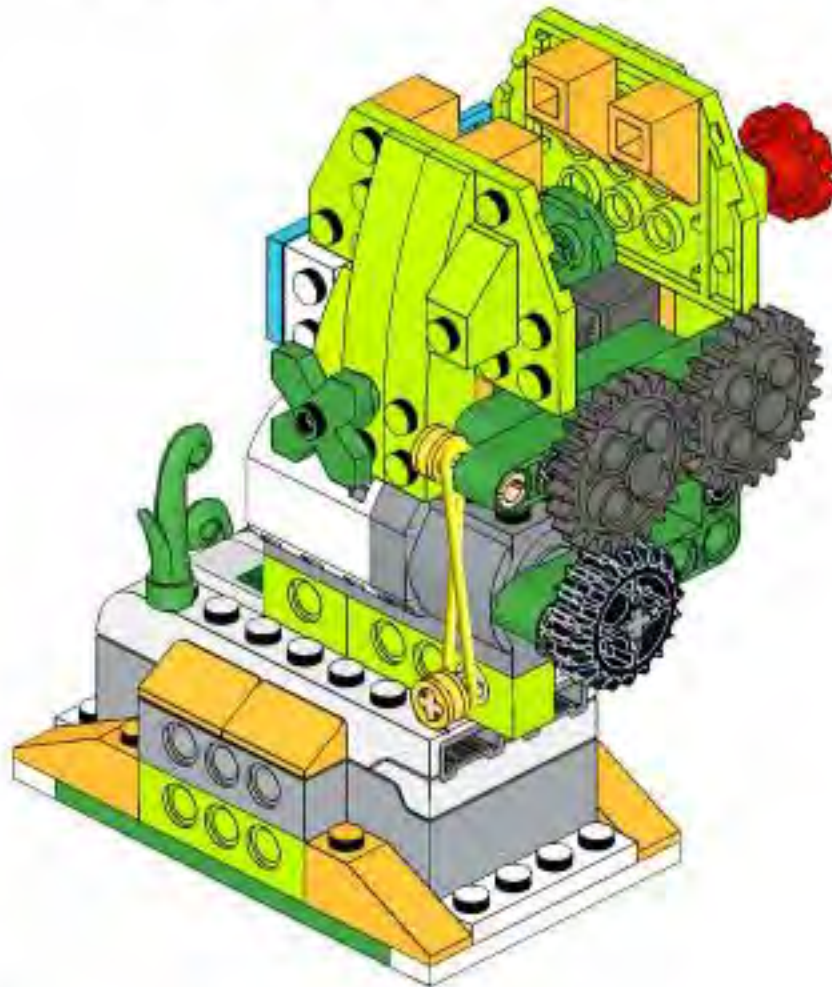
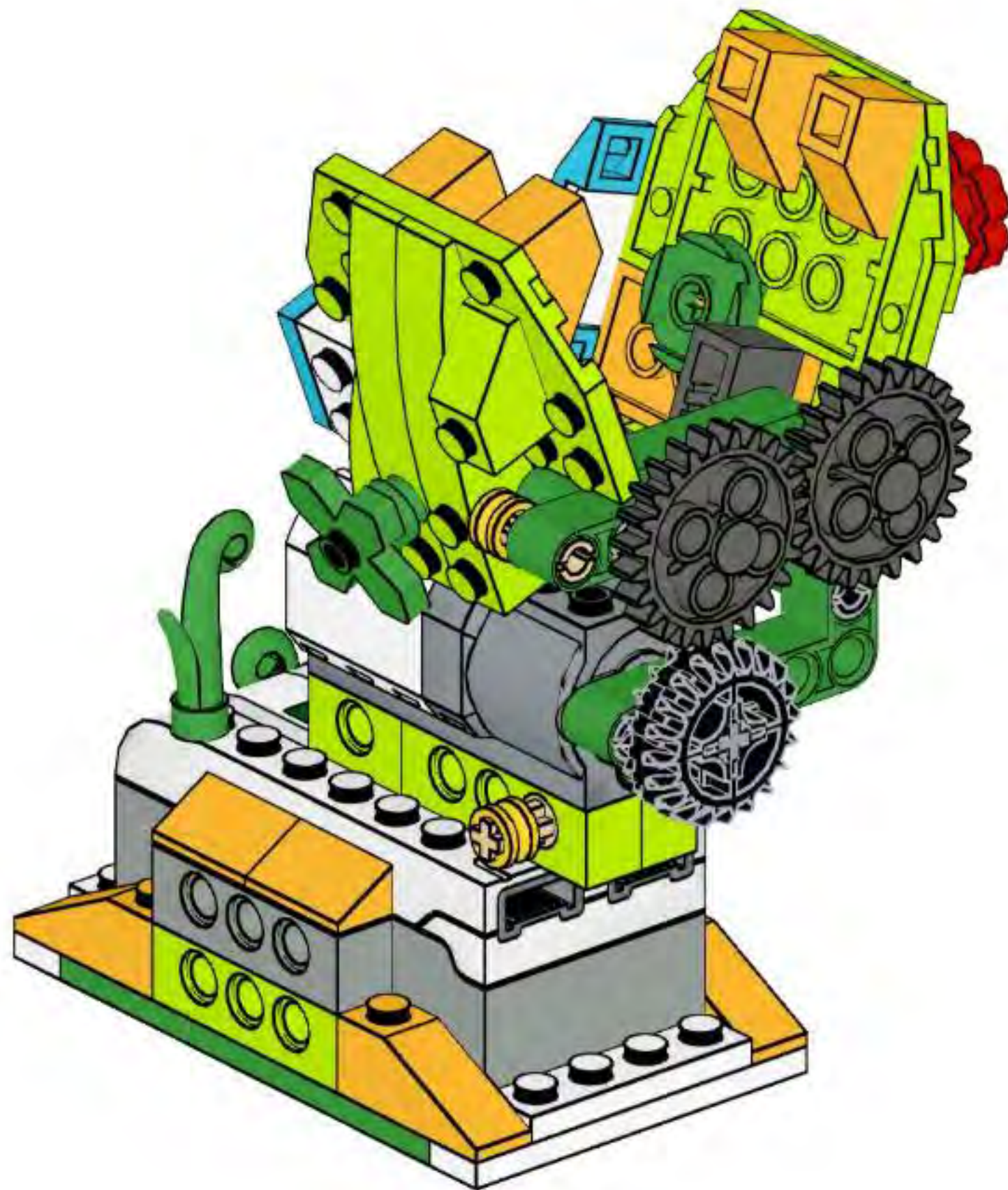


venus flytrap robot
unofficial building instruction



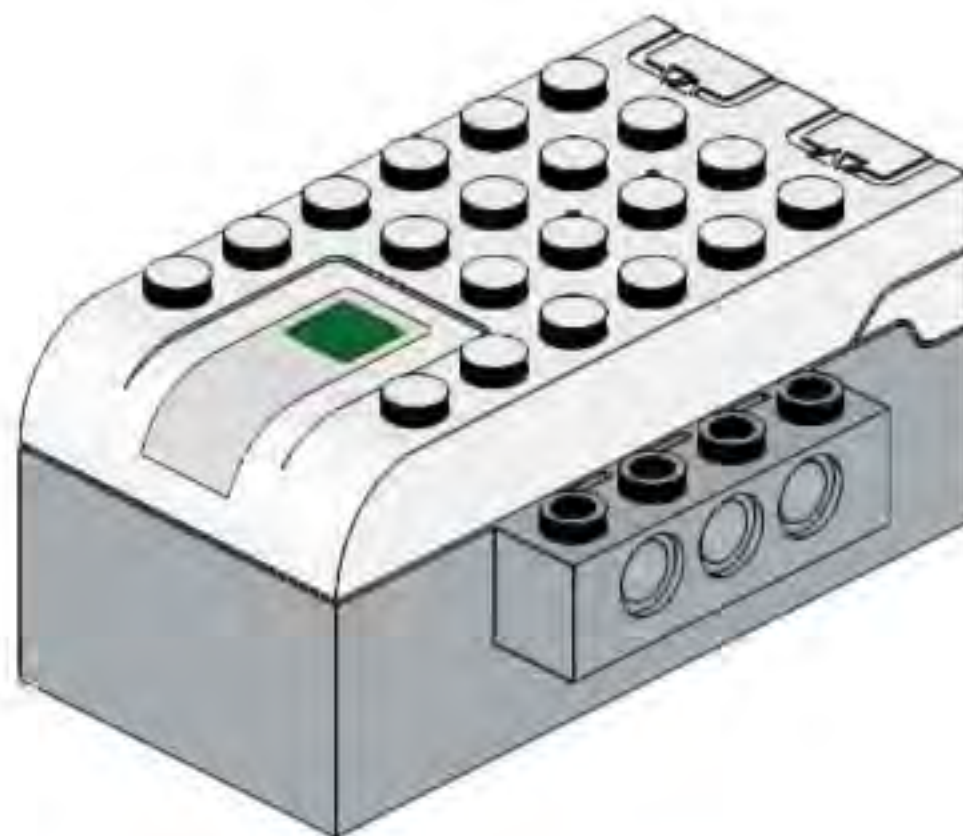
Venus Flytrap

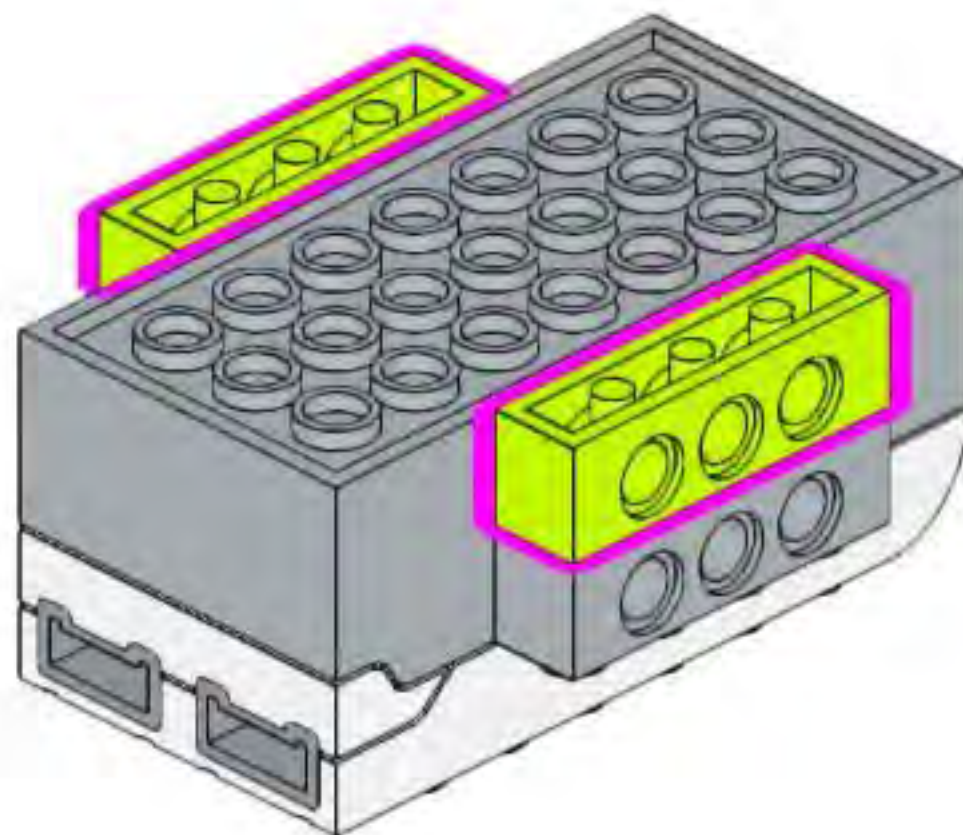
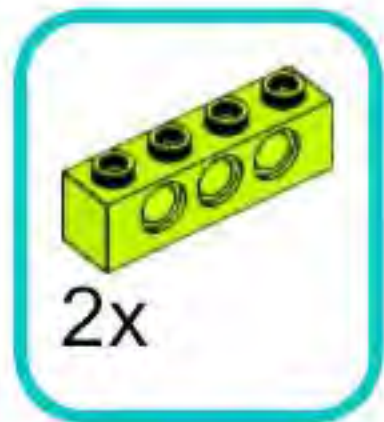
for Lego® WeDo 2.0
45300

