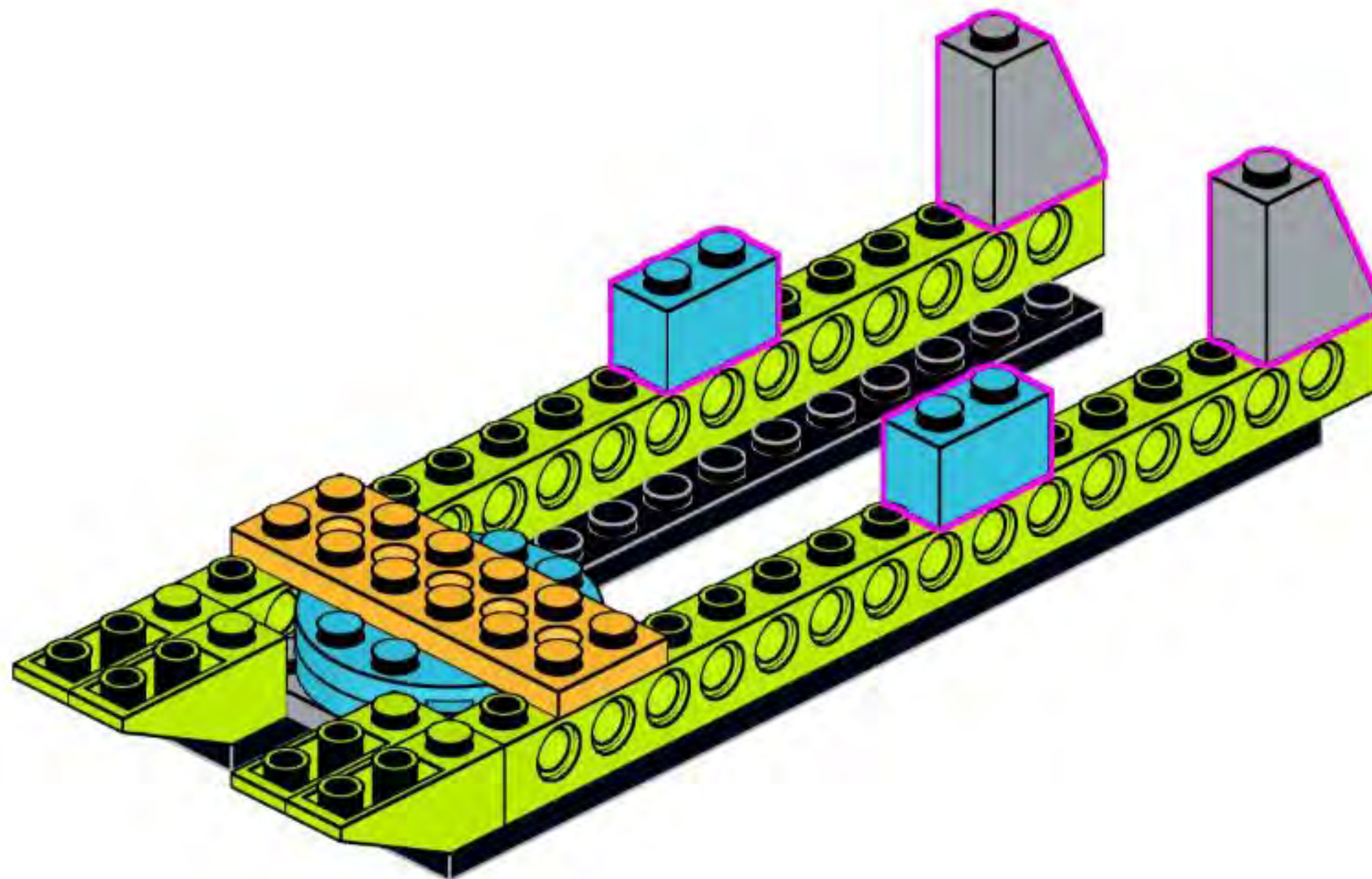
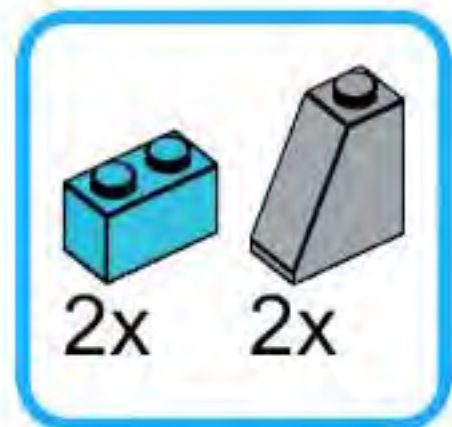
for Lego® WeDo 2.0
45300

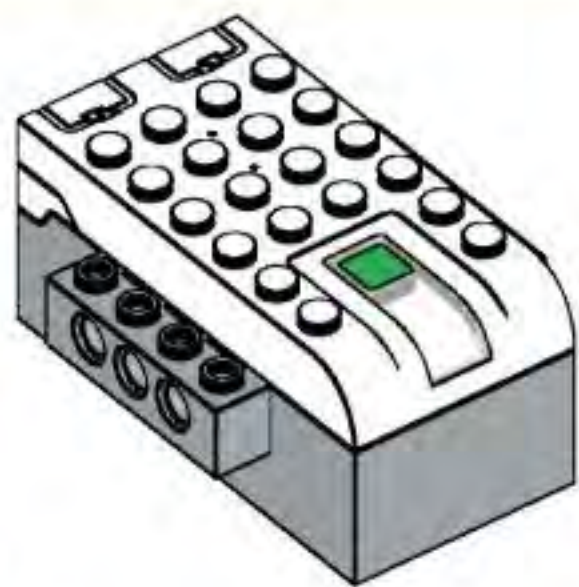








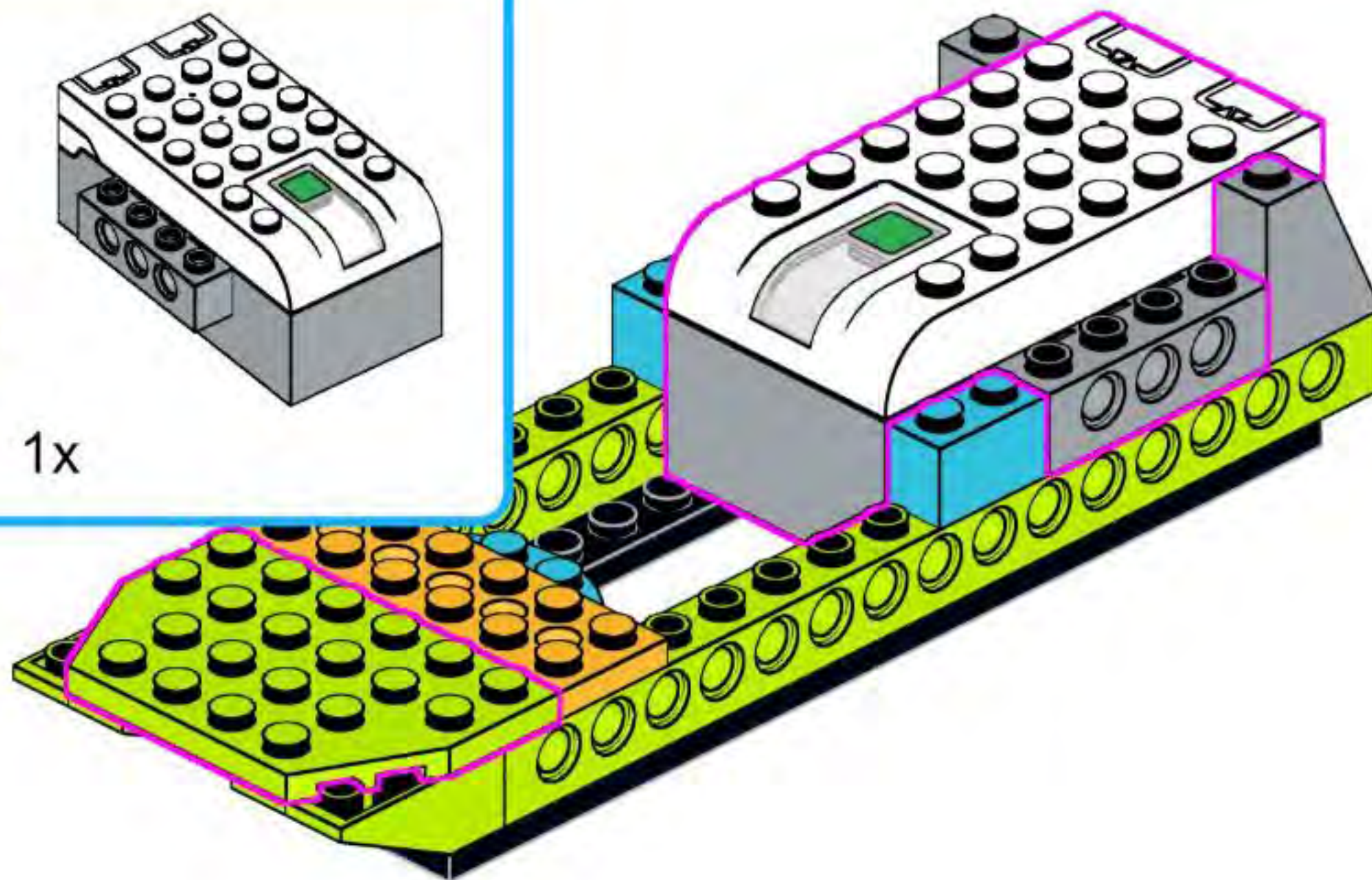


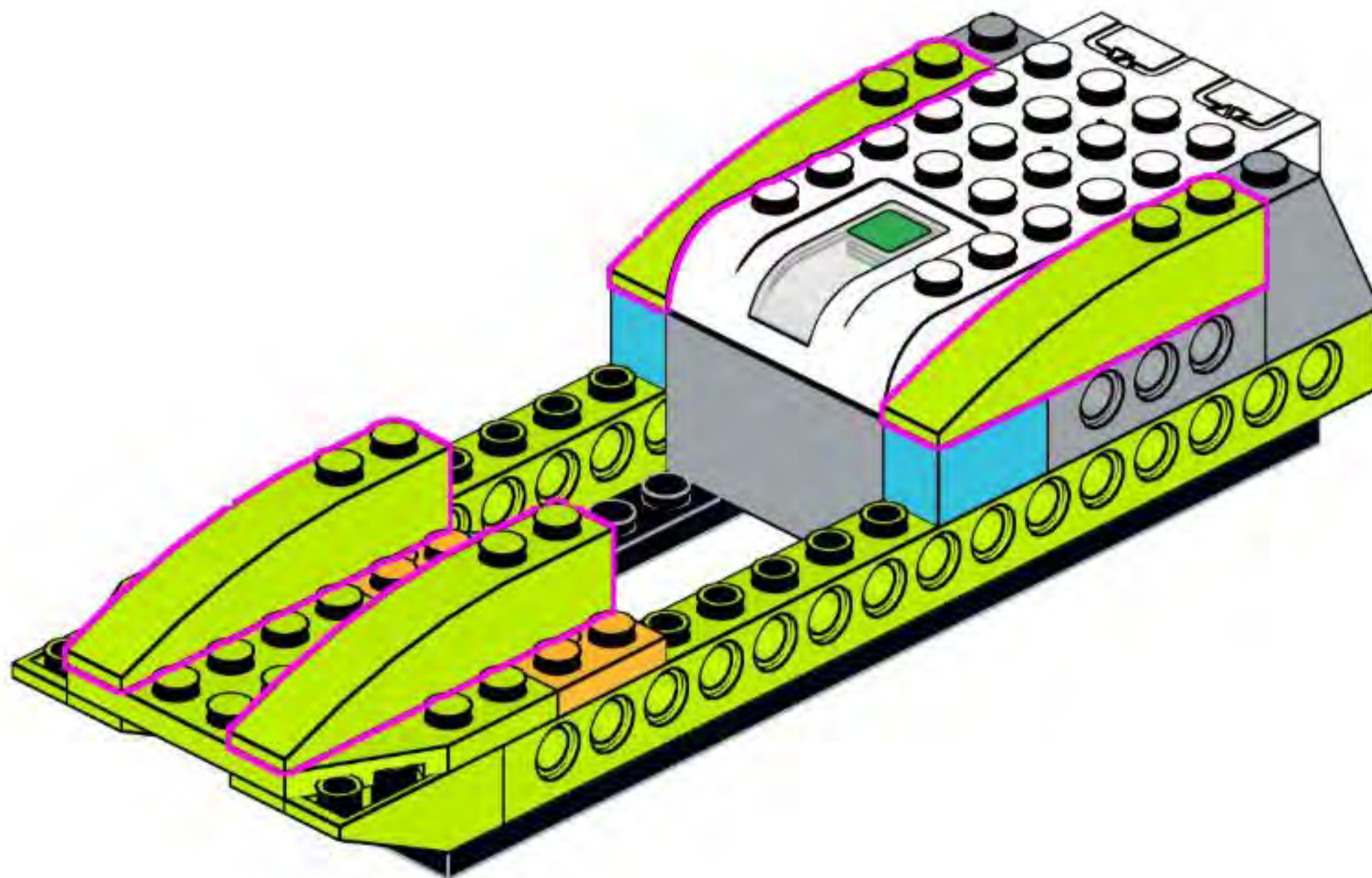
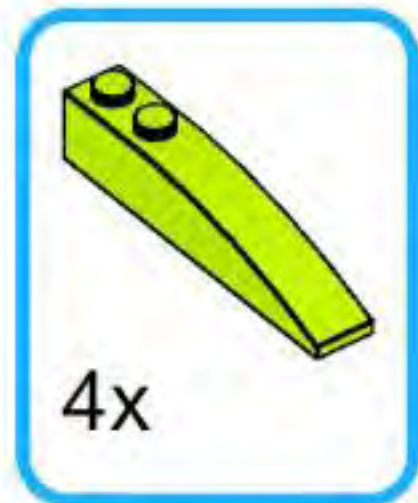