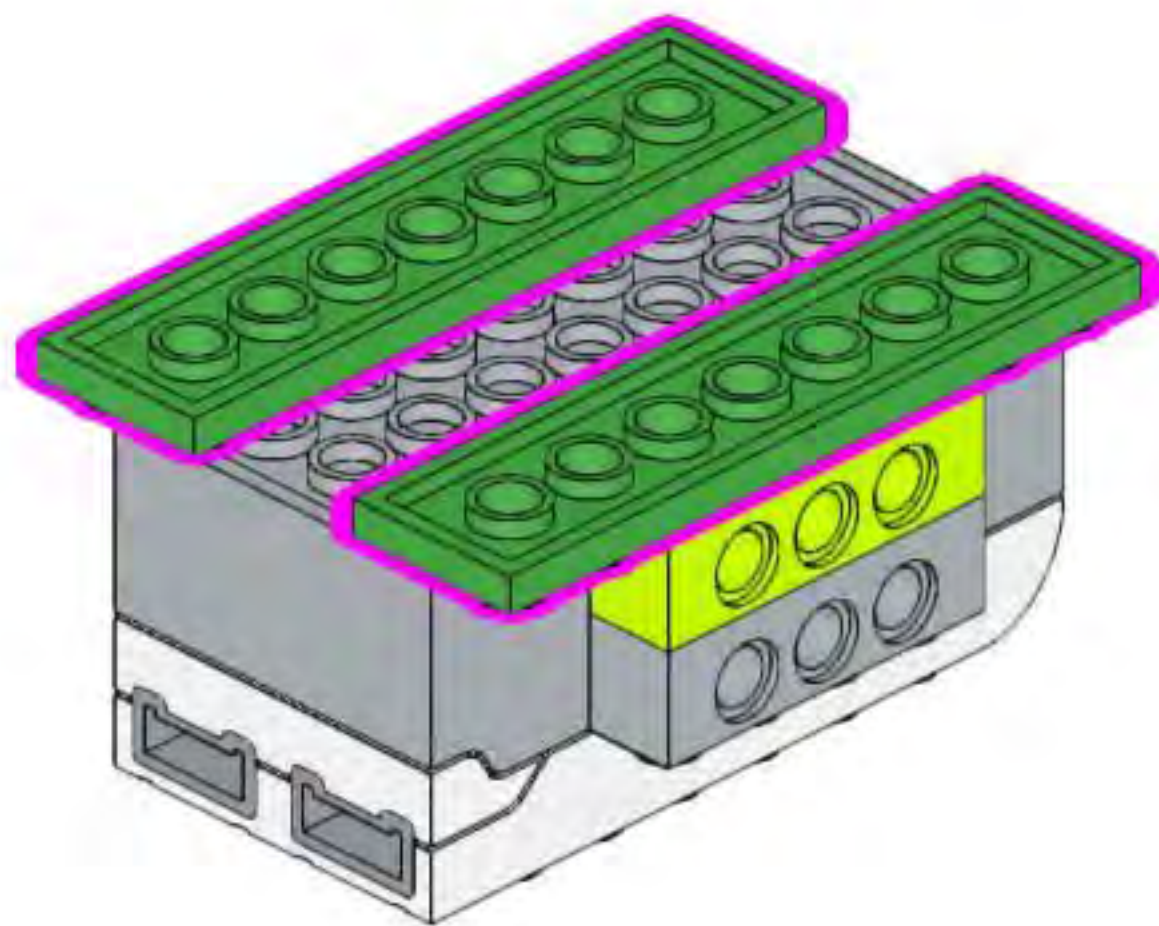
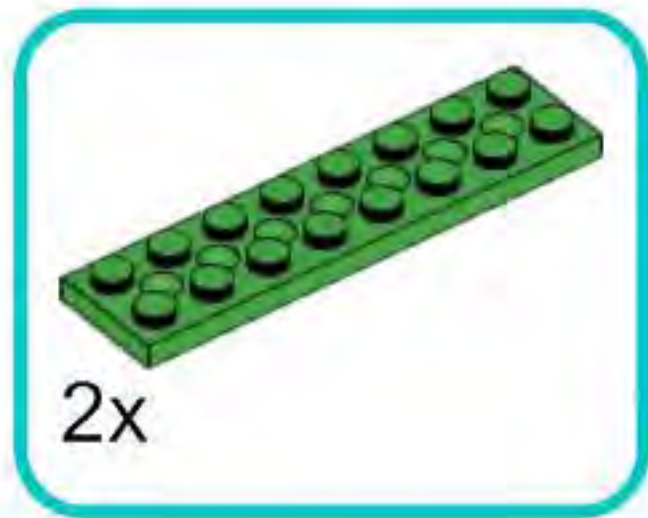


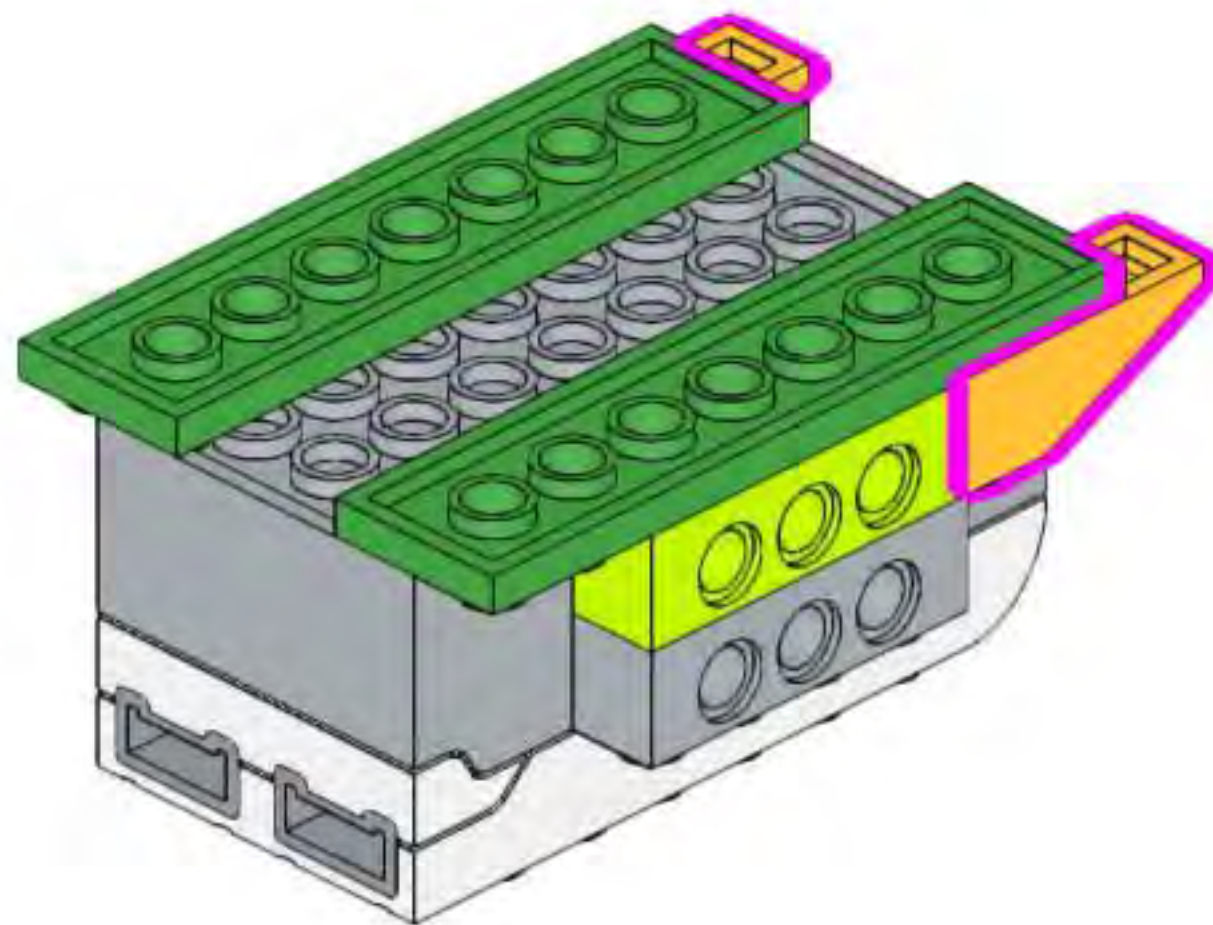
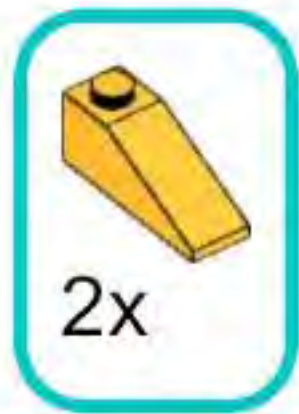