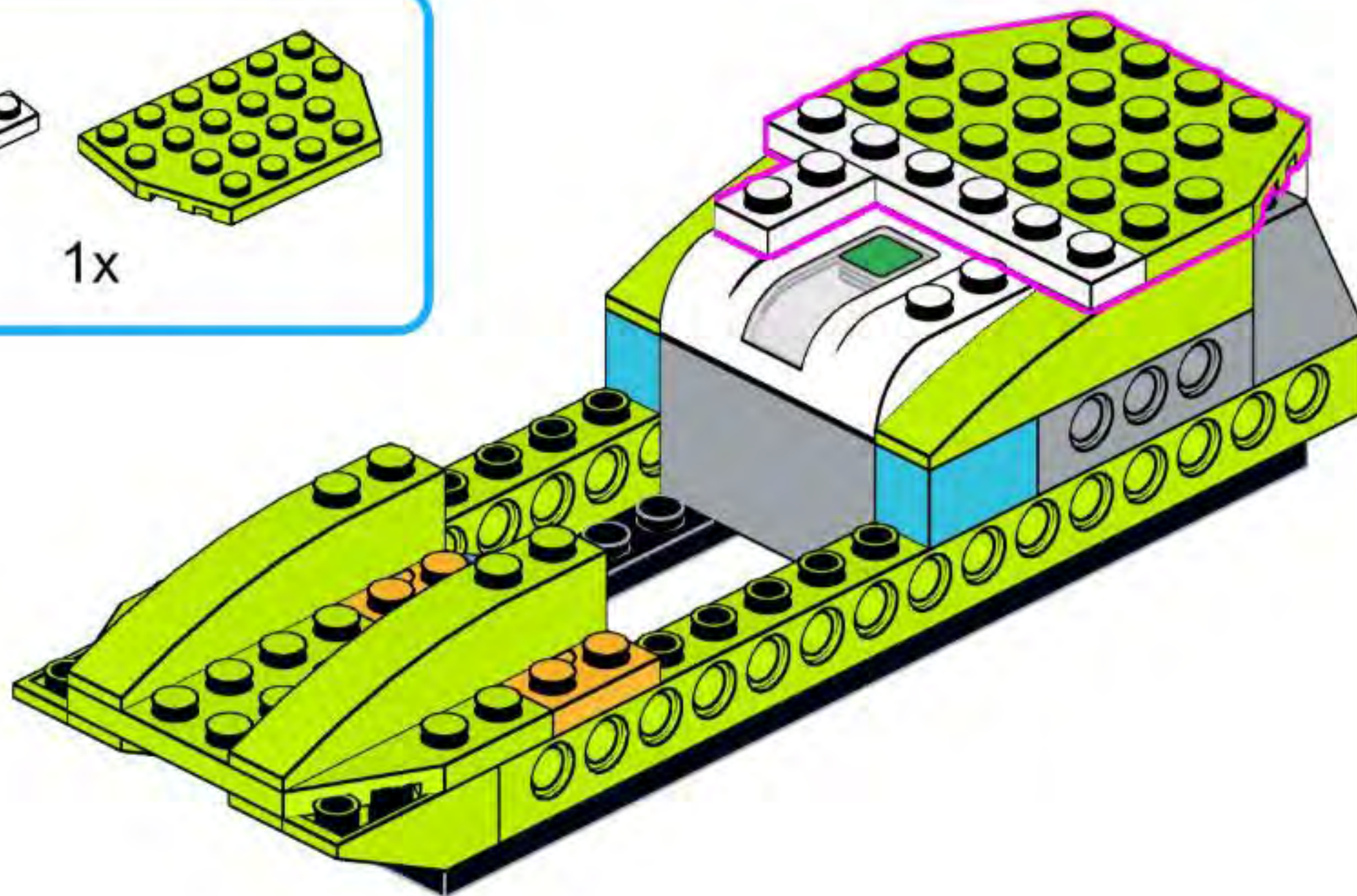
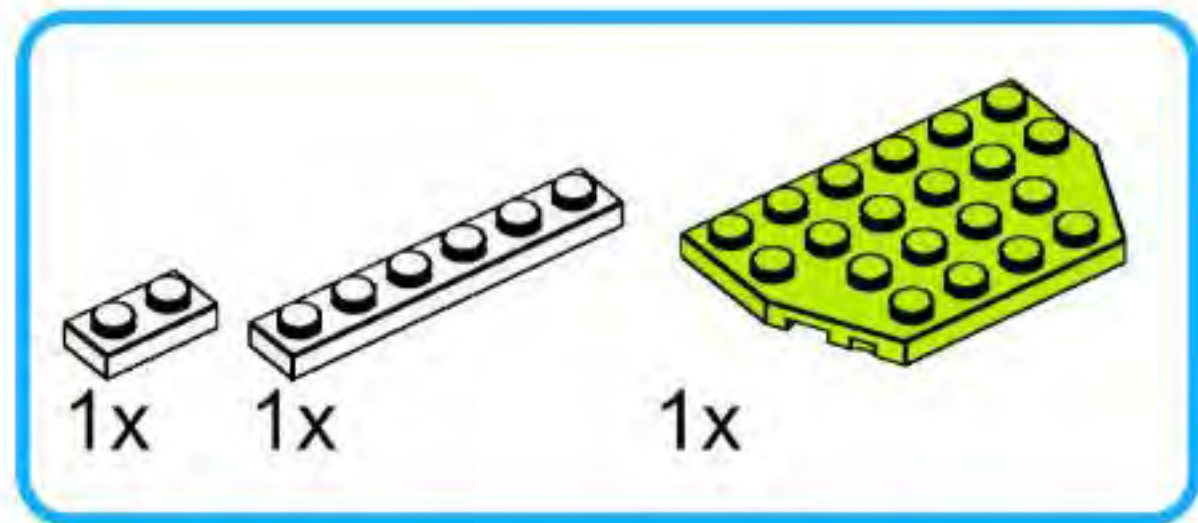
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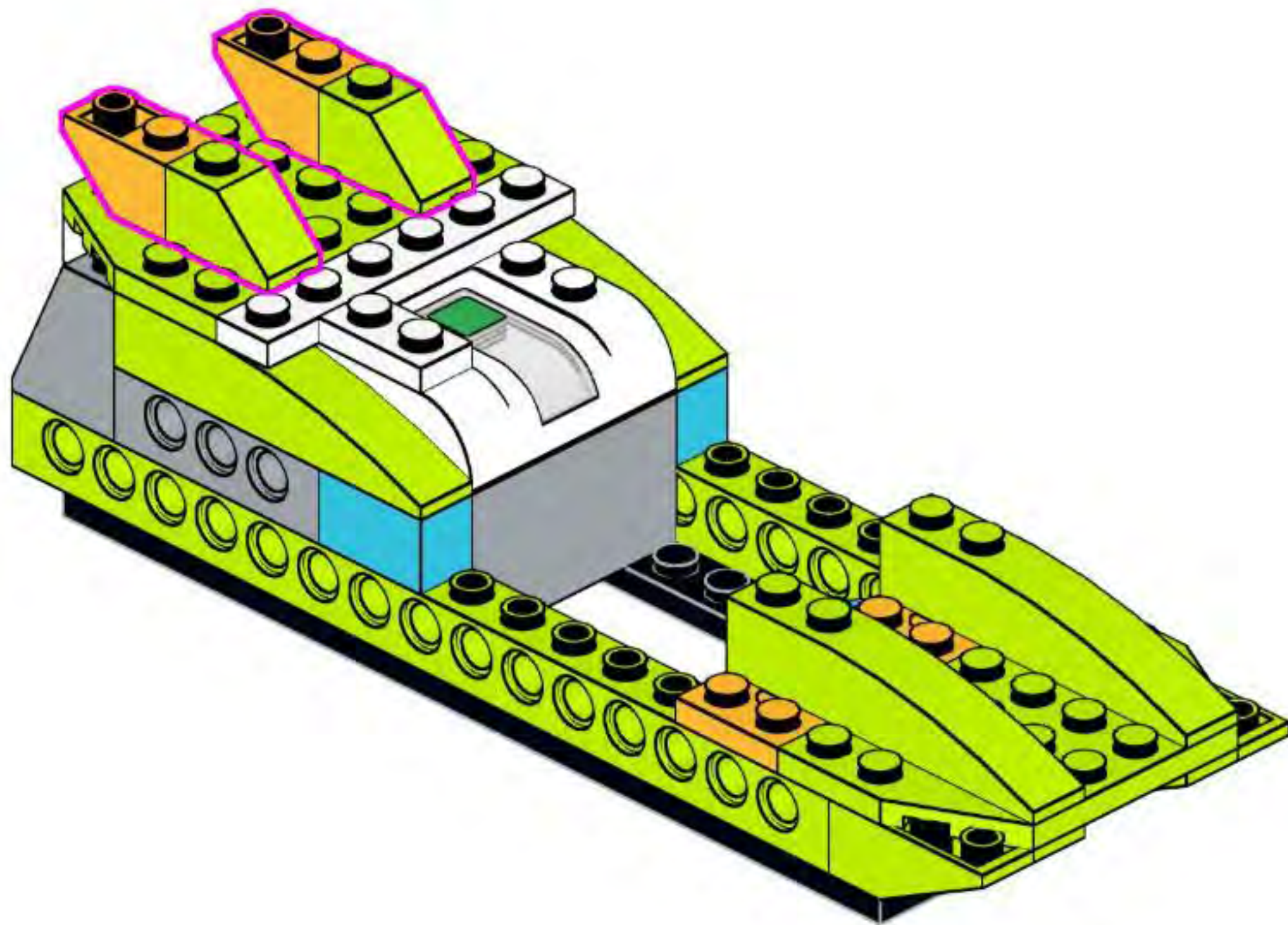


1x







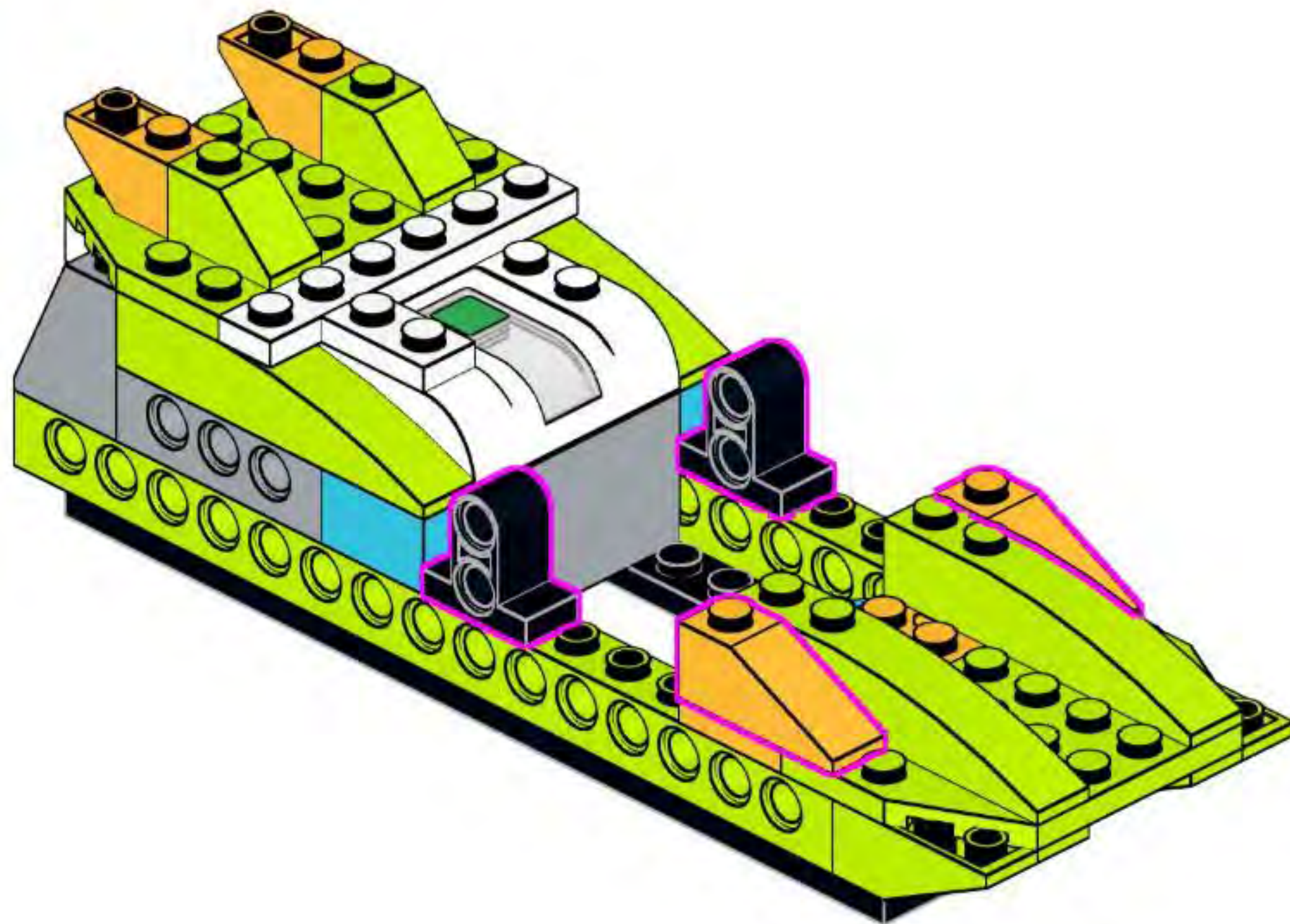


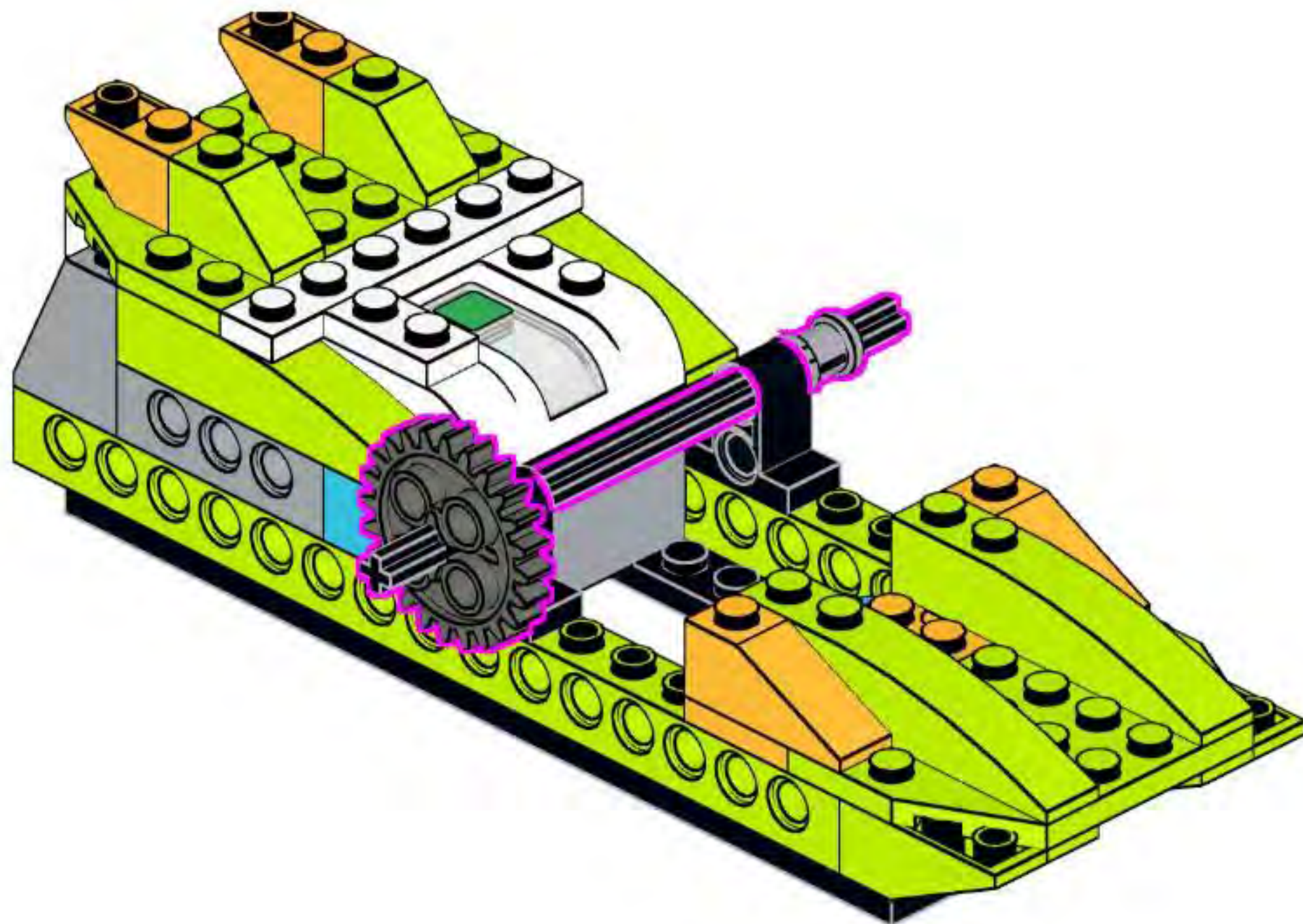
2x



2x







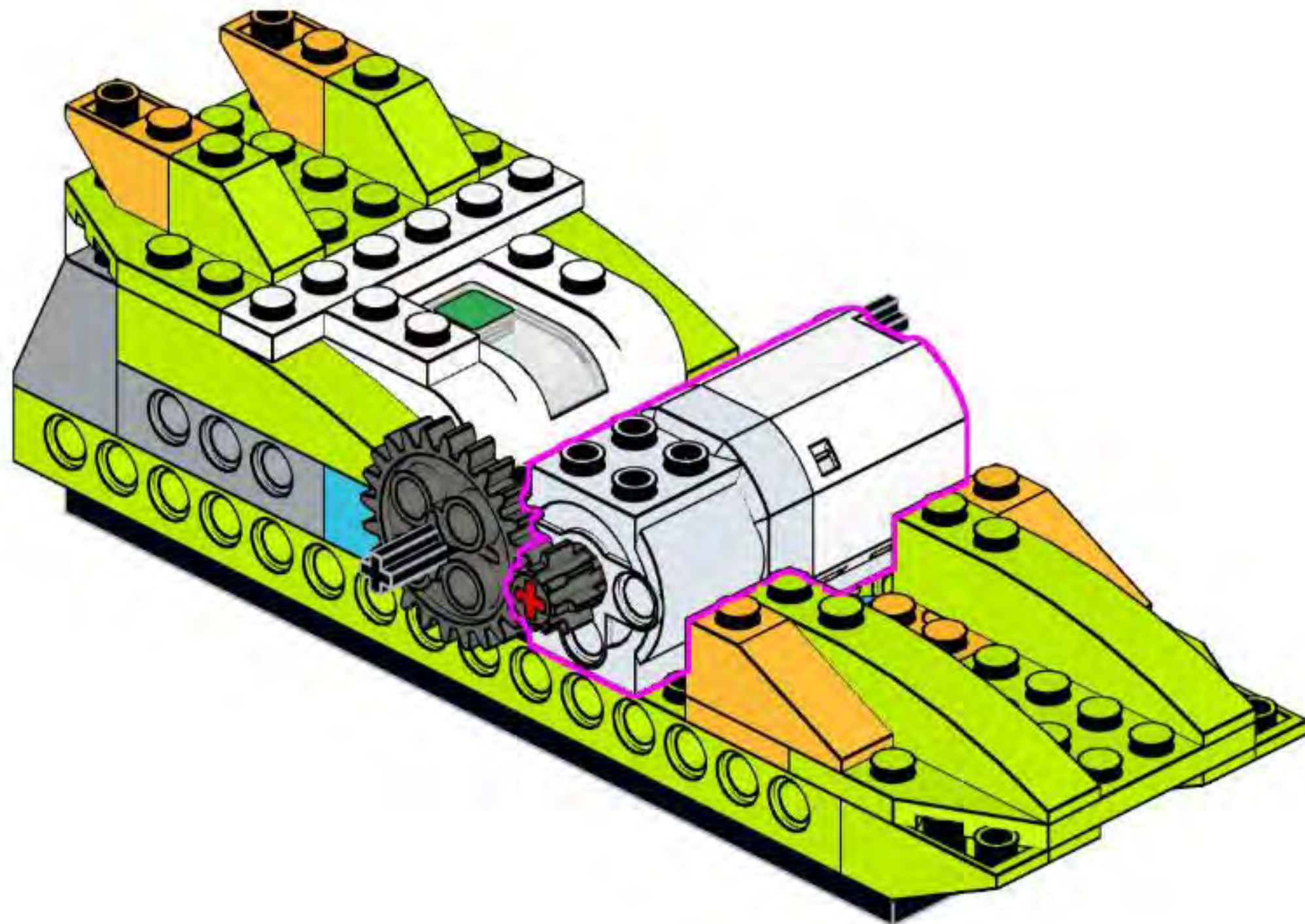
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1x



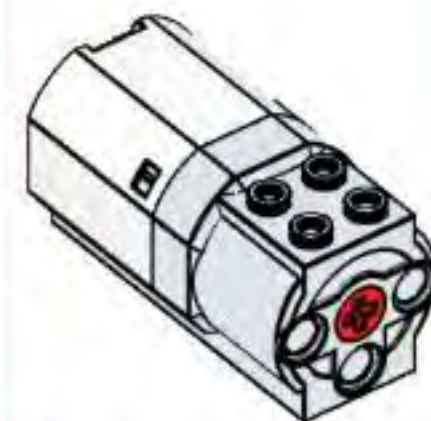
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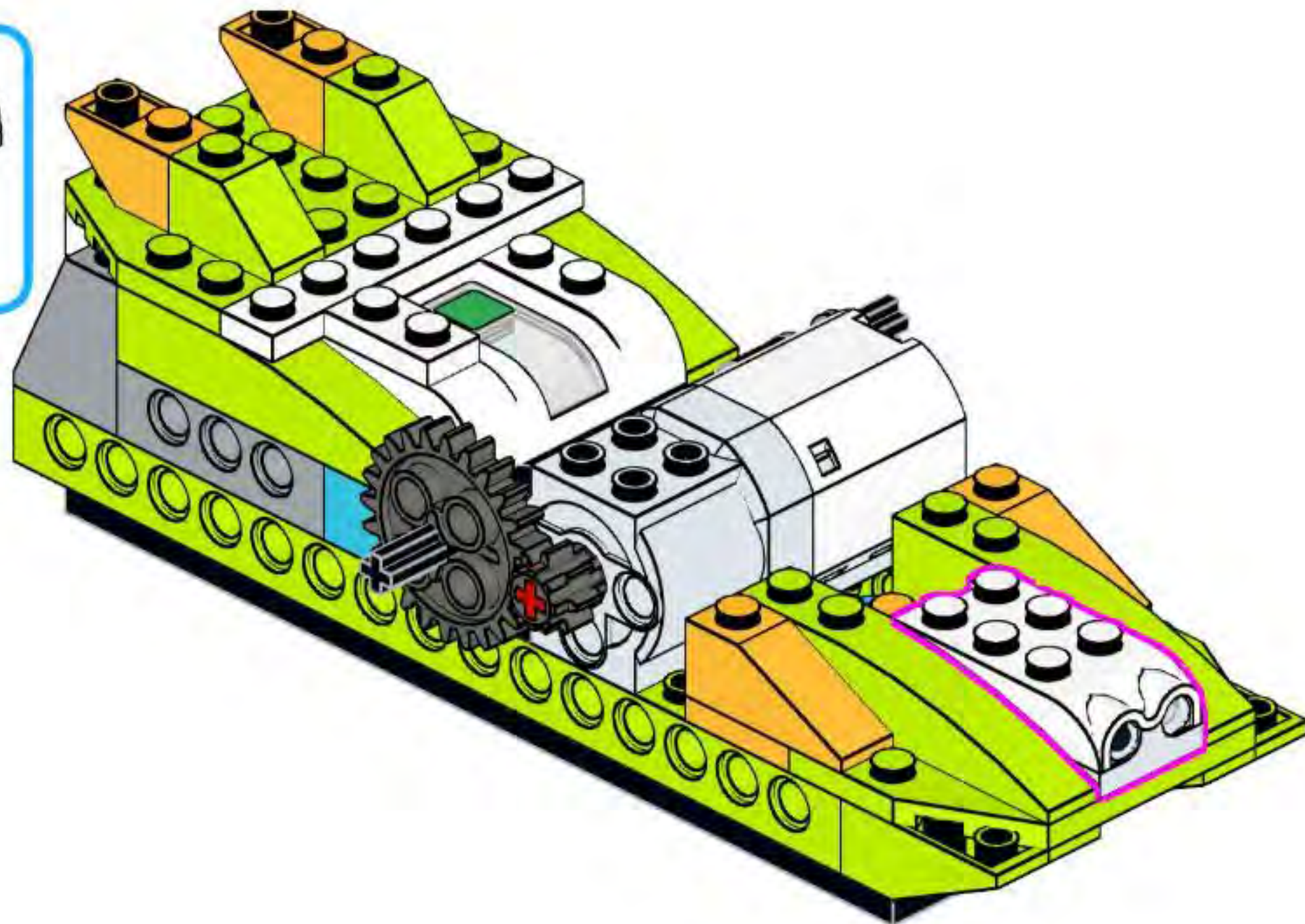
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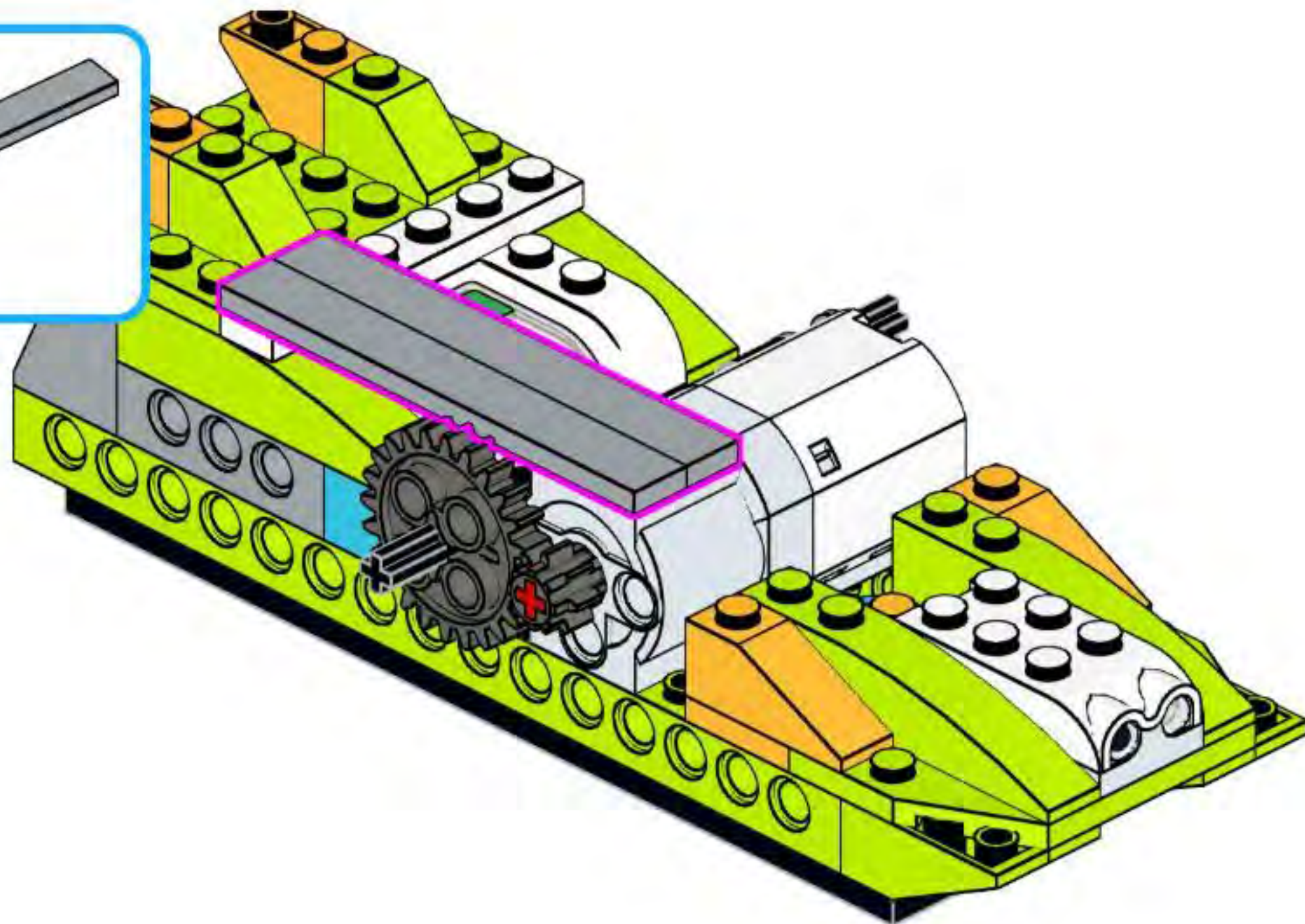
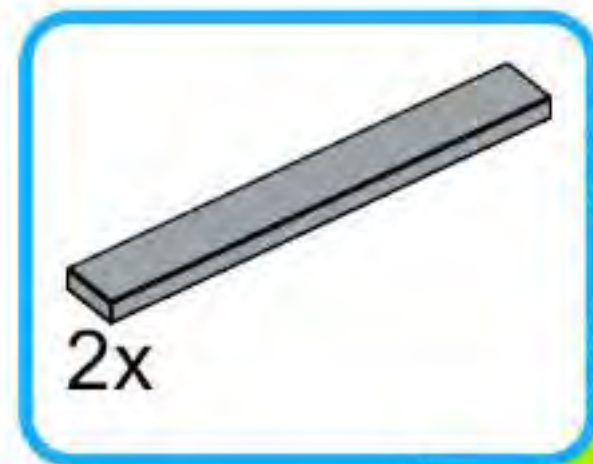