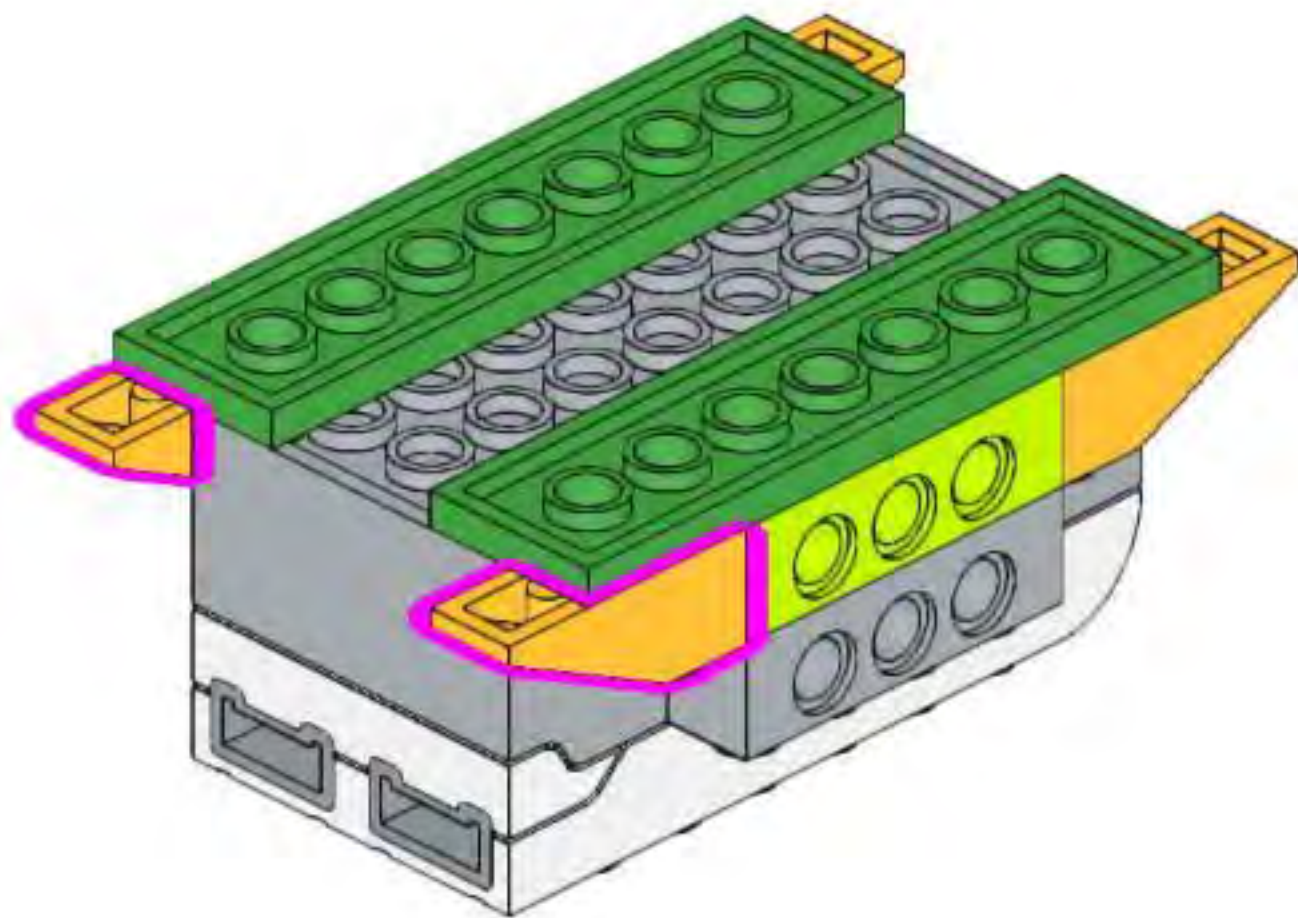
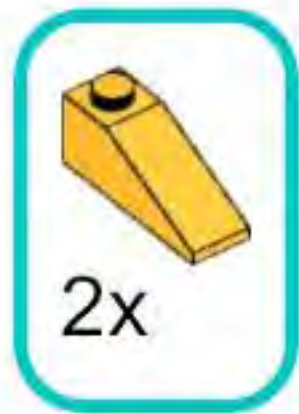
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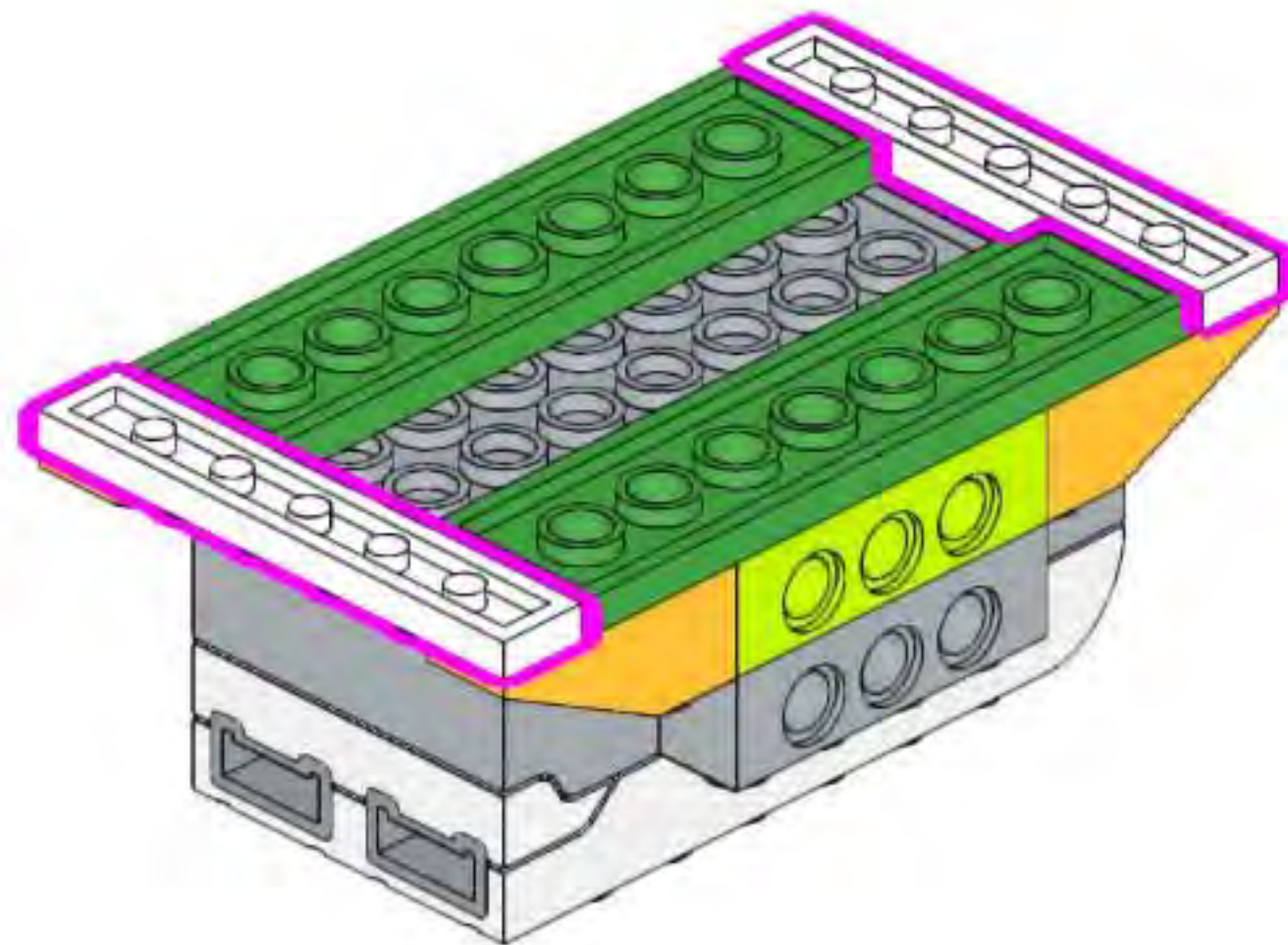
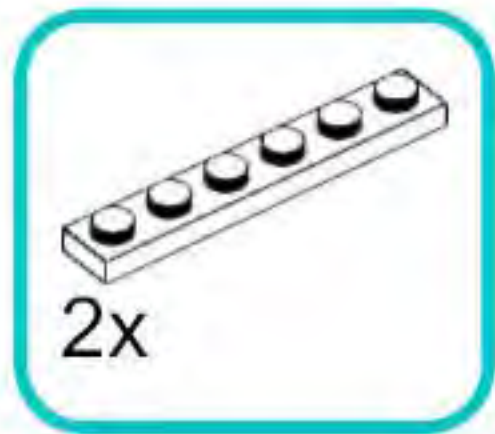


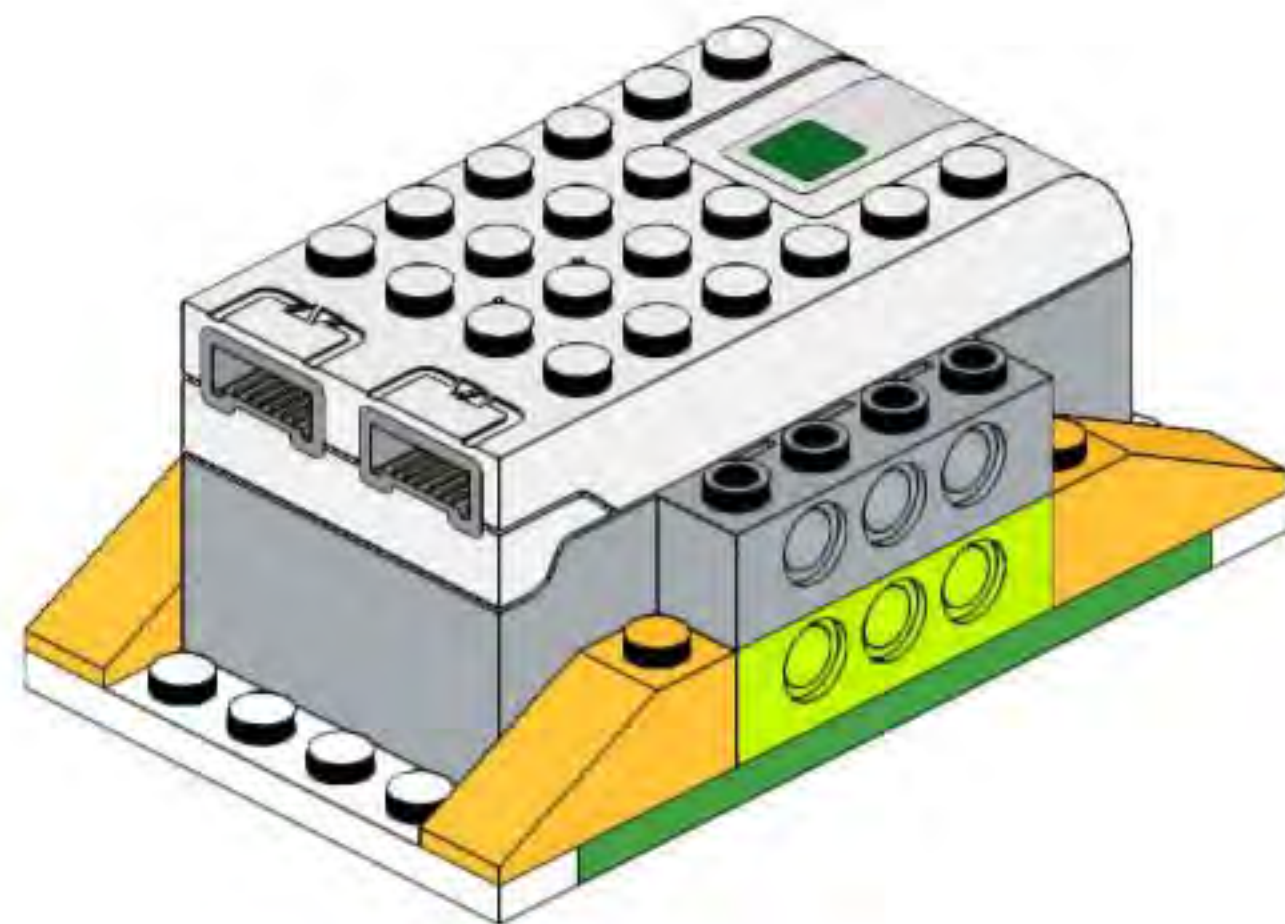


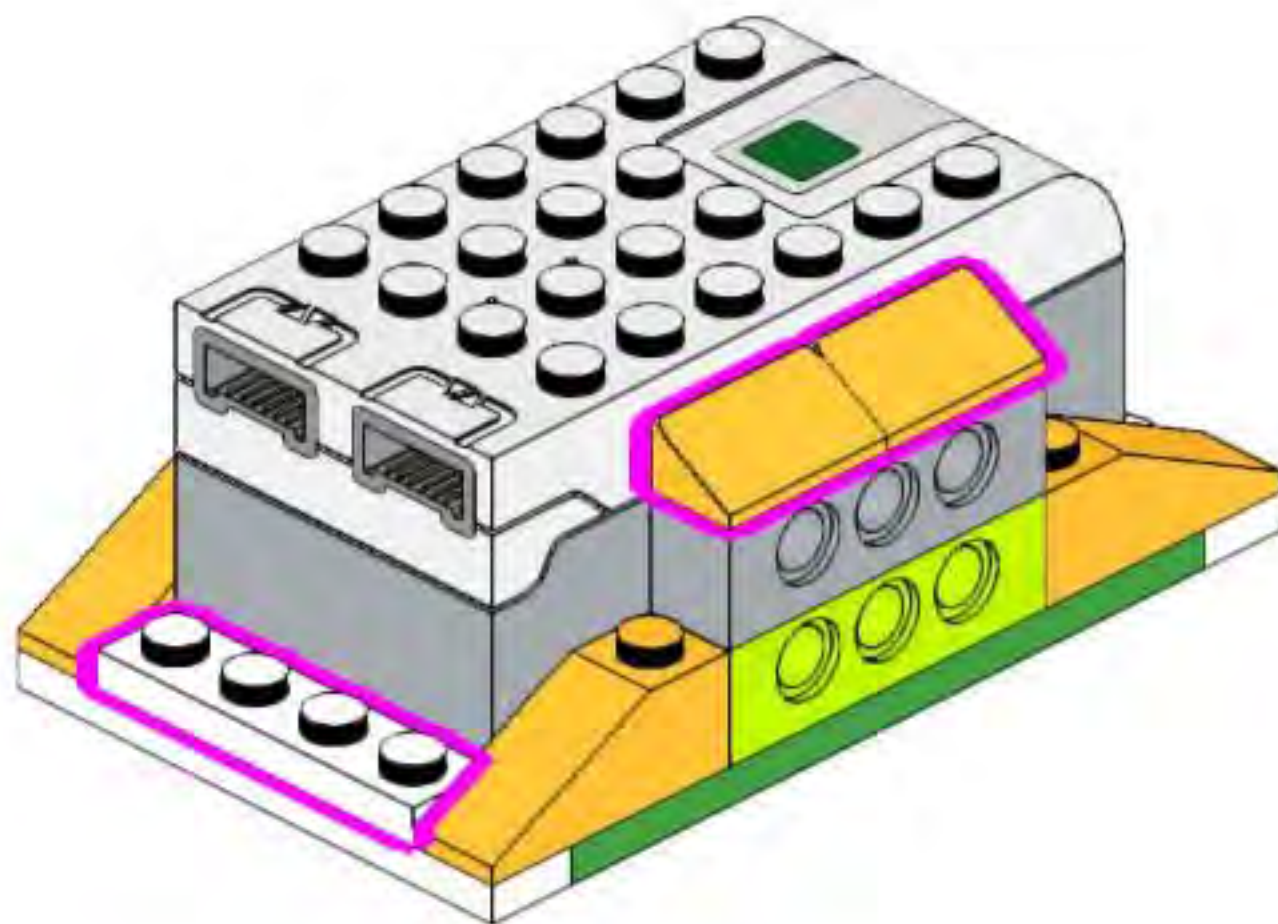
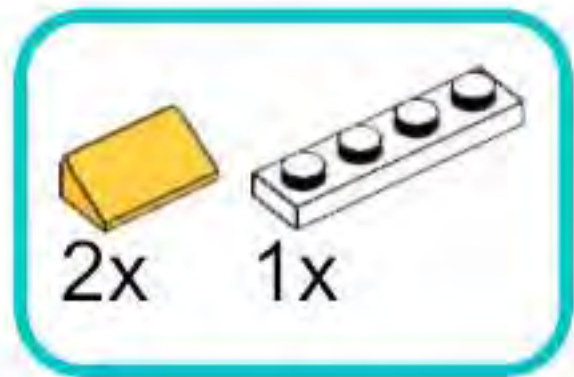


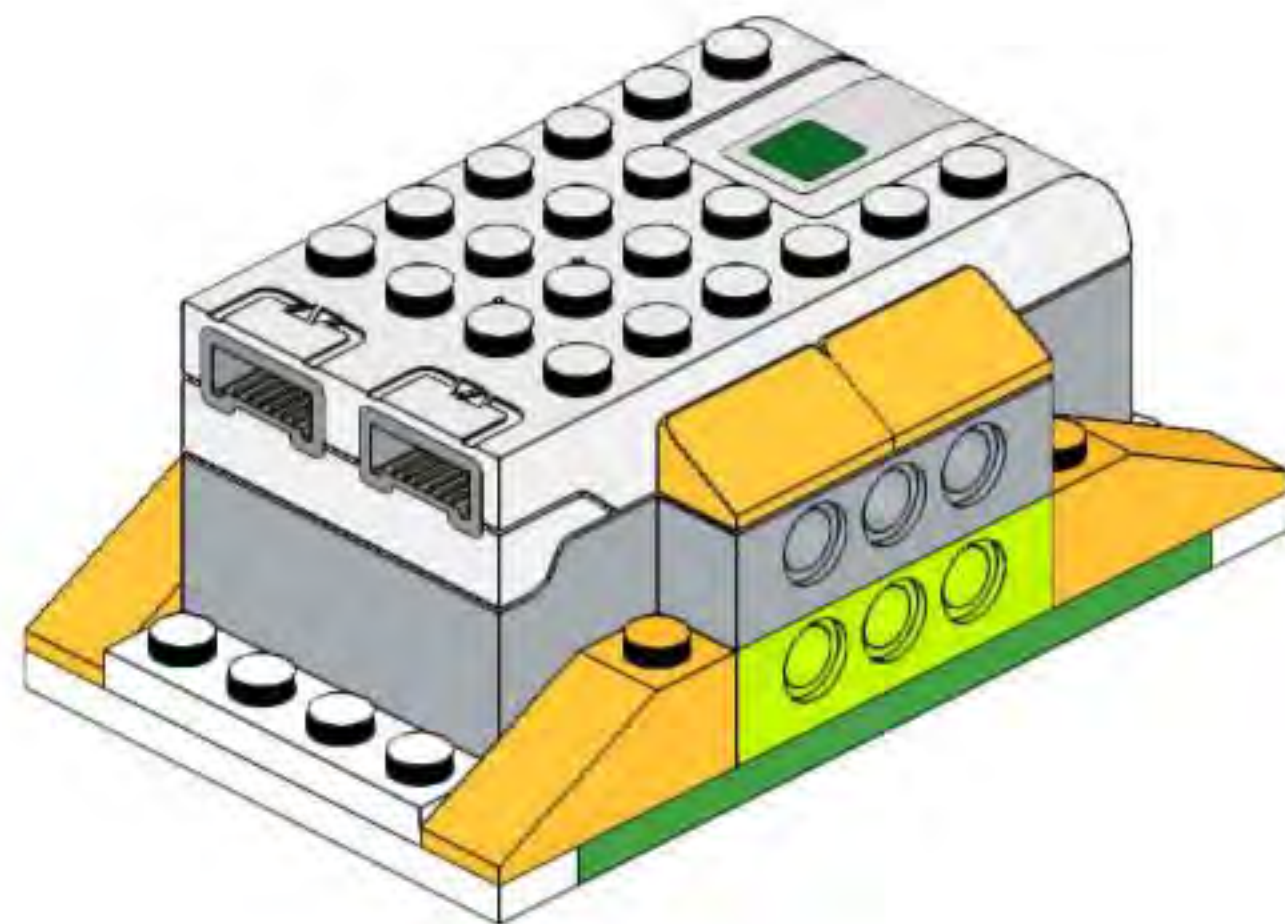


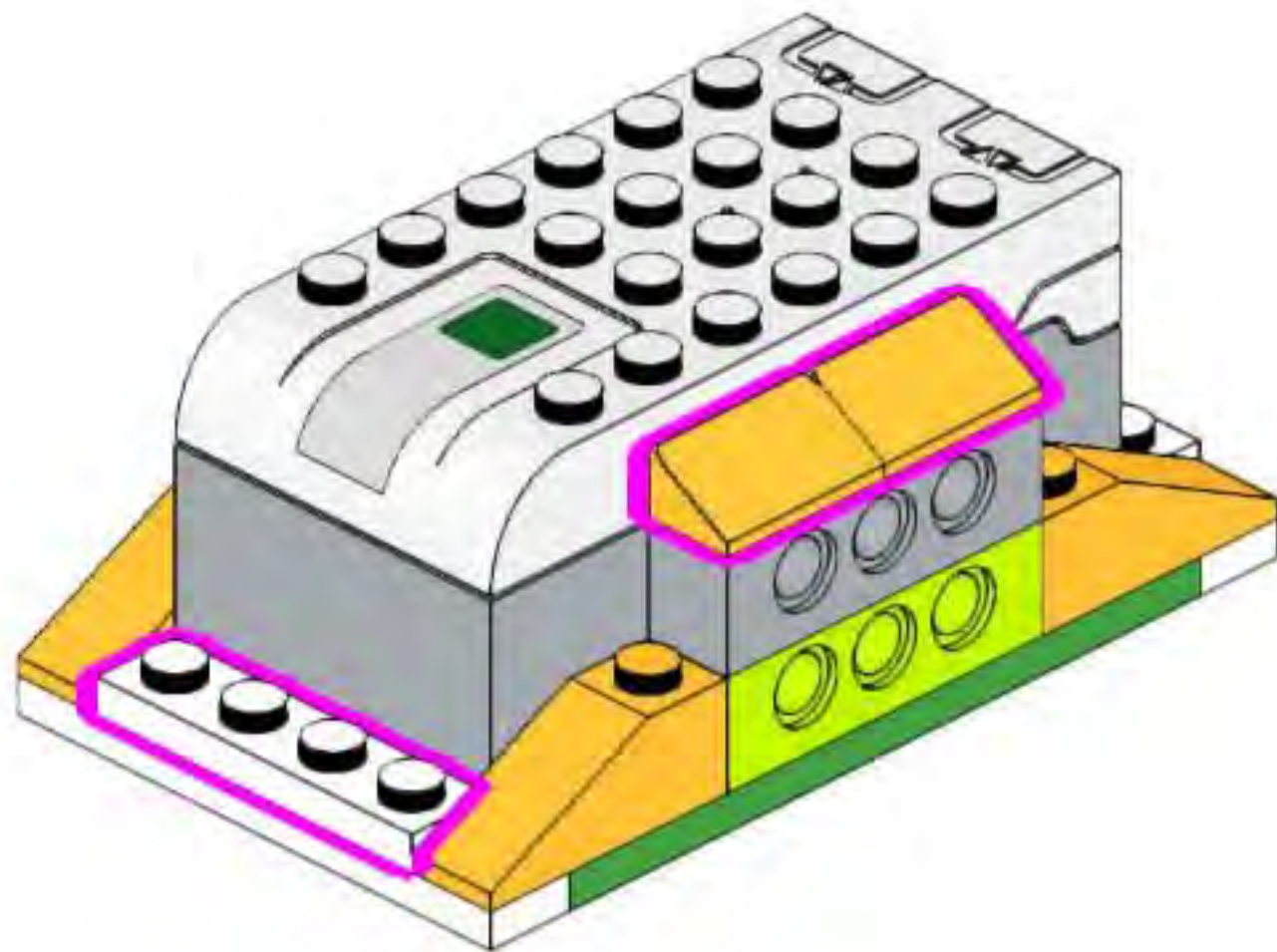
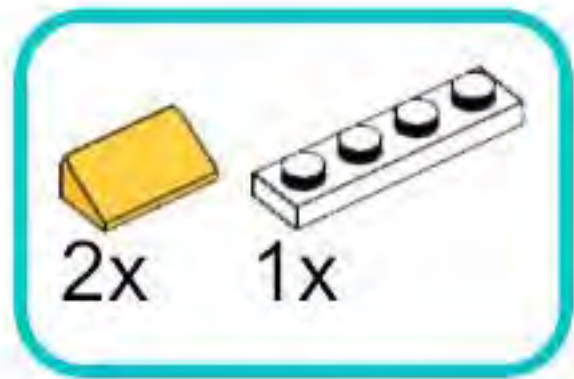


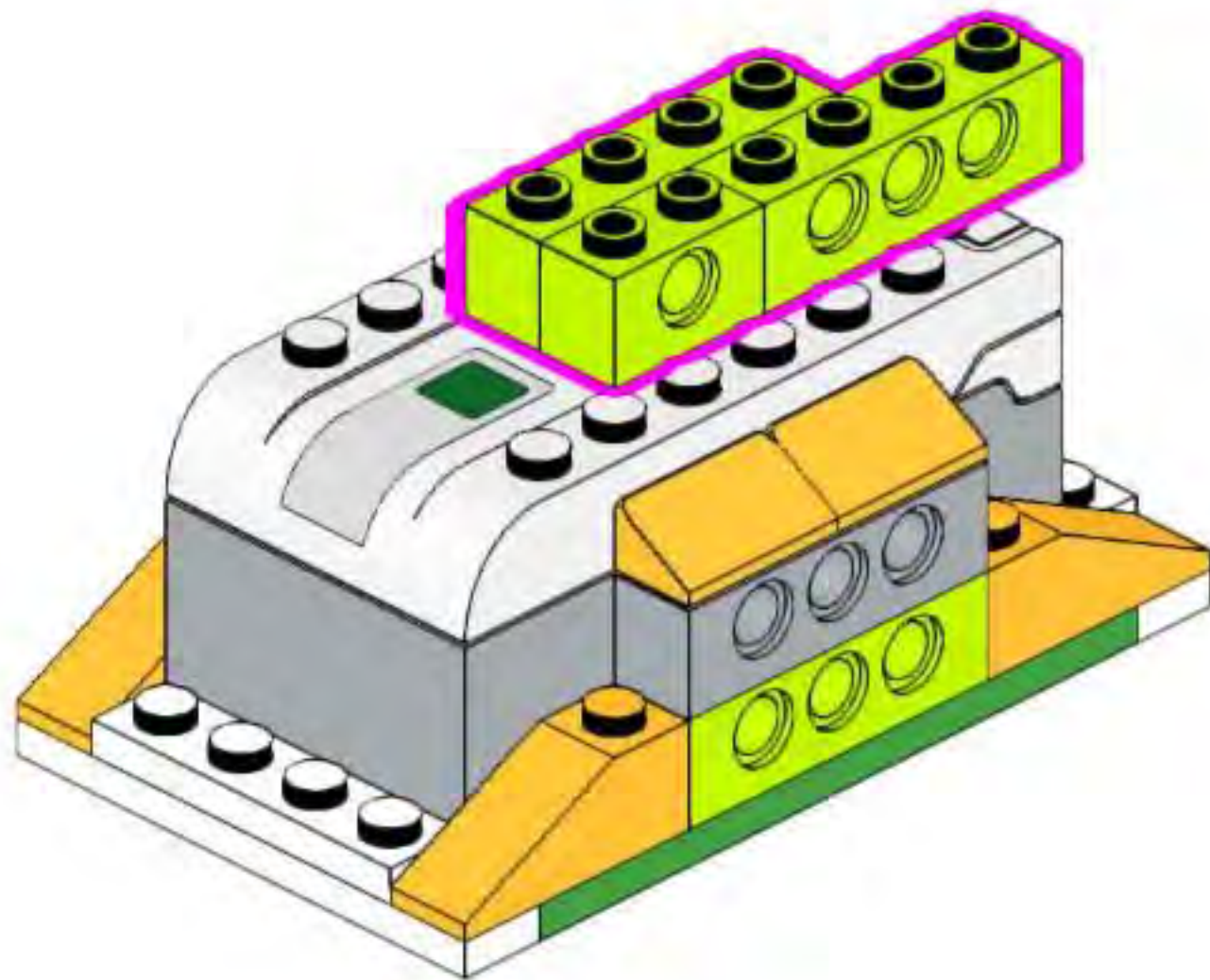
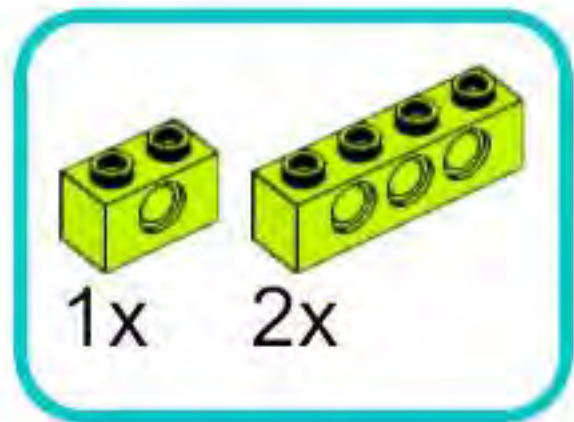