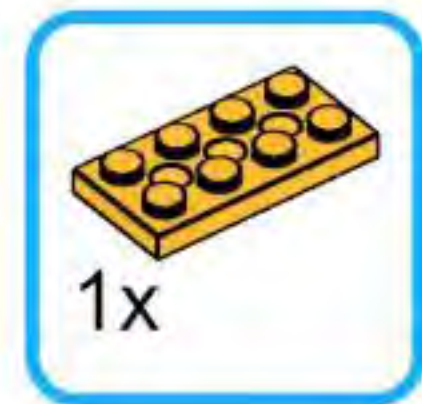
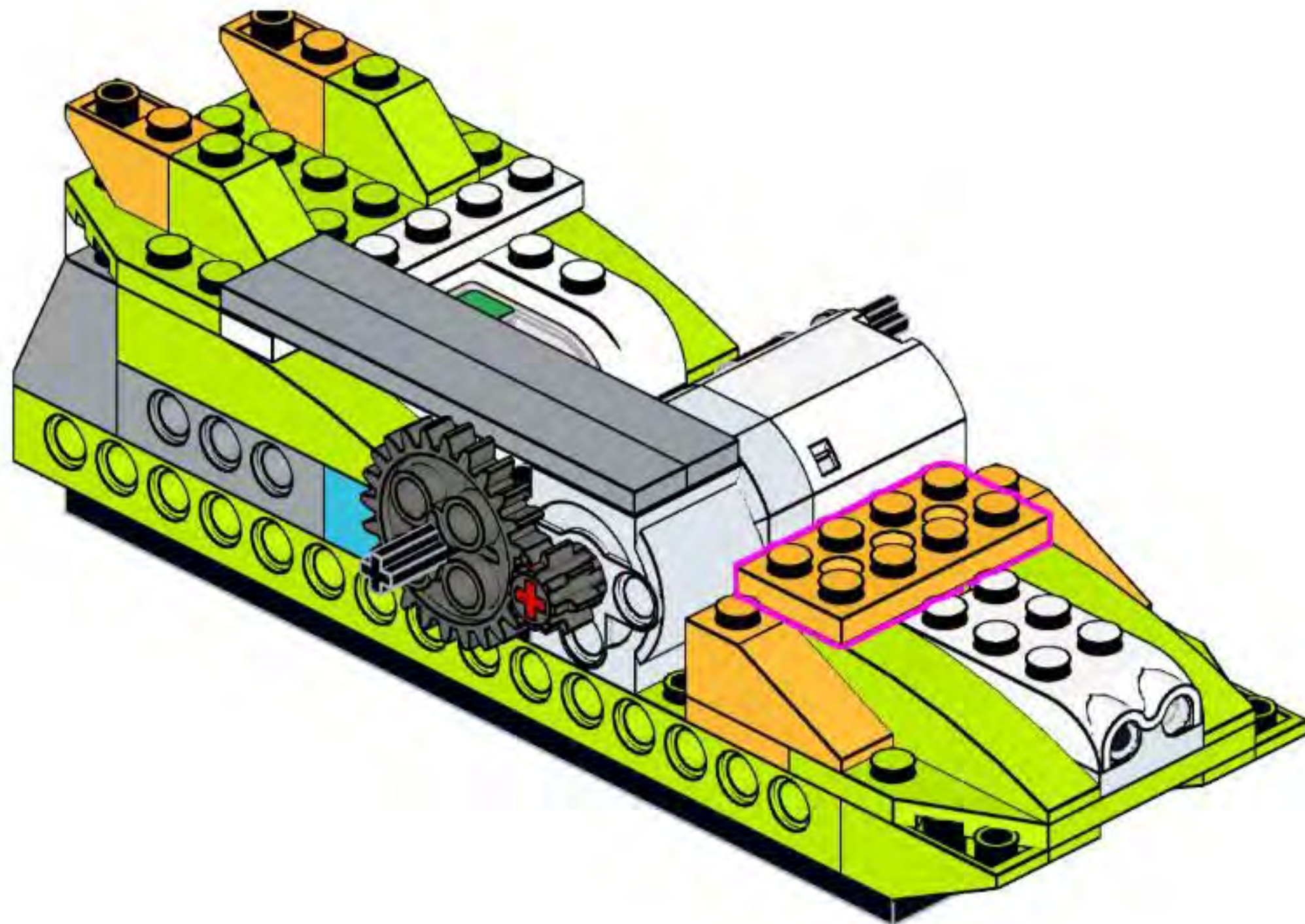
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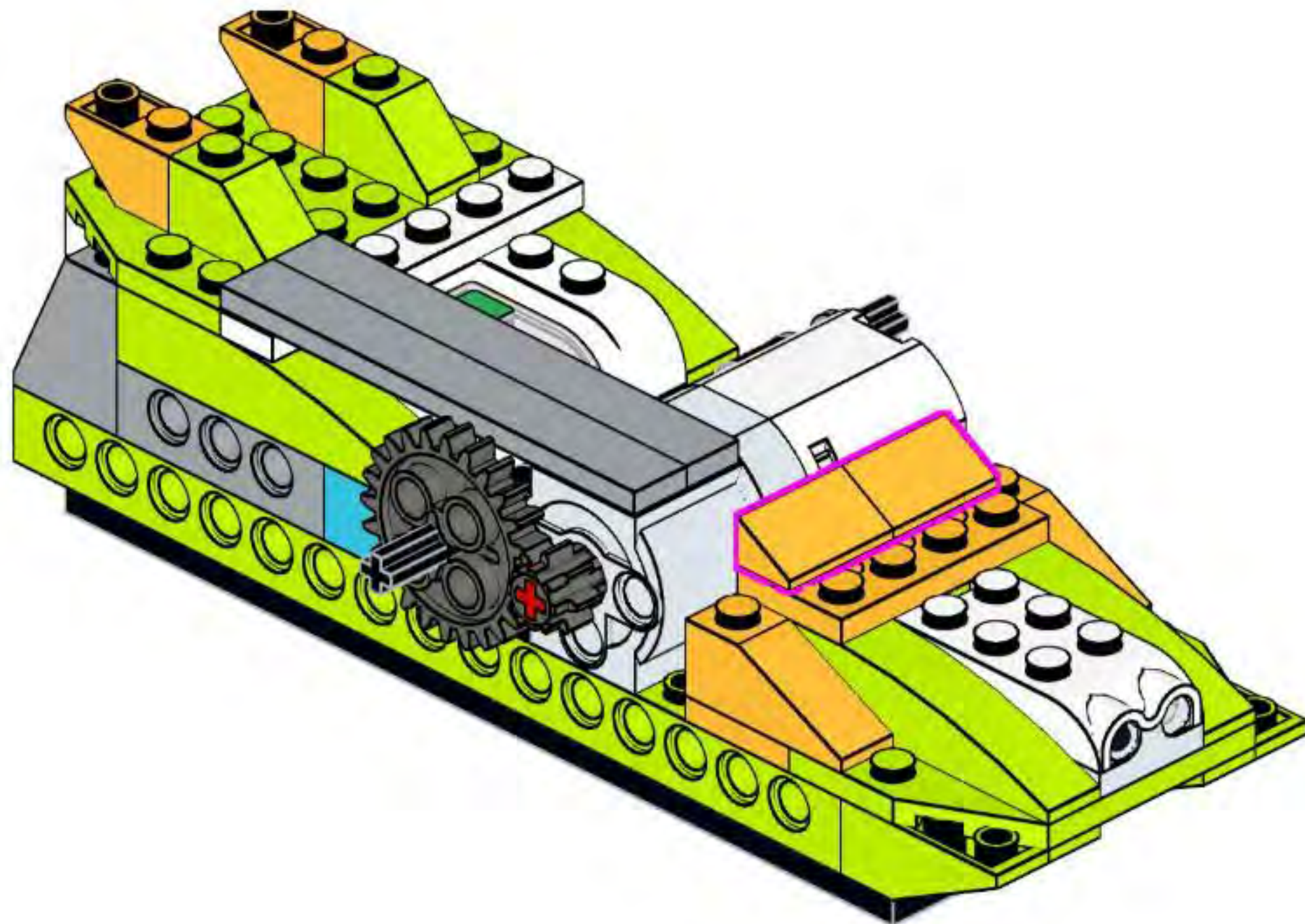
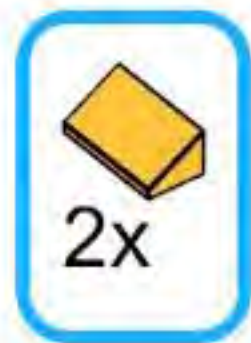


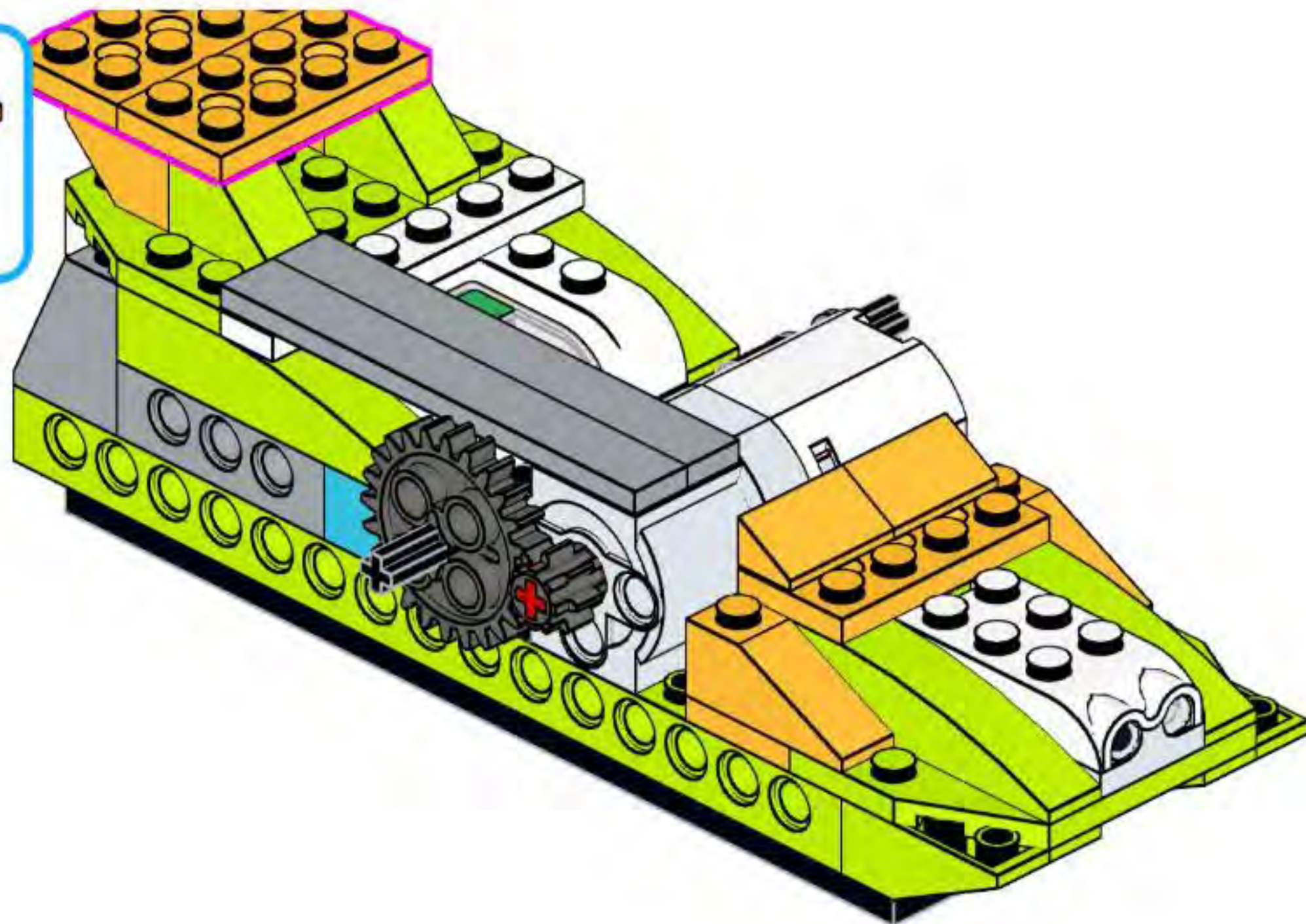
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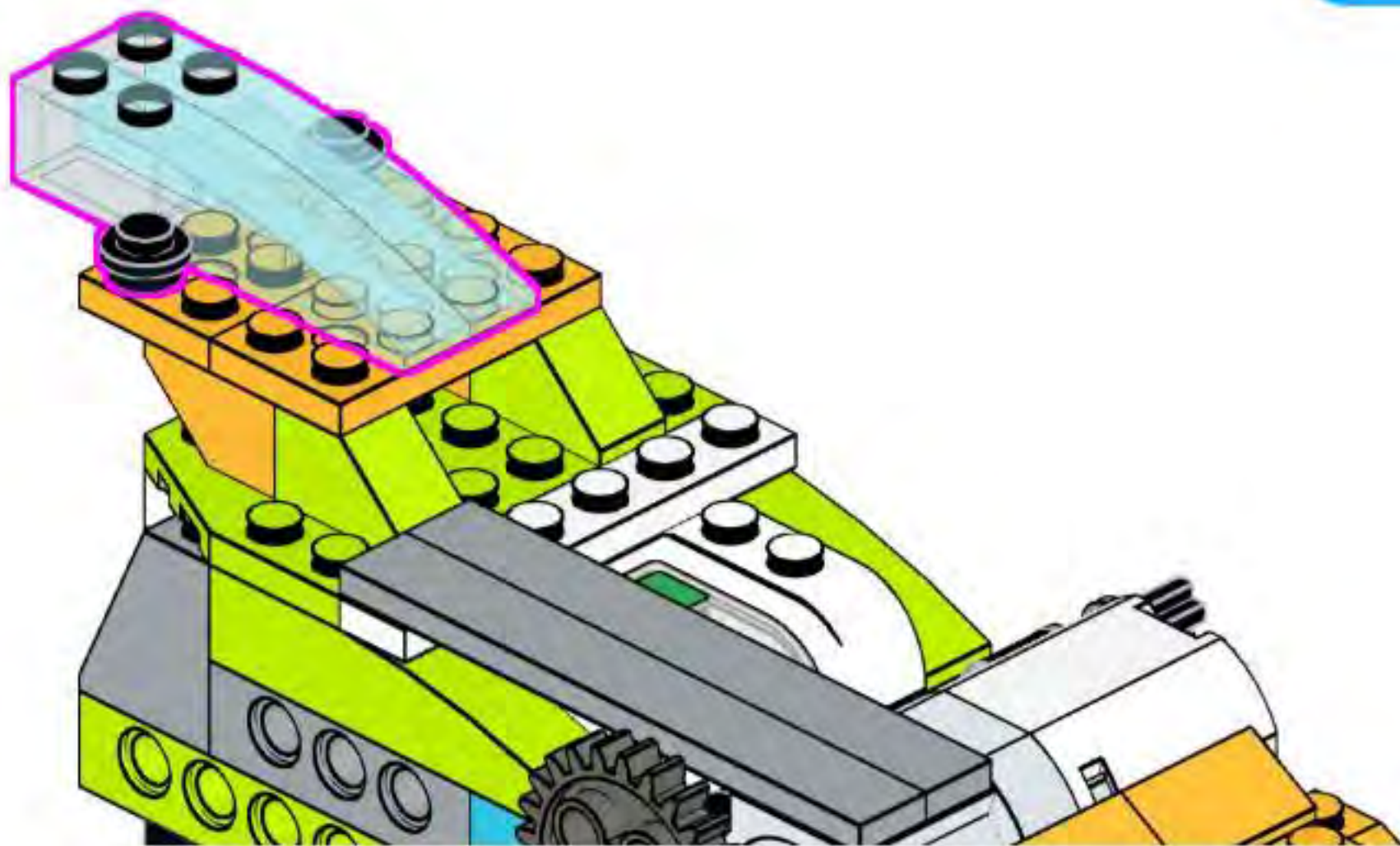