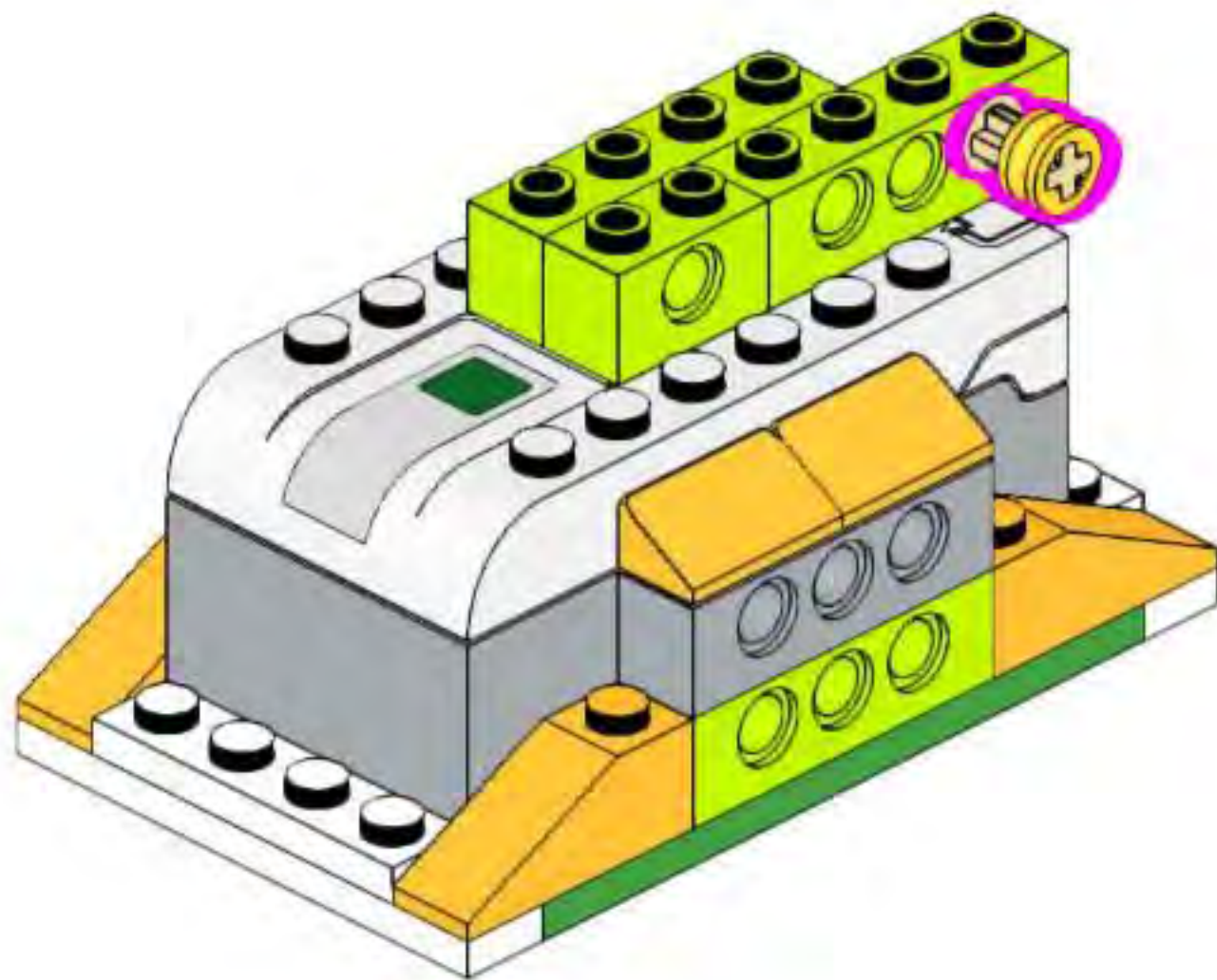


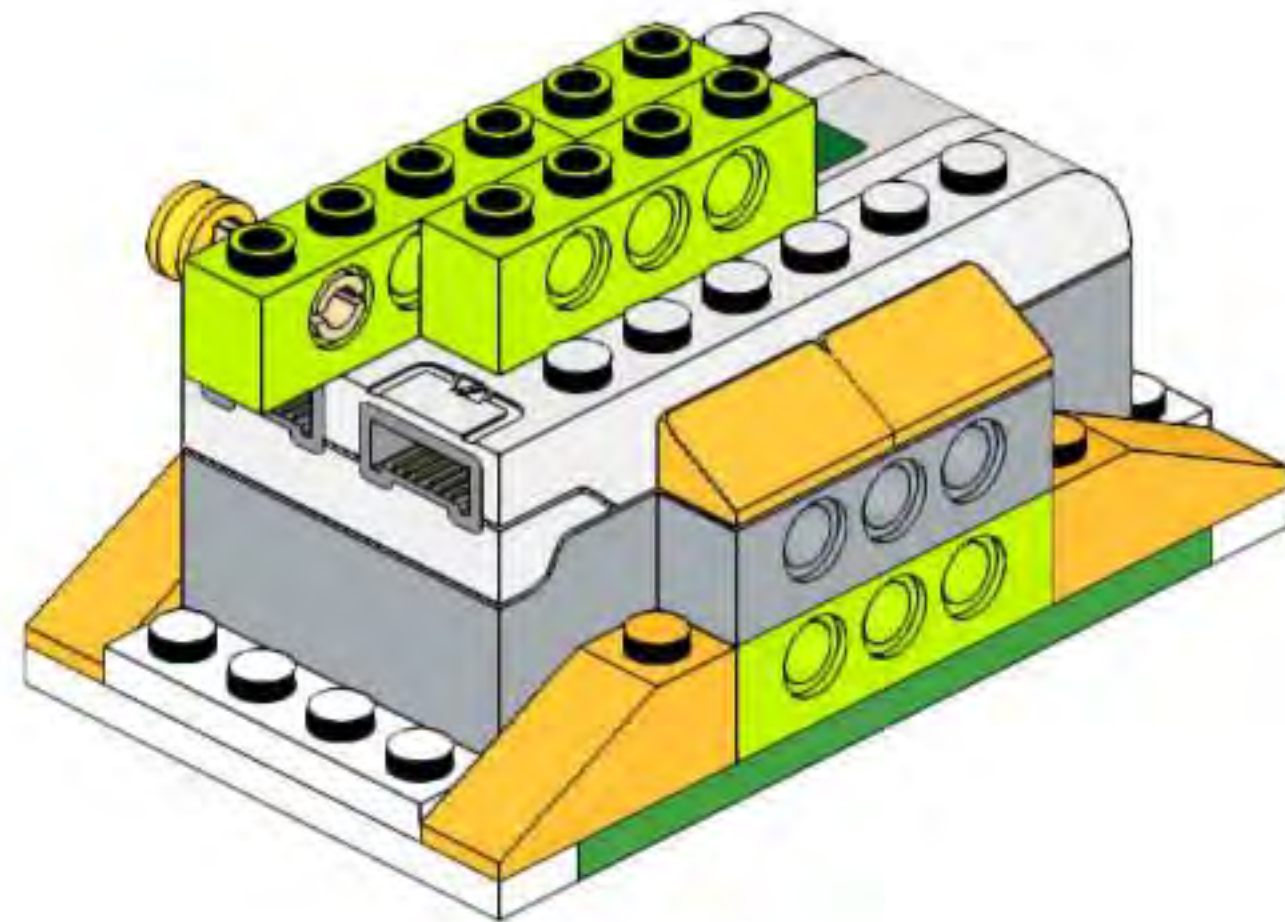


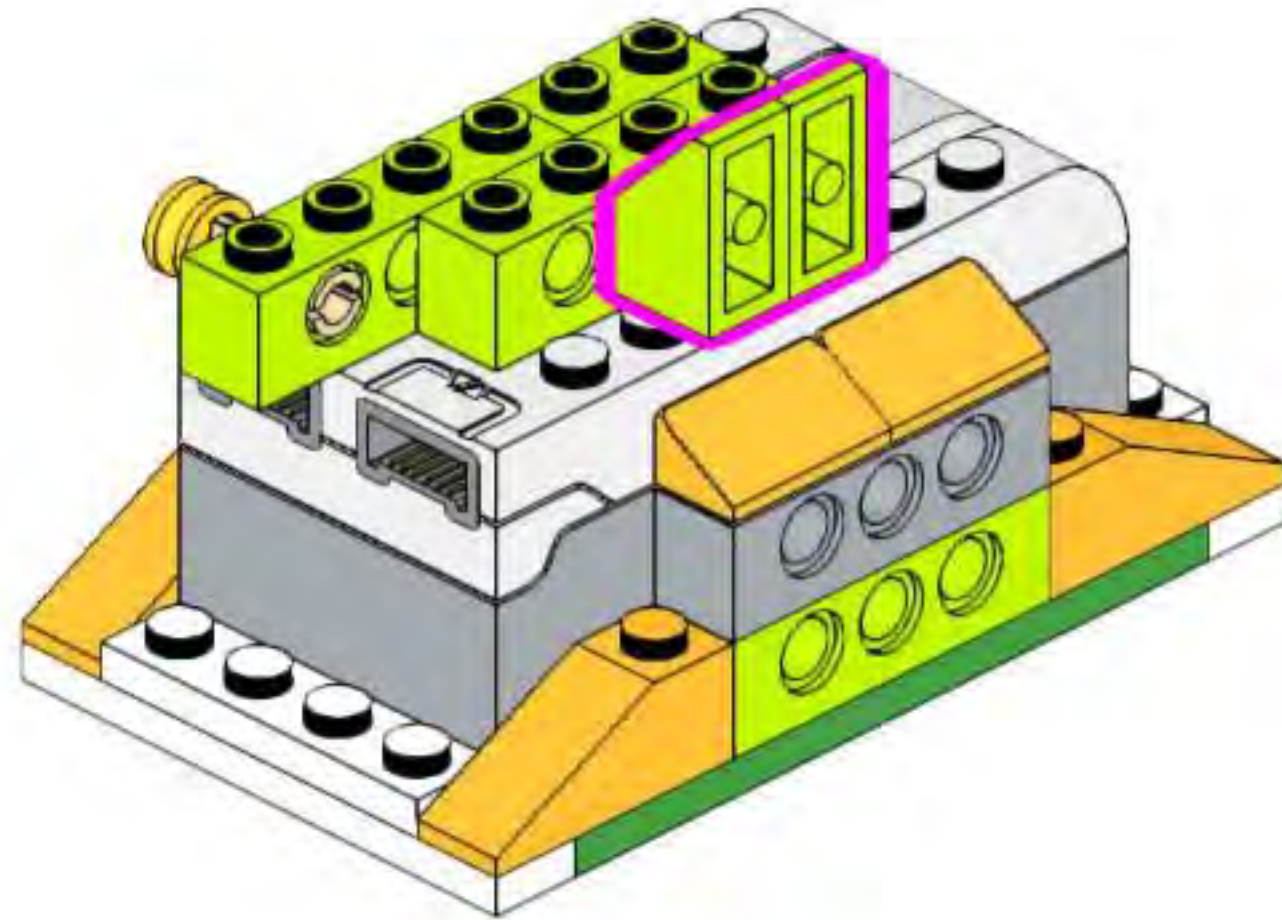
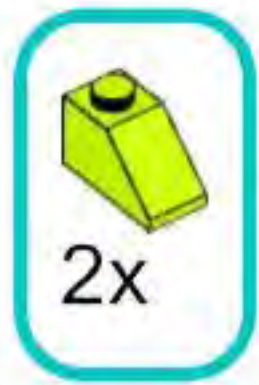