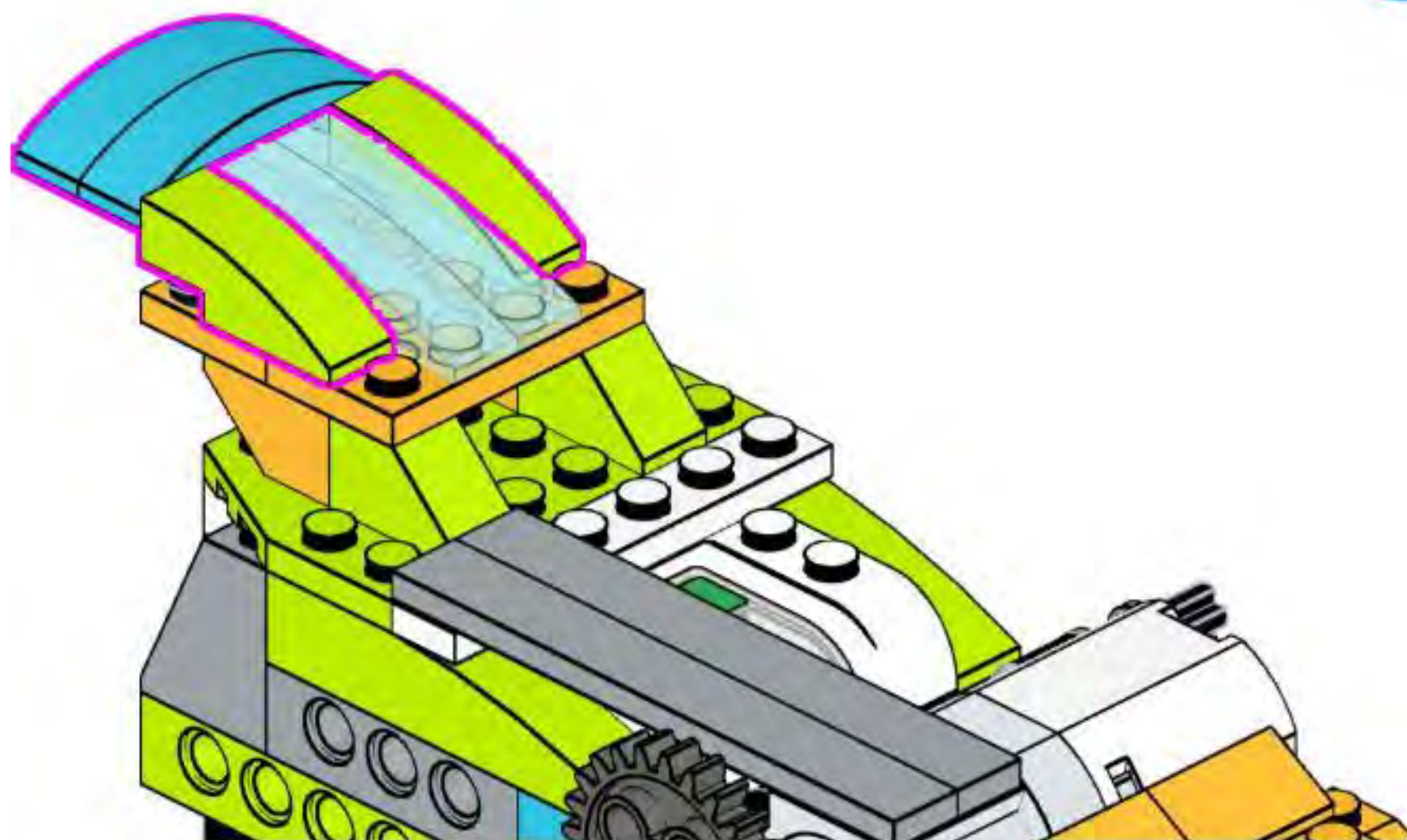


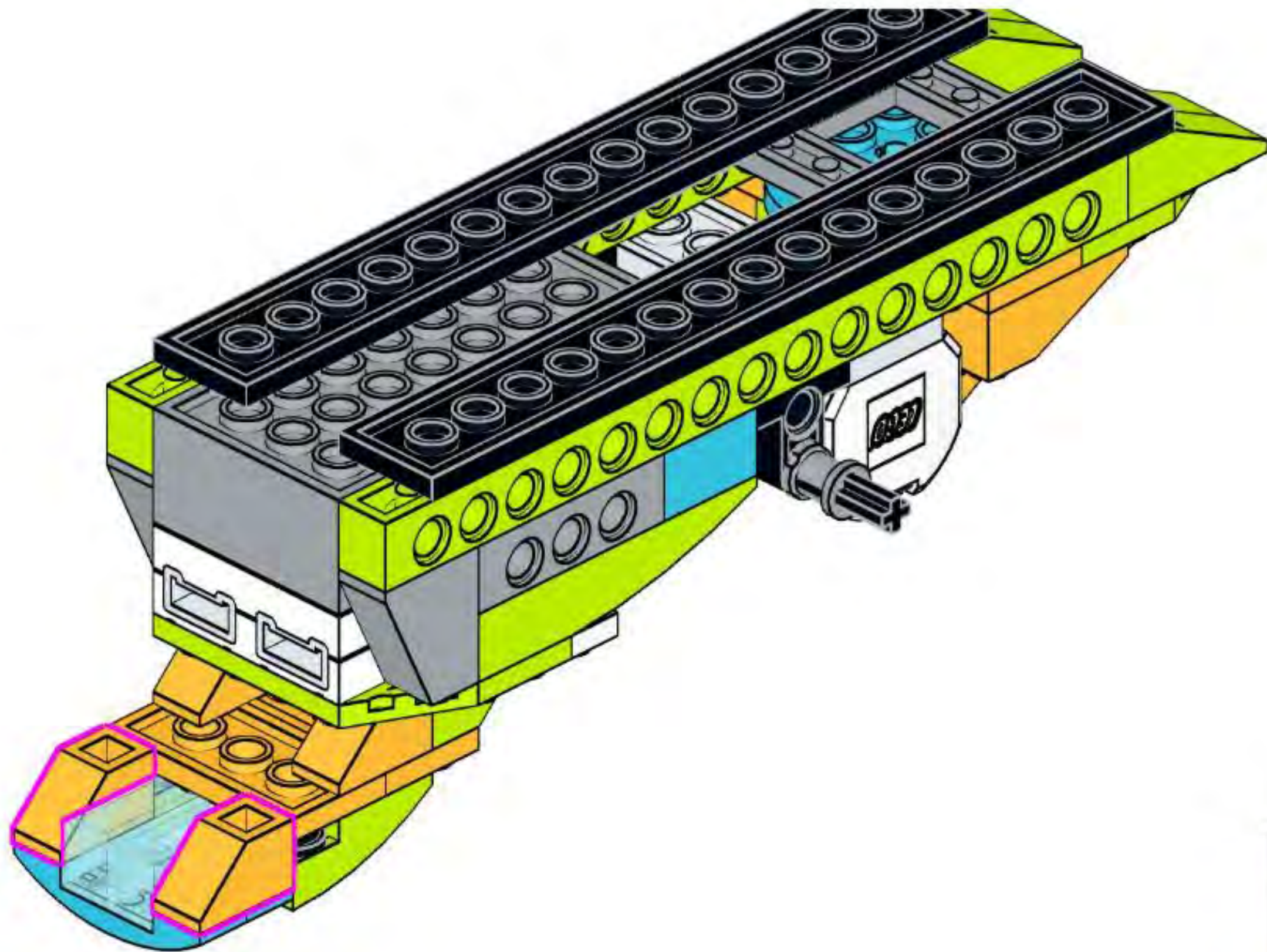


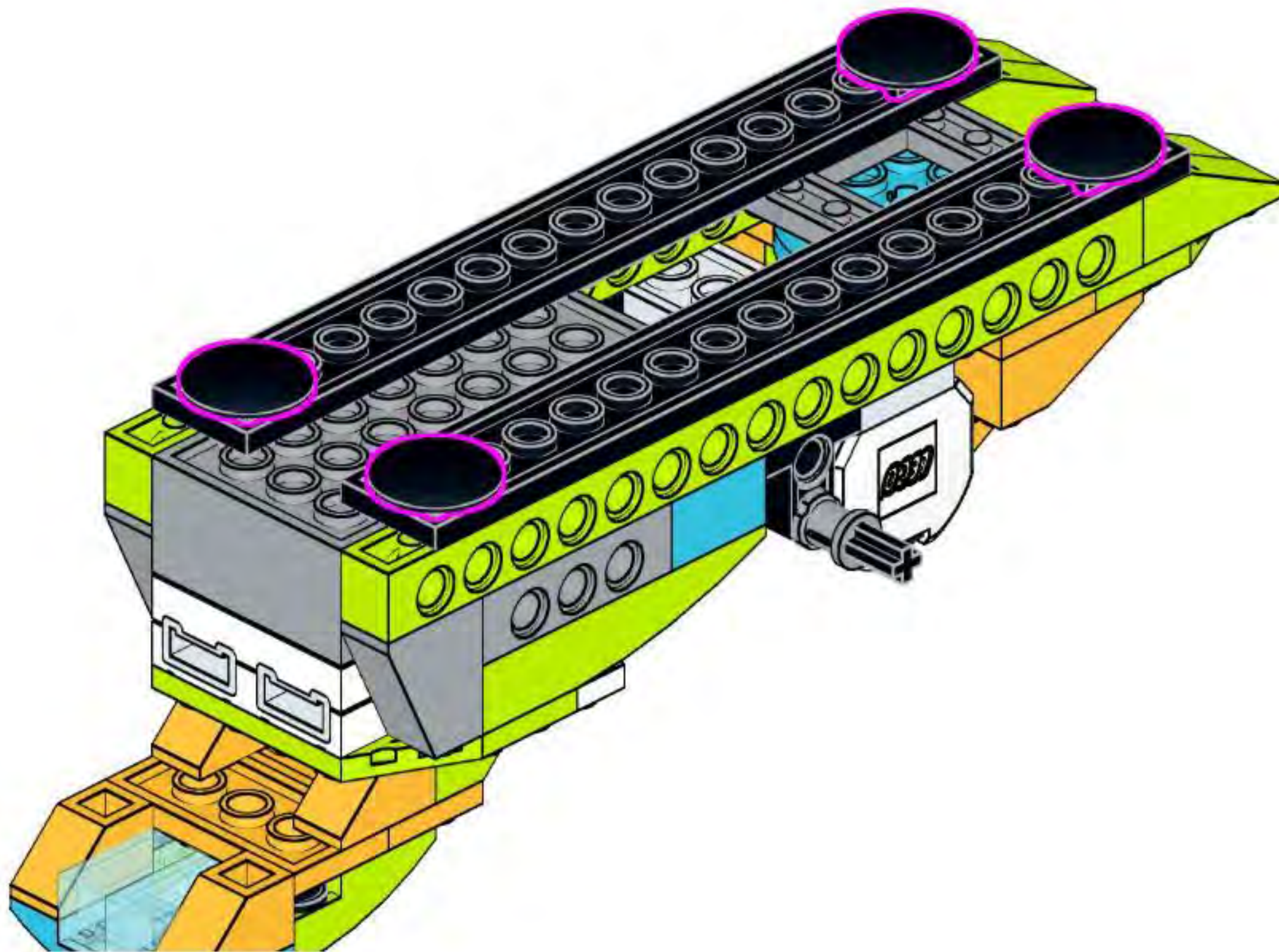
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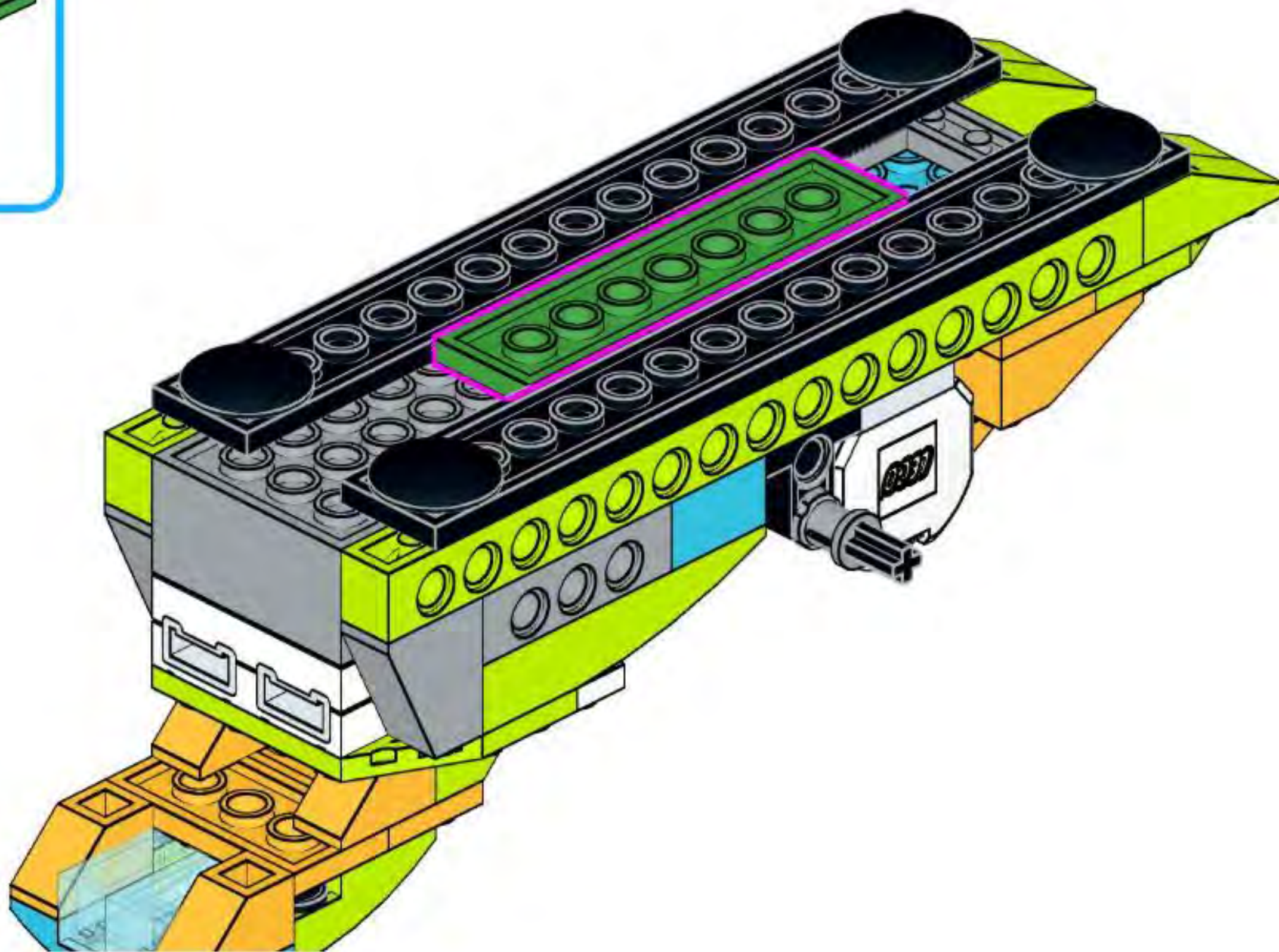
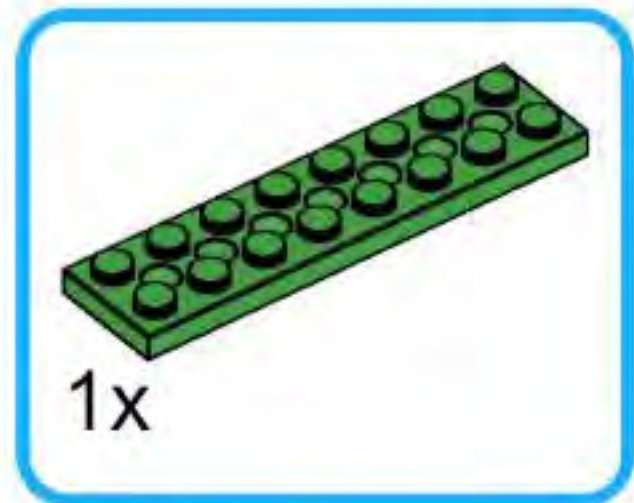