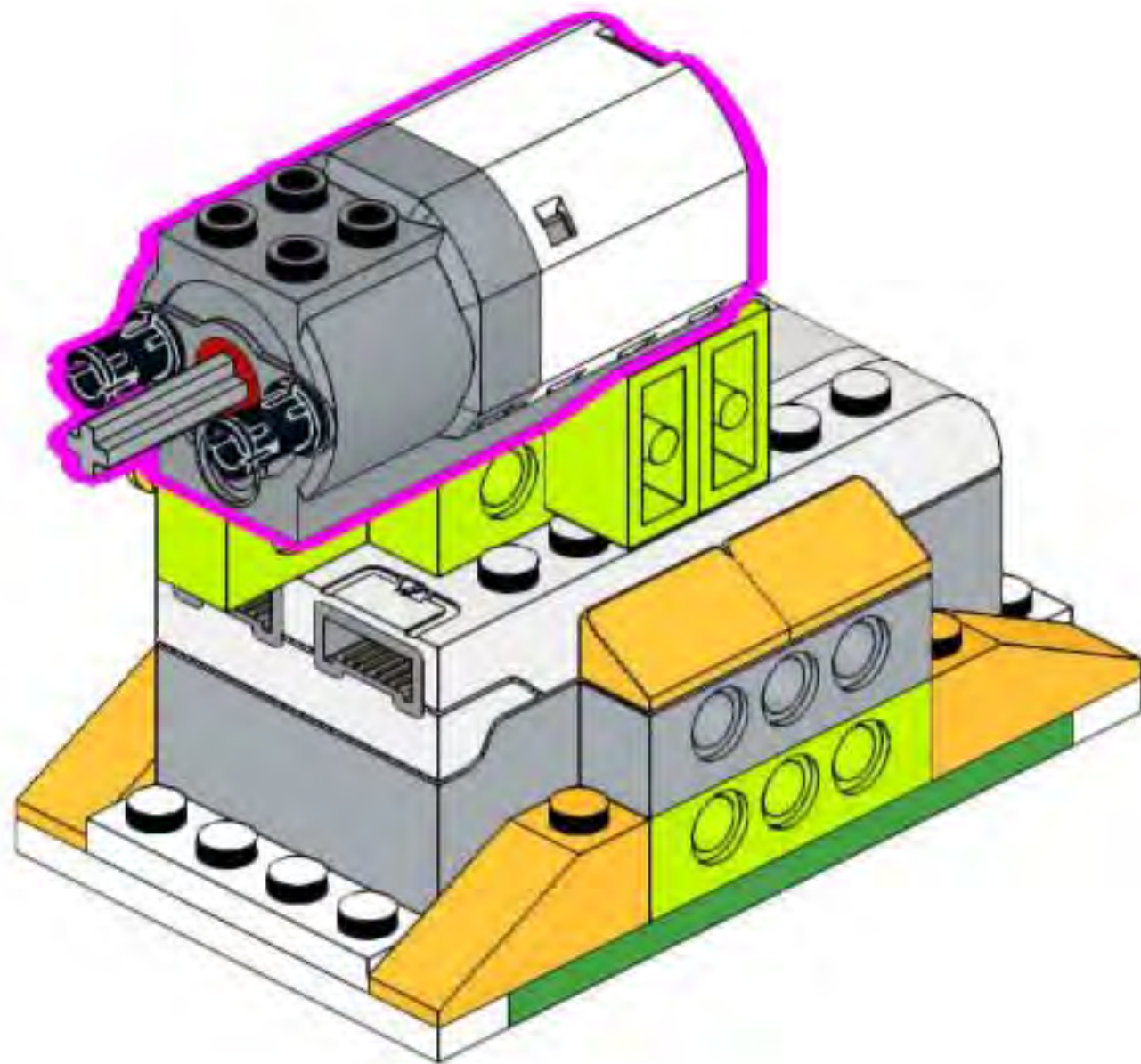
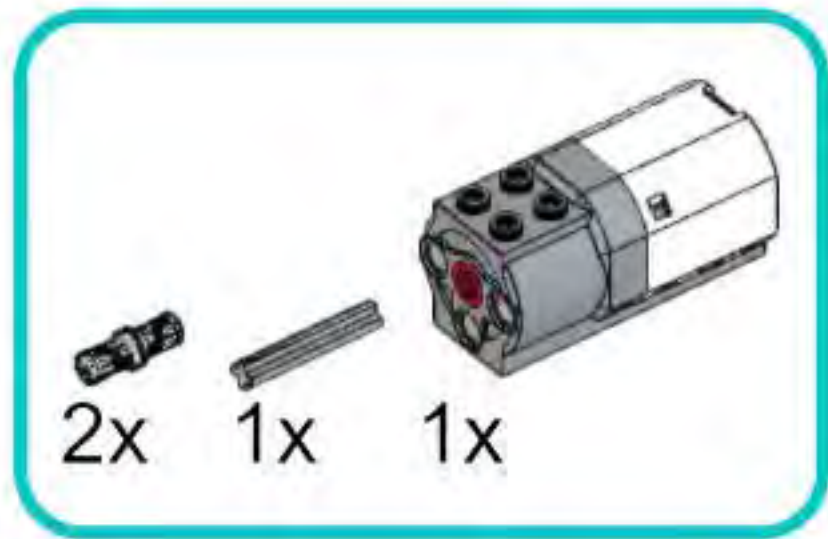


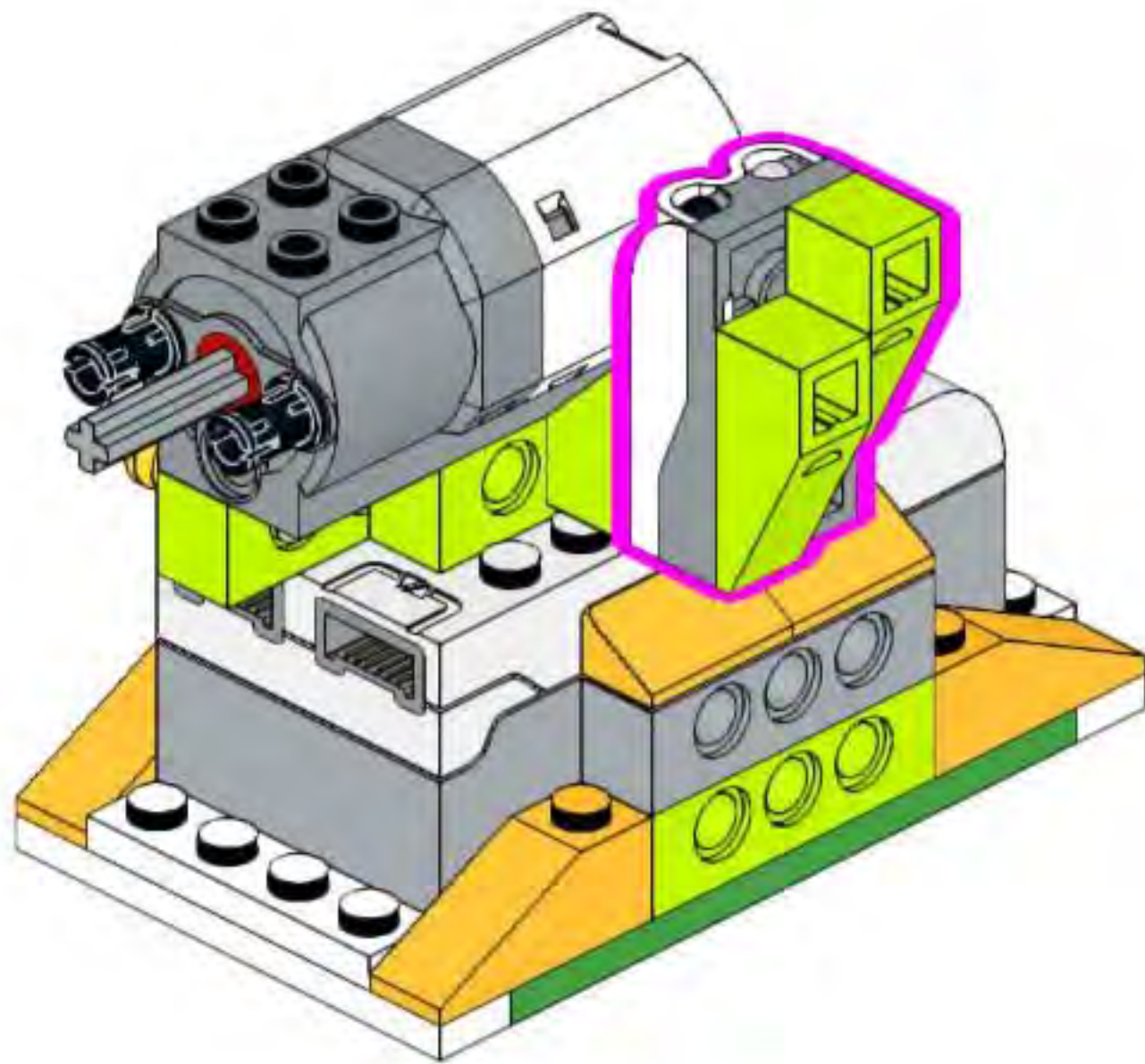
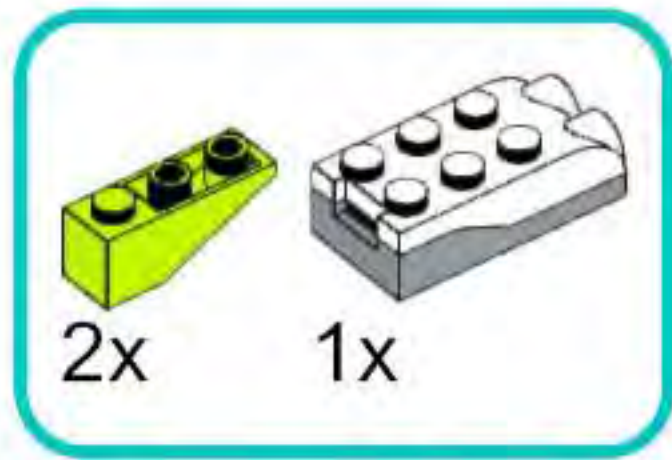