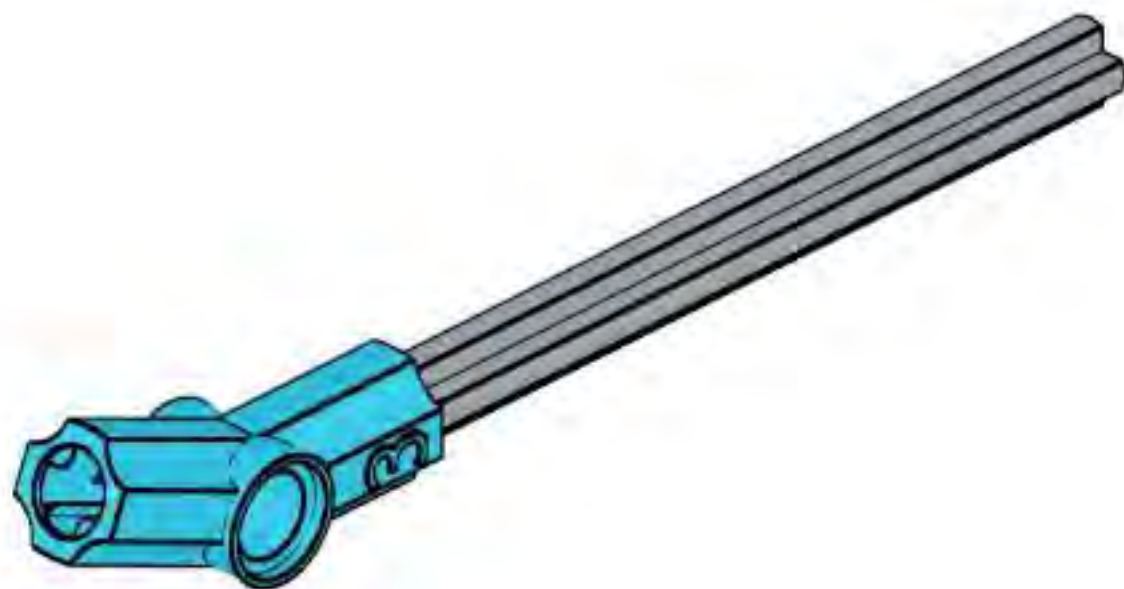
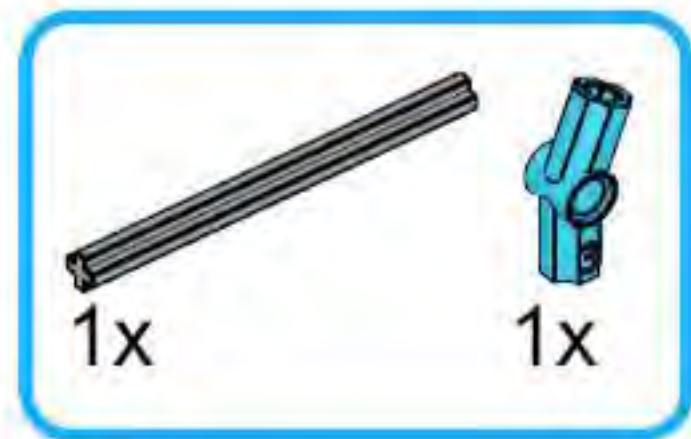
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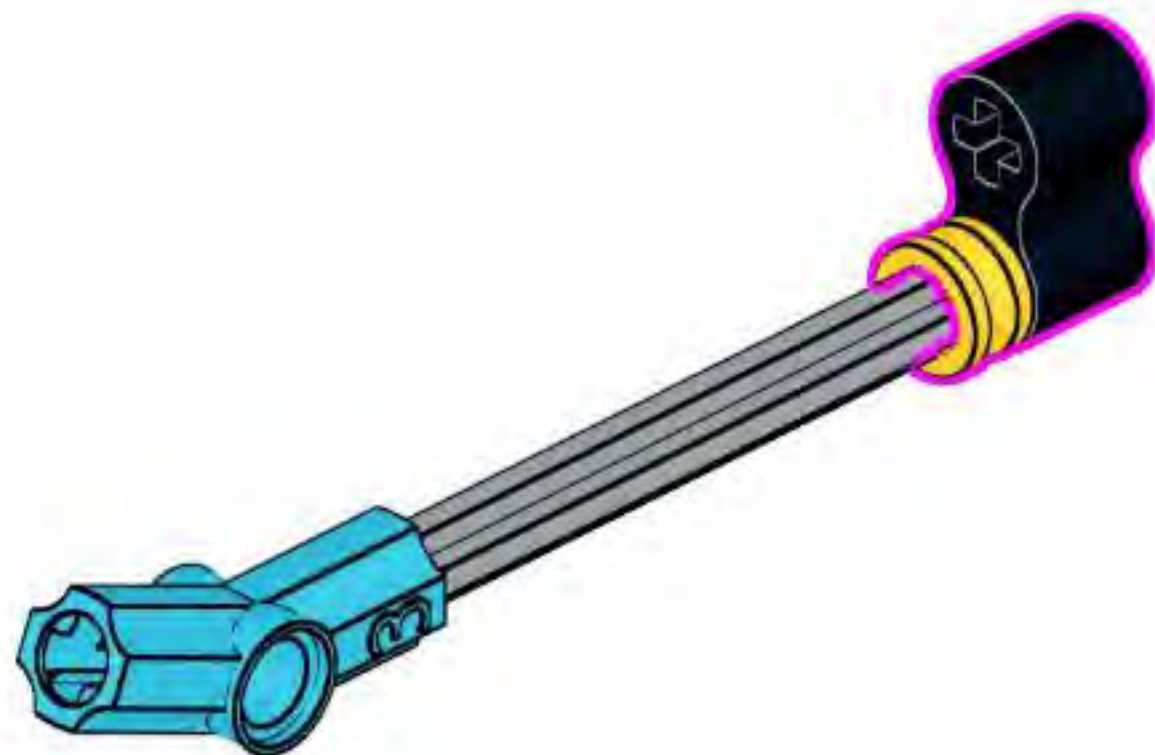