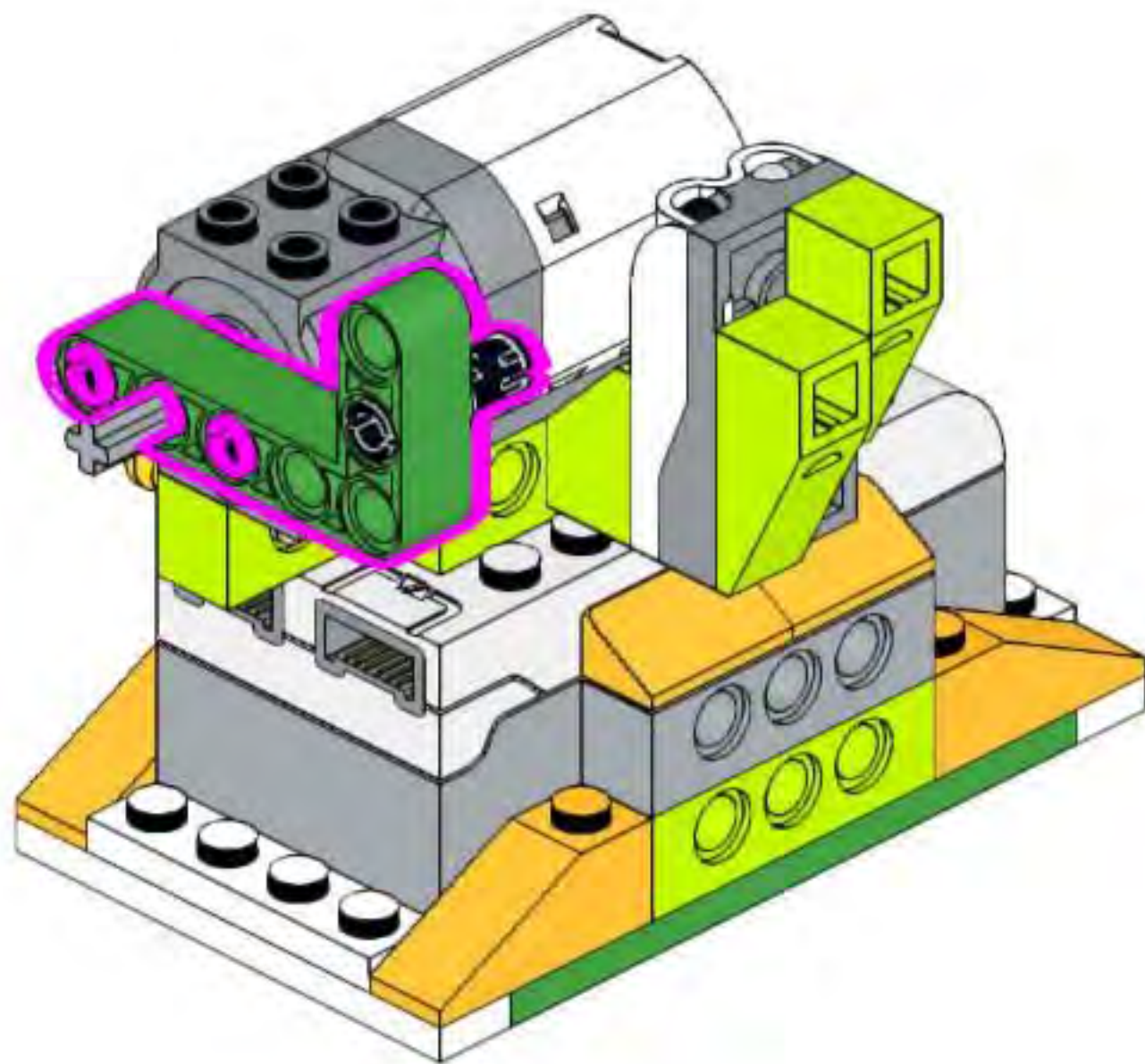
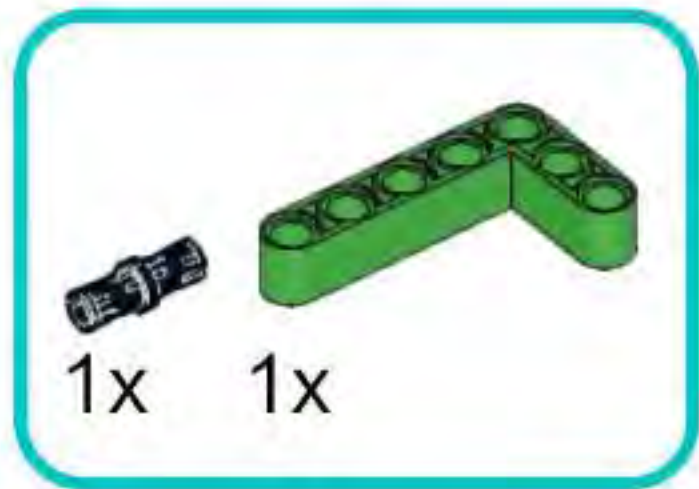


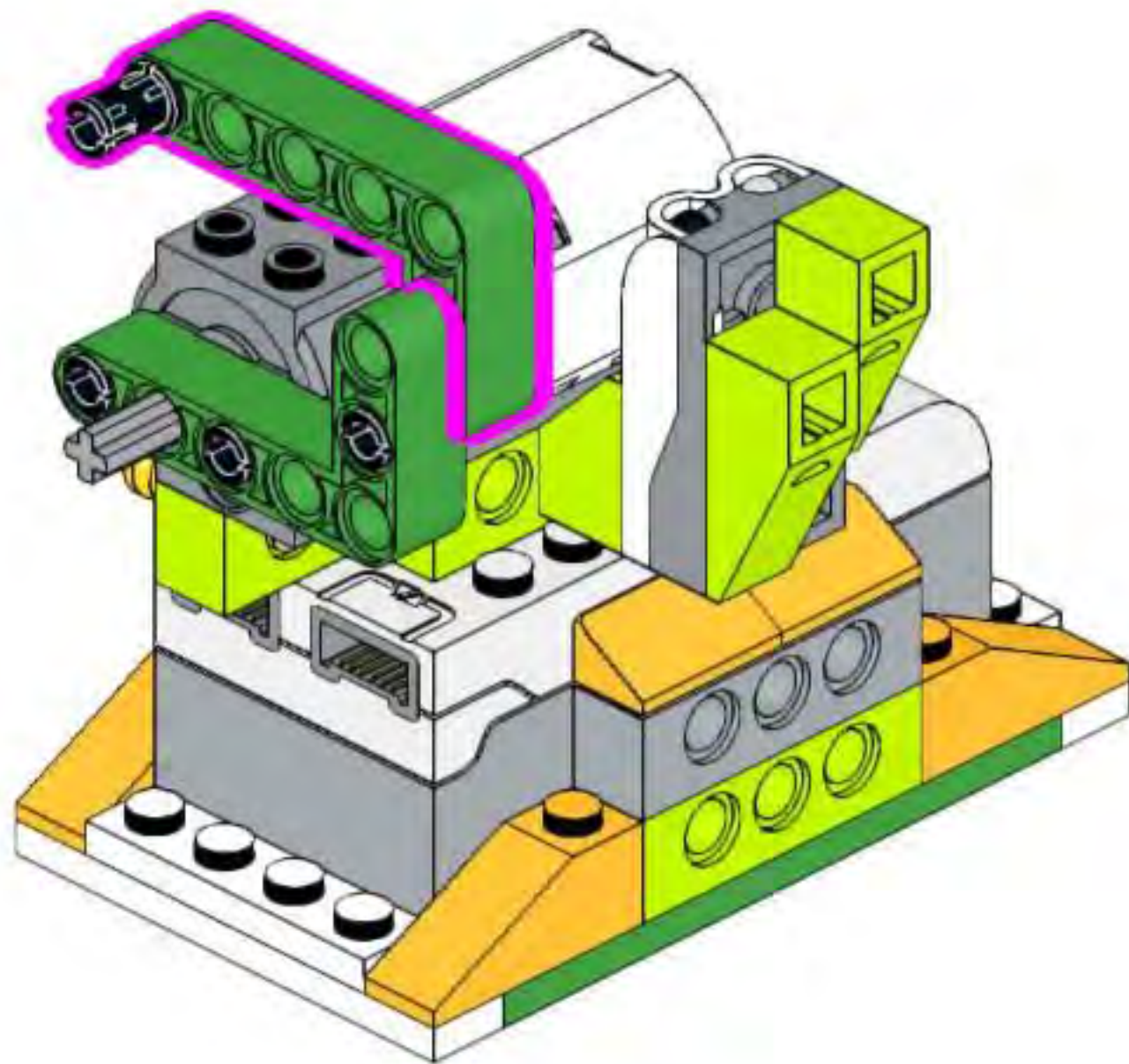
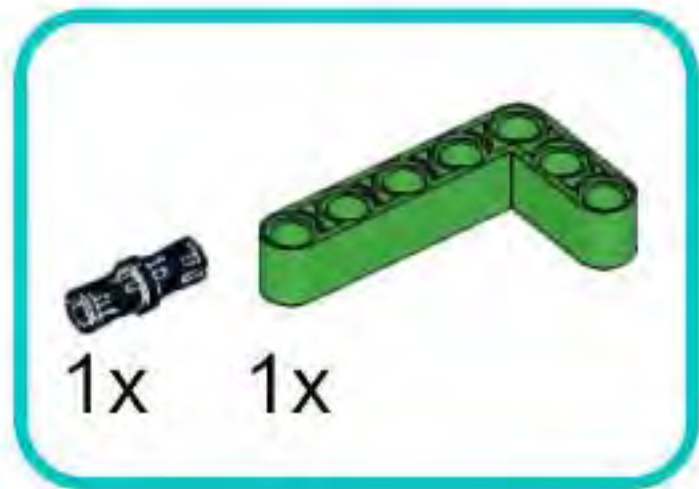


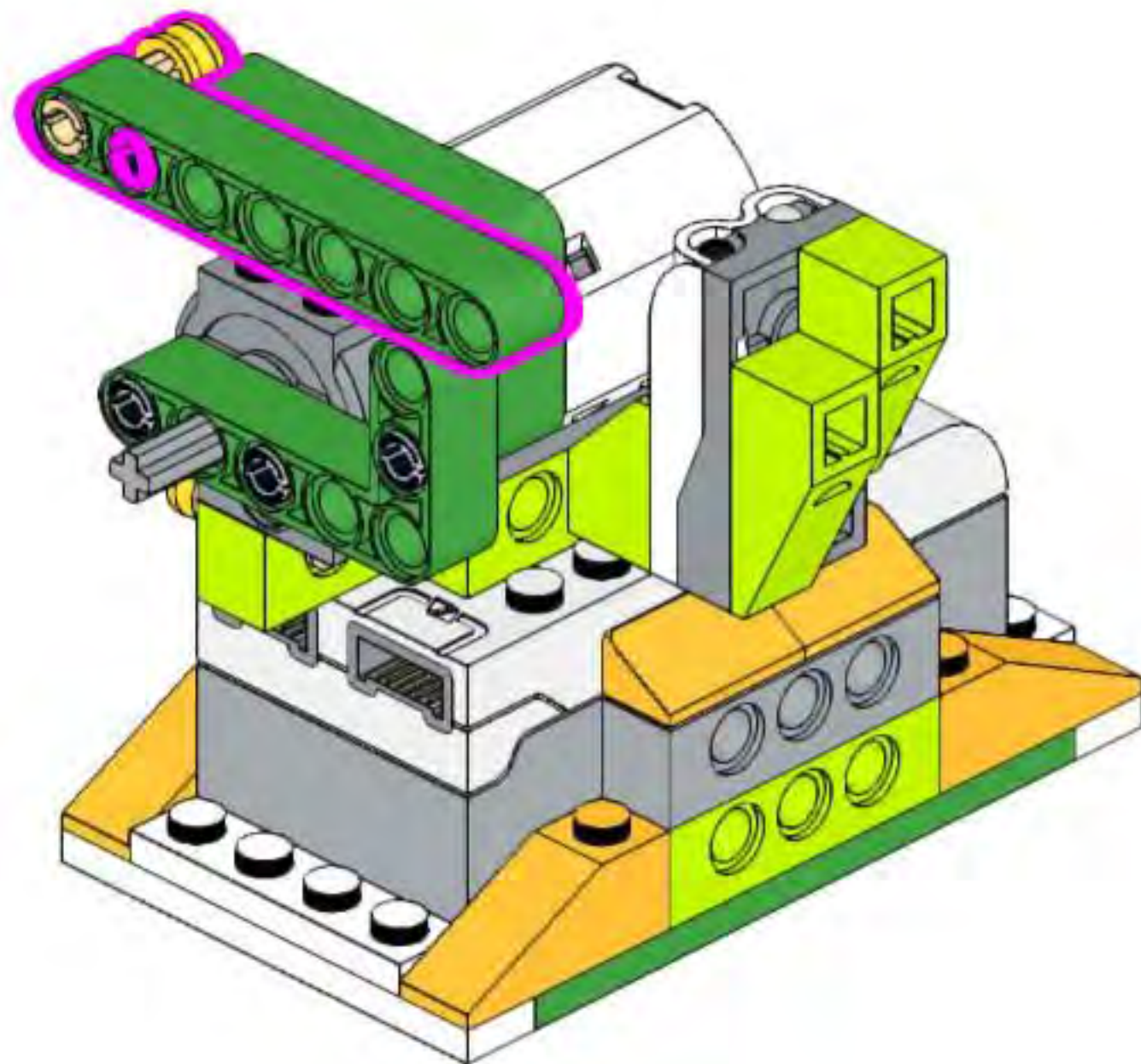
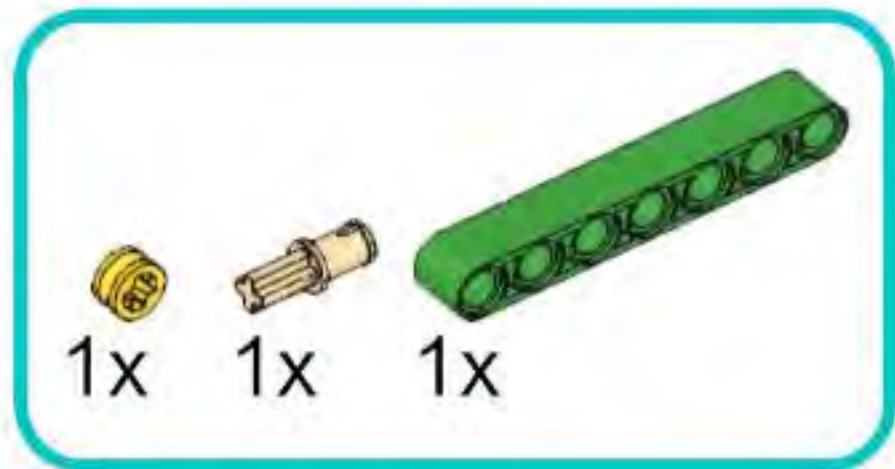