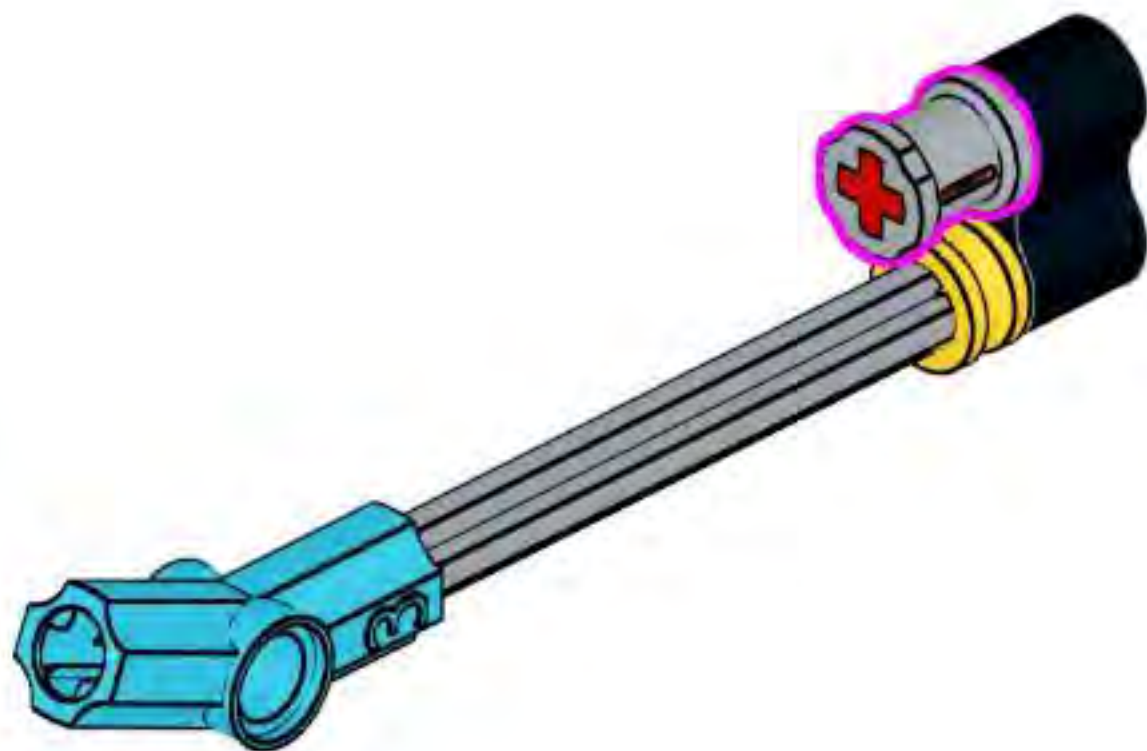


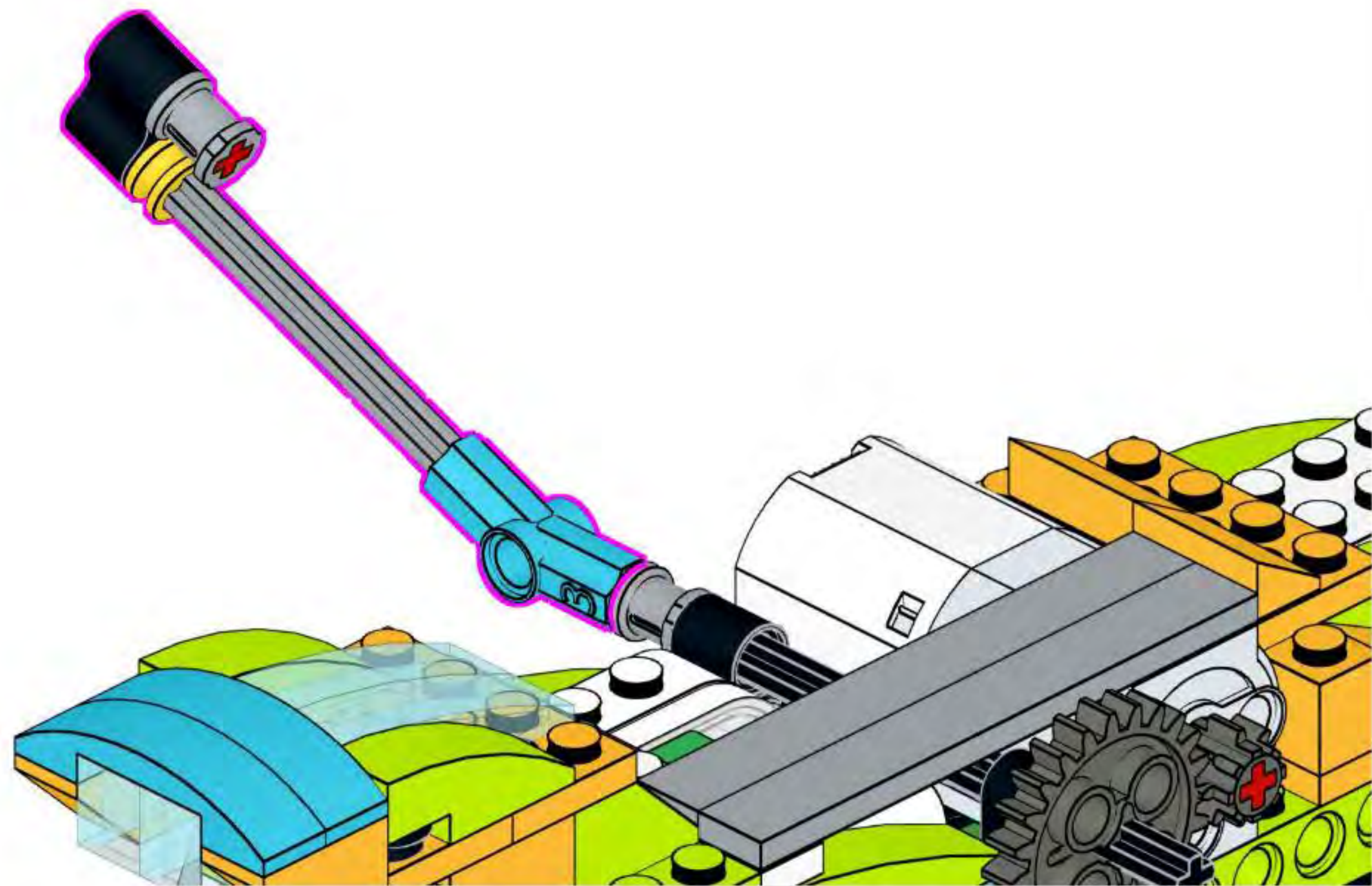


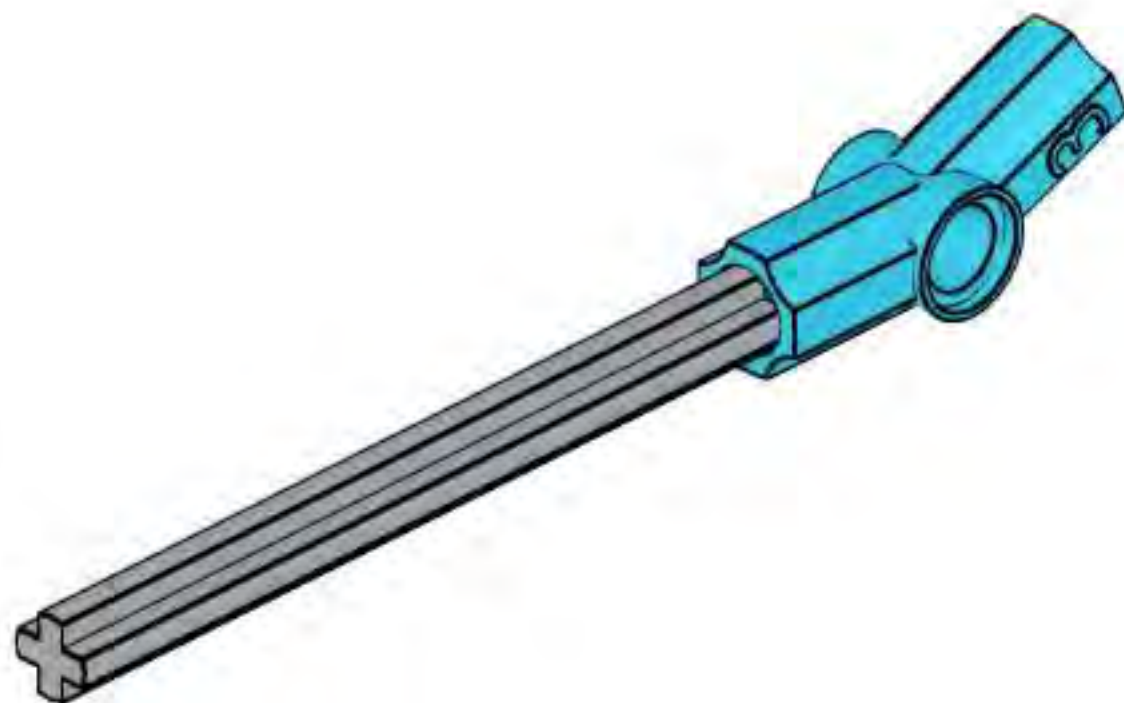
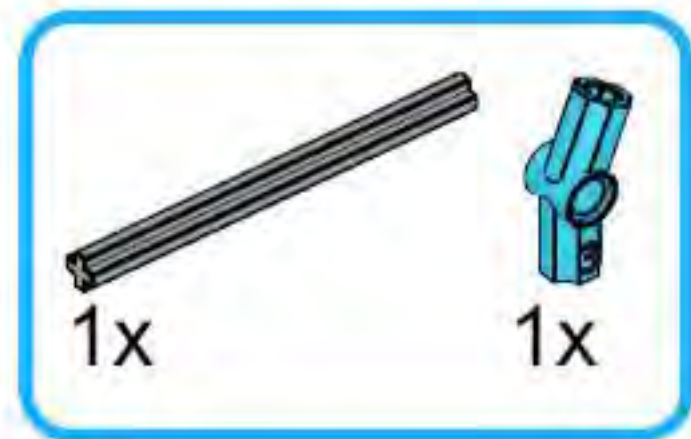