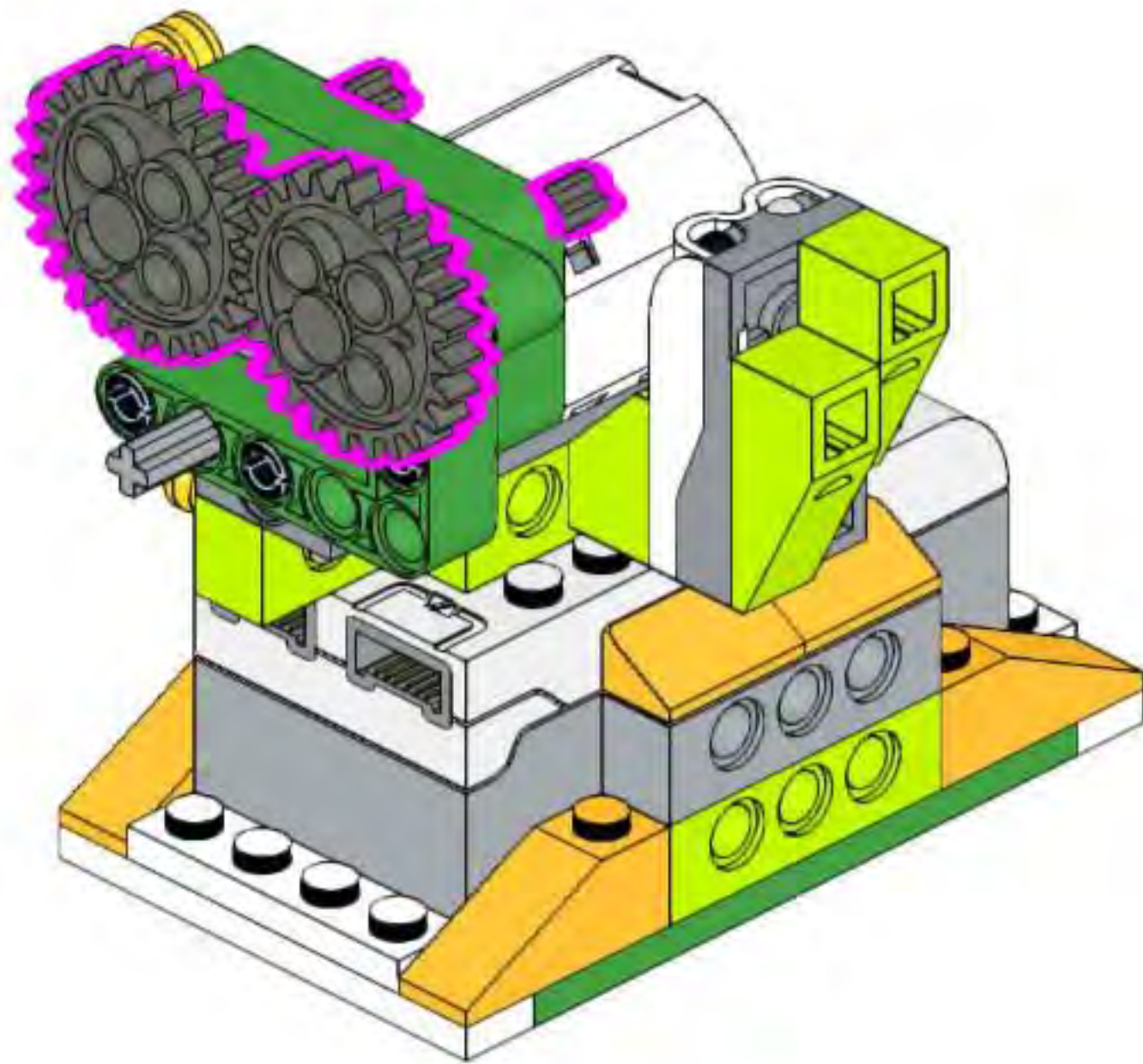
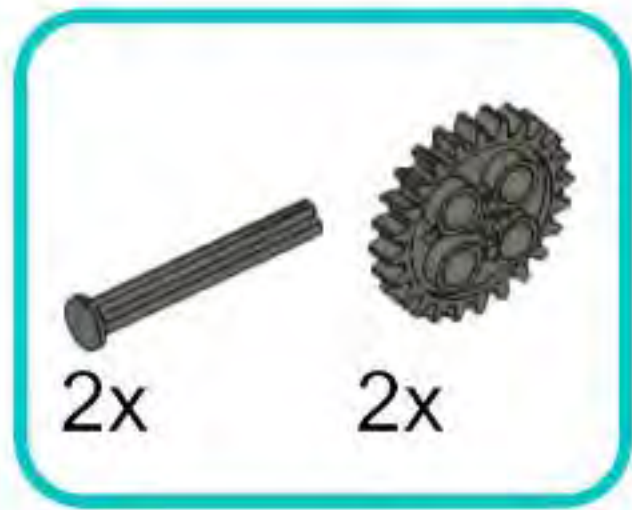






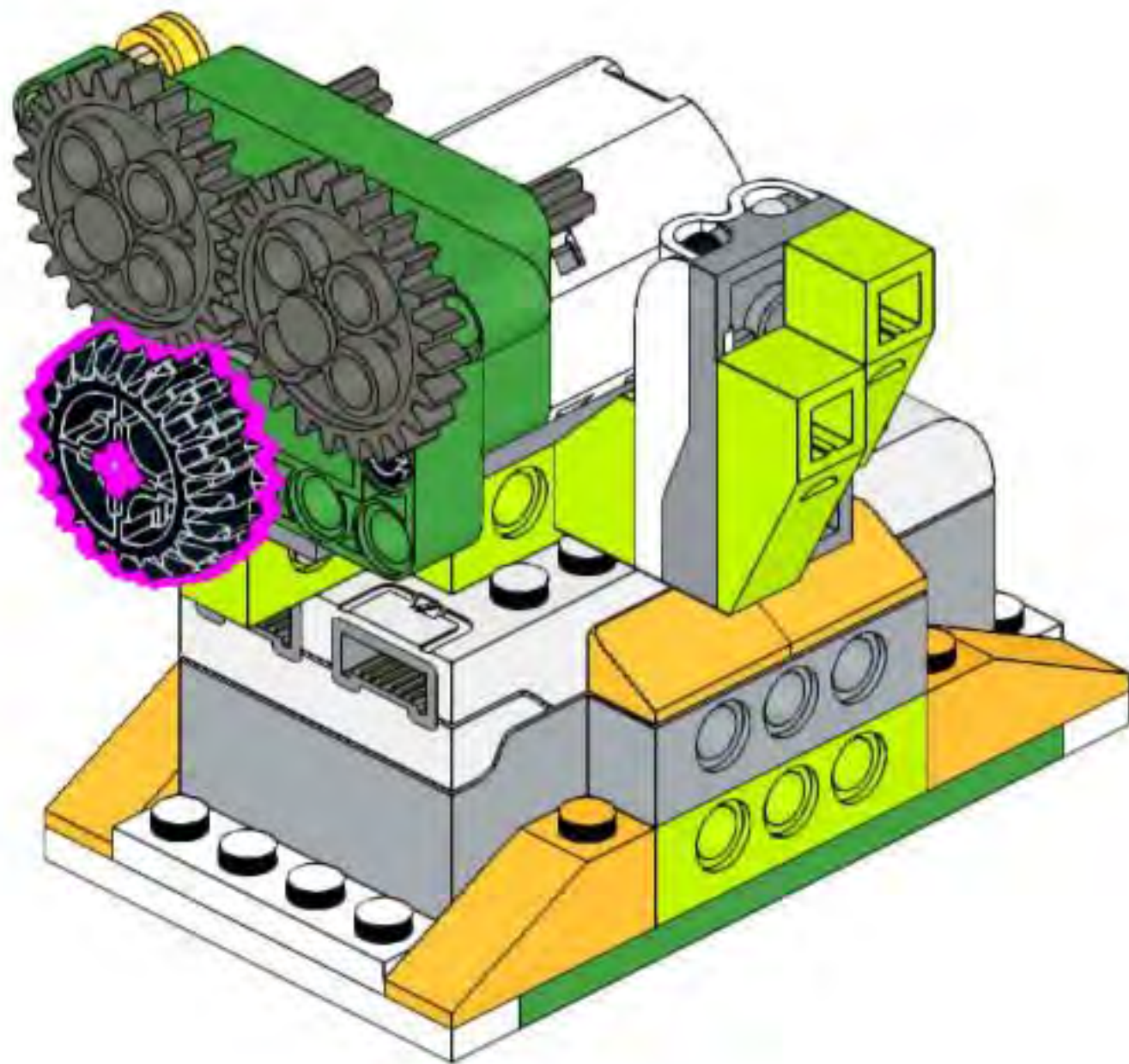


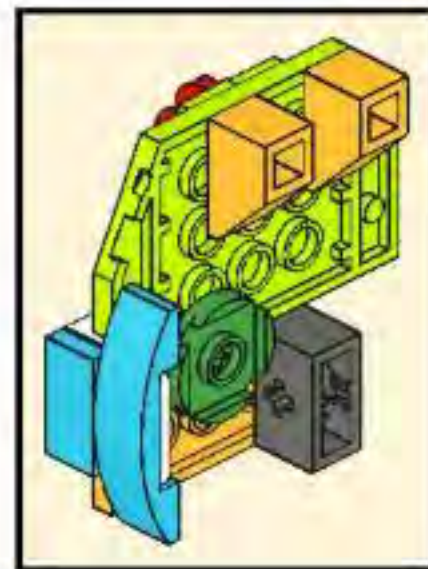
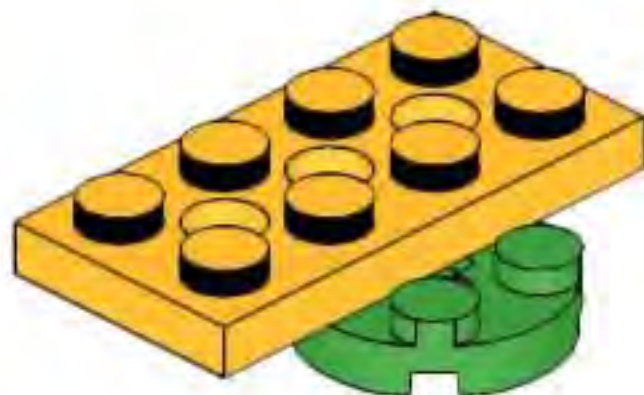
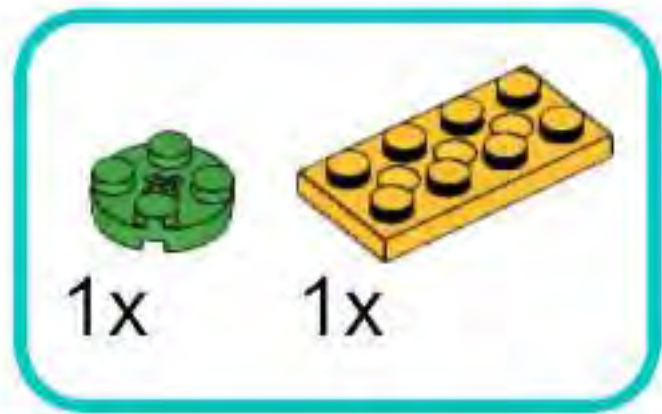