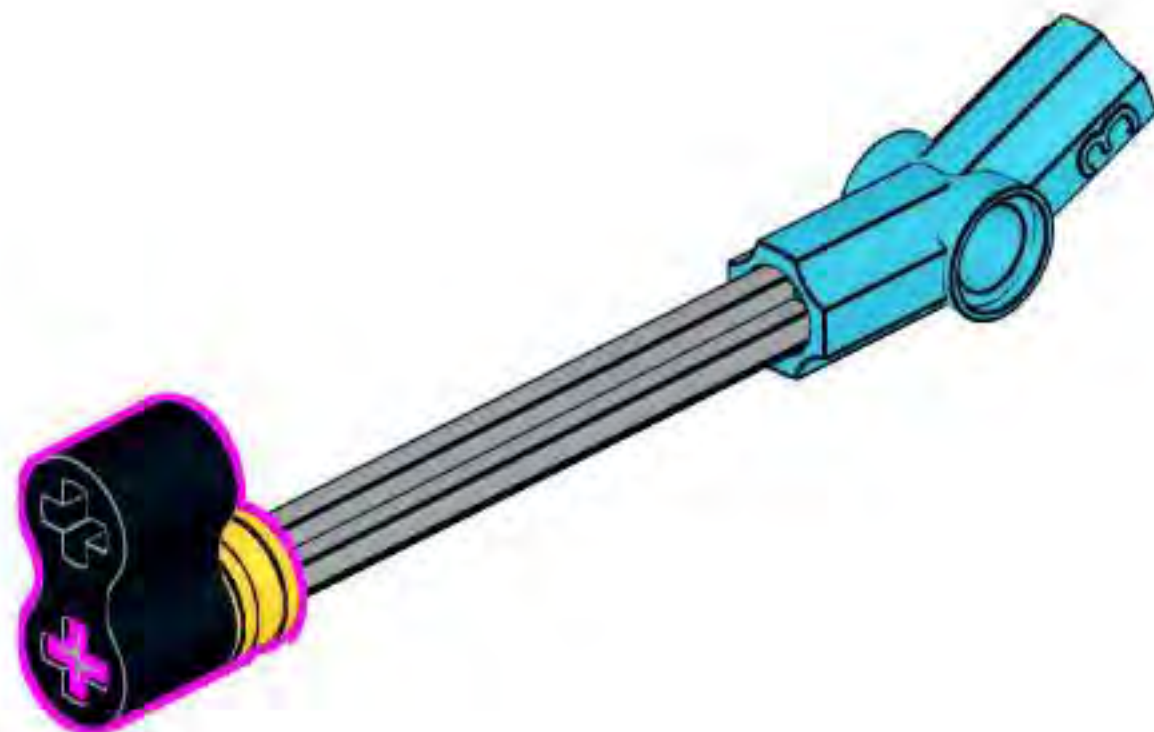


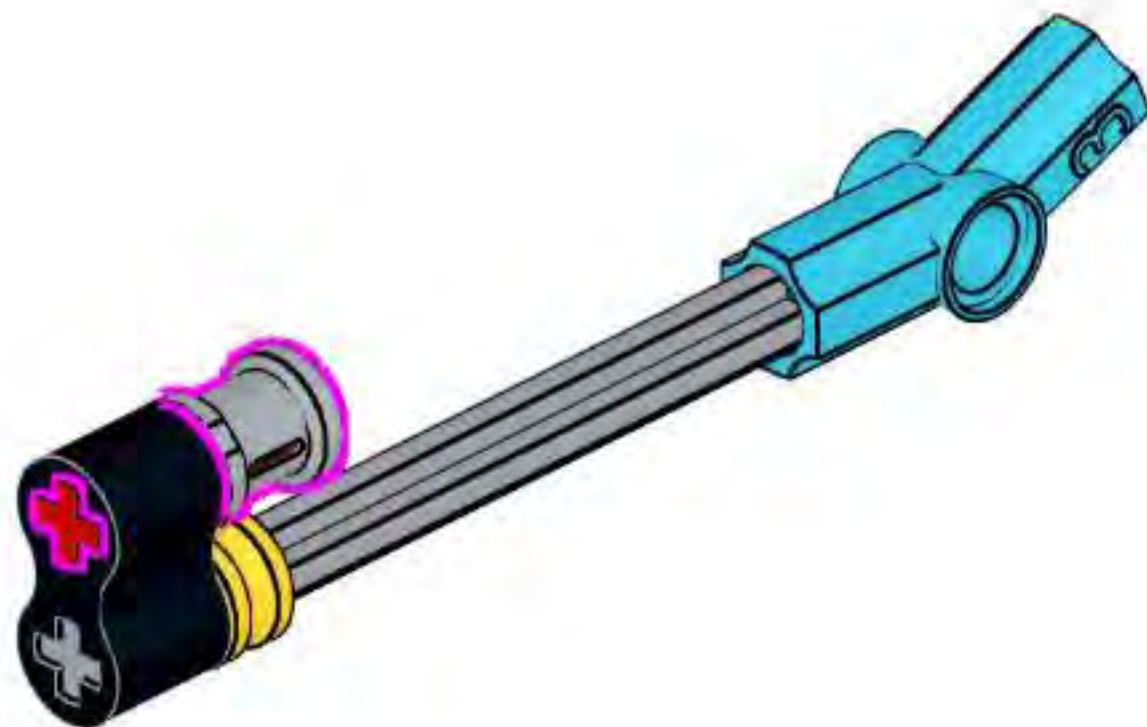


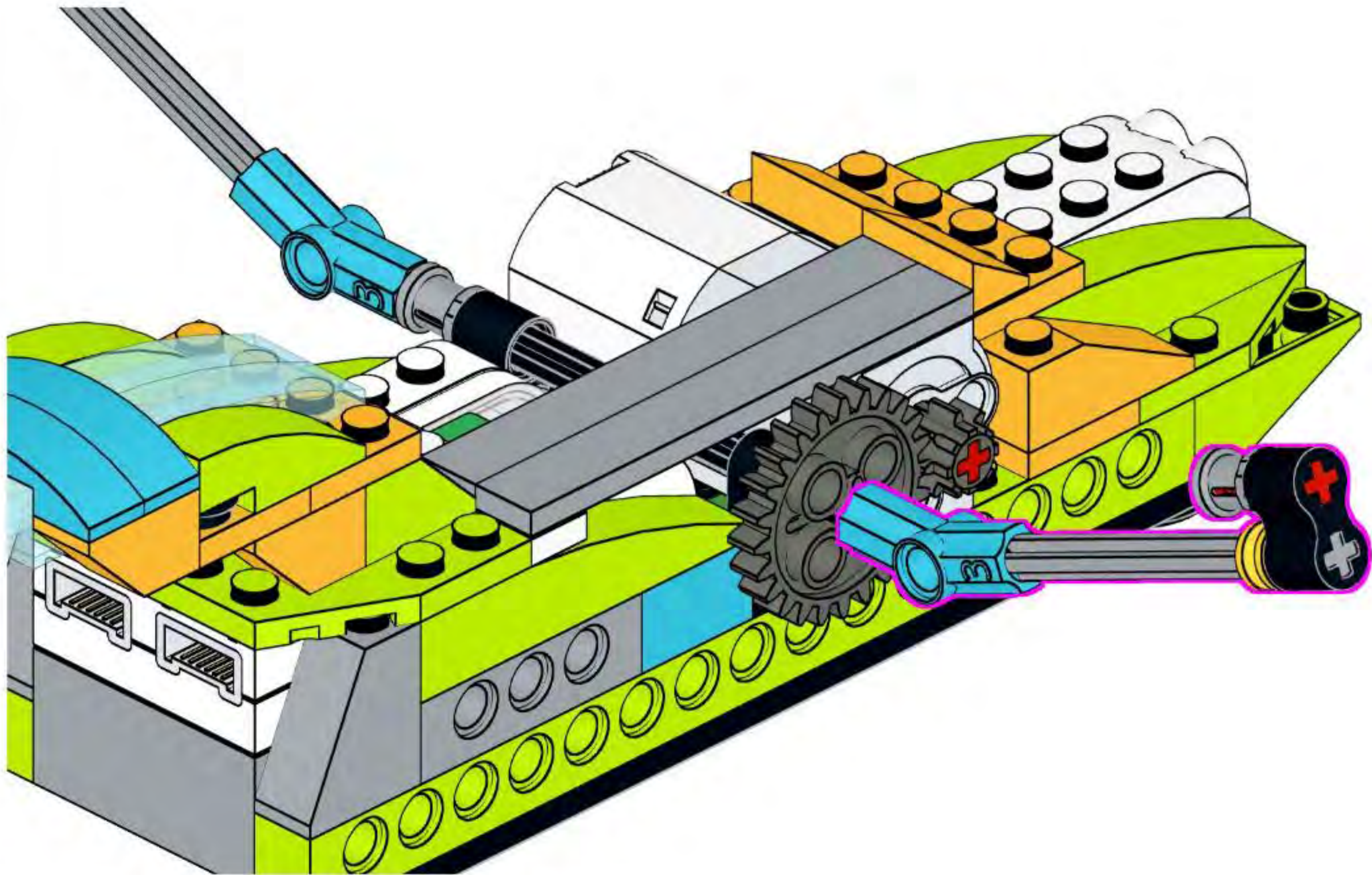


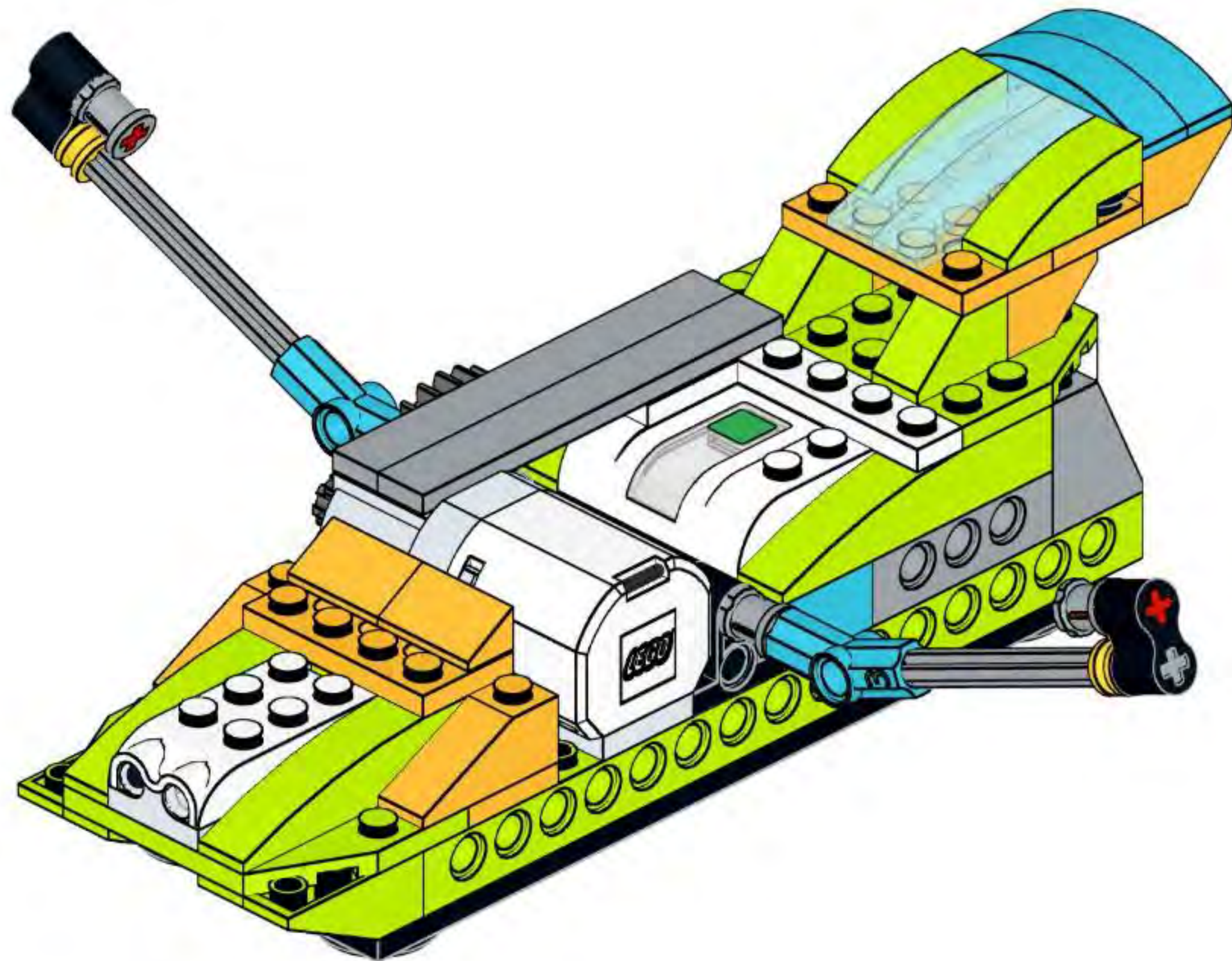












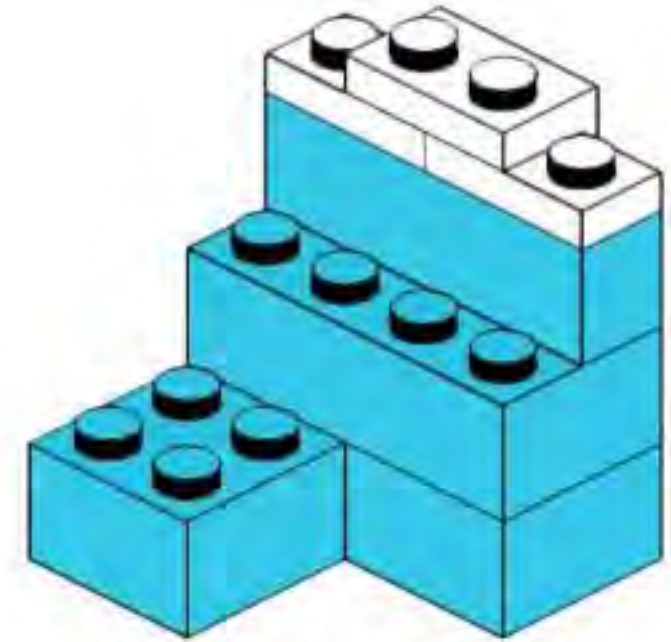
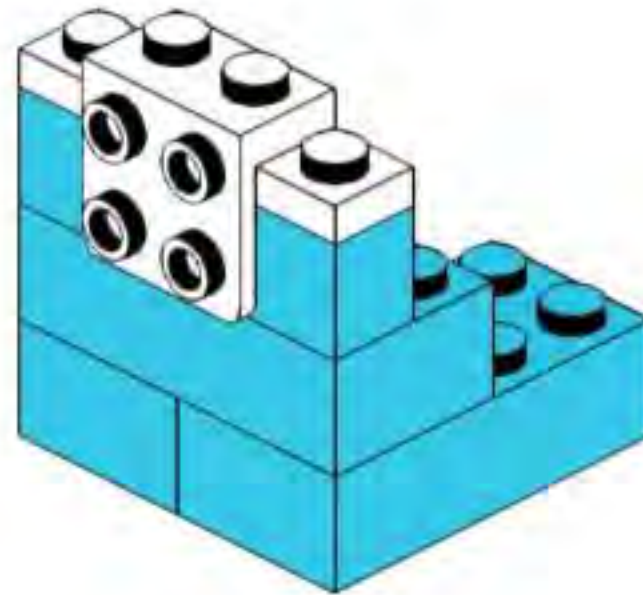
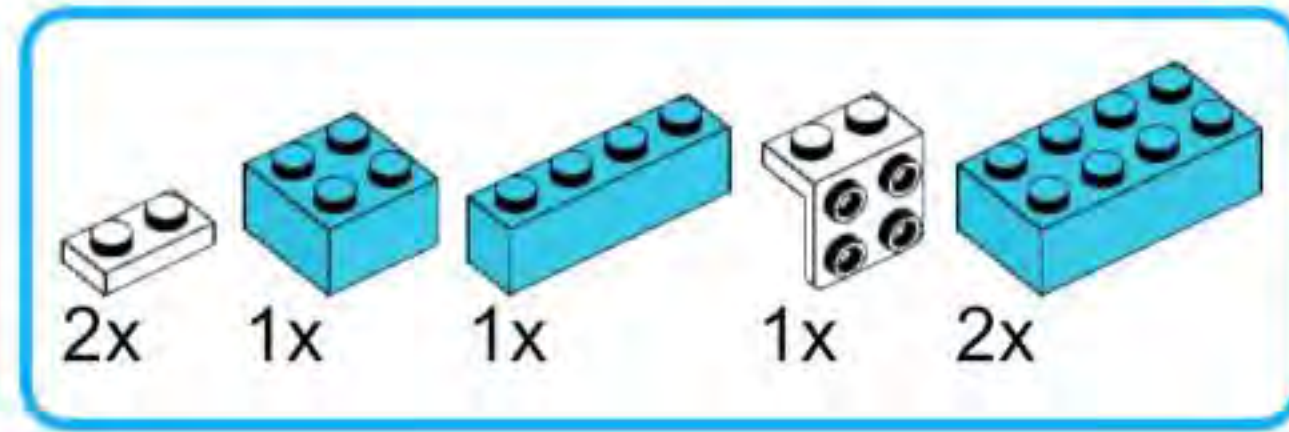
Task 1

Draw (color) a river on the paper. Put our punt on the river. Let's make a program that starts moving the punt at speed 7.



Task 2

Assemble
a wave from
the free parts
of the blocks
set.
For example,
this:



Task 3

Let's make a program that stops the boat if there is a wave ahead.



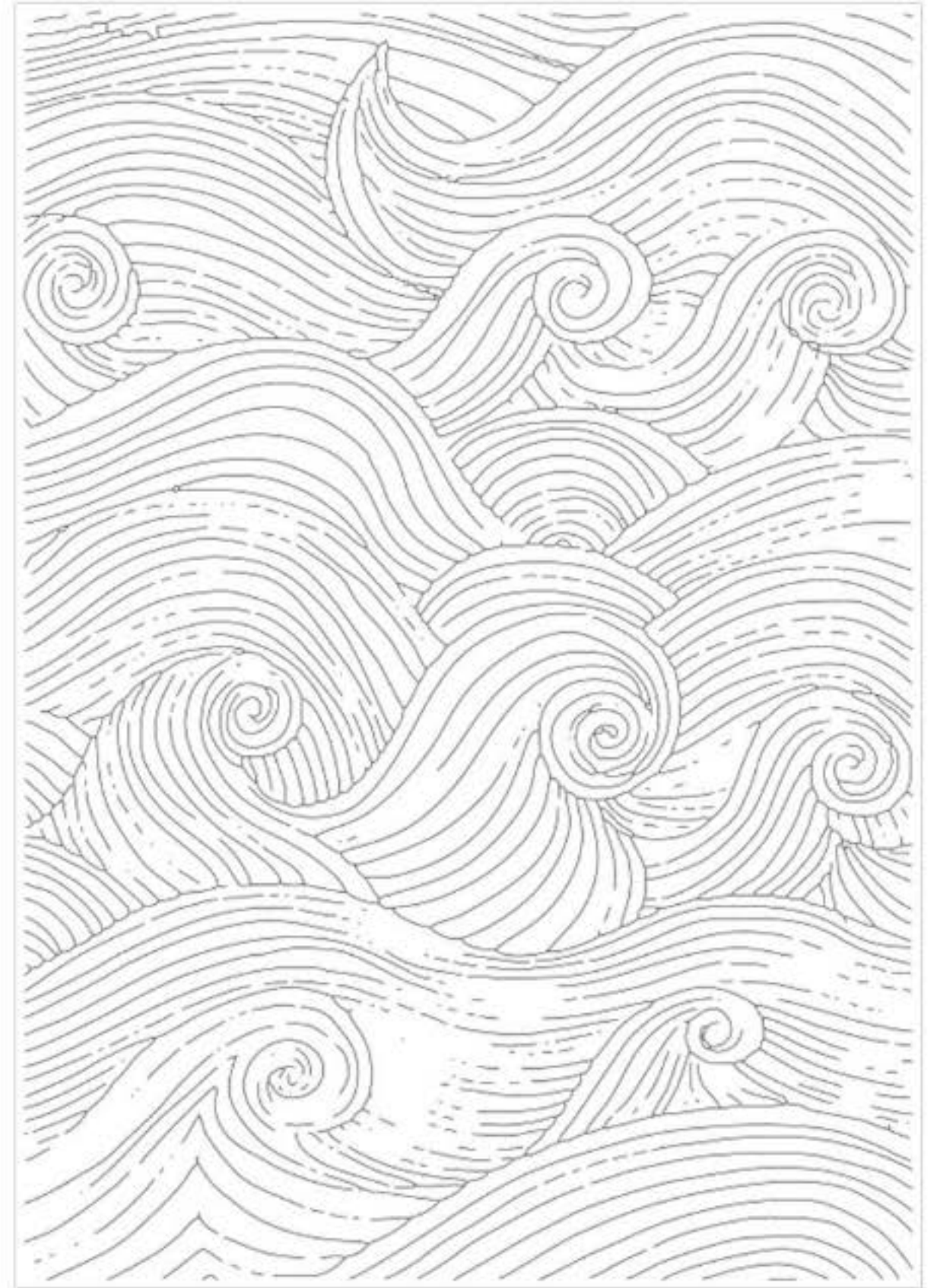
Task 4

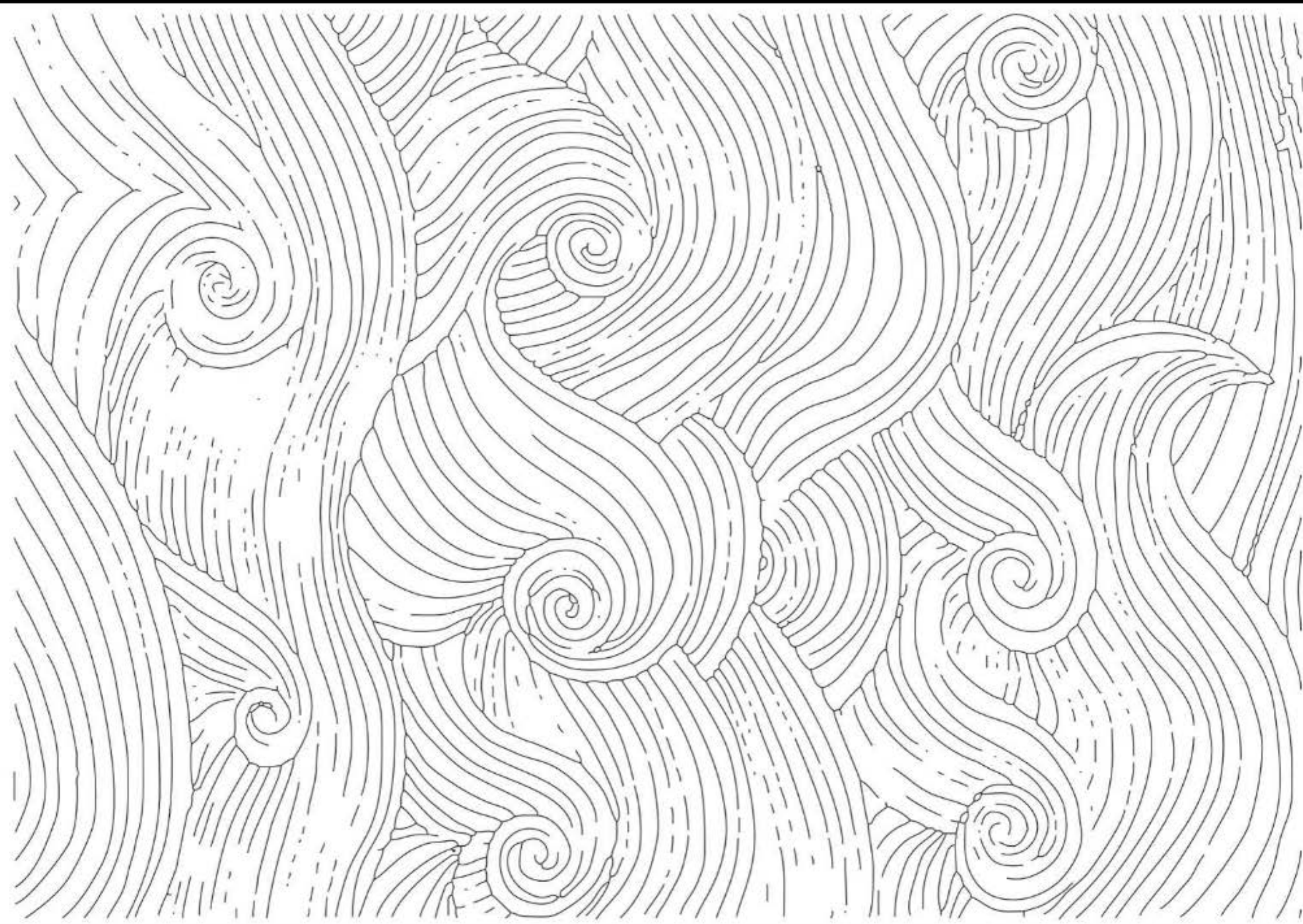
Let's make a program that stops the boat if there is a wave ahead and moves forward again when the wave has disappeared.

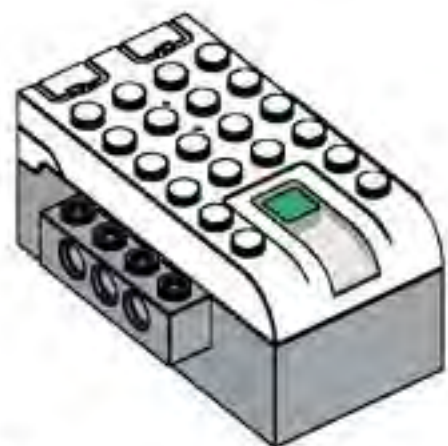


Materials for the lesson

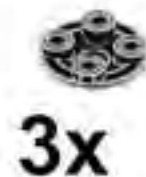
Coloring book «Waves»







2x



1x

1x



2x



1x

2x



2x



2x



4x



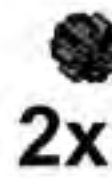
1x



1x



1x



1x



2x



4x



4x



4x



4x

2x



1x



4x



2x



2x



4x



1x

2x



1x



2x



2x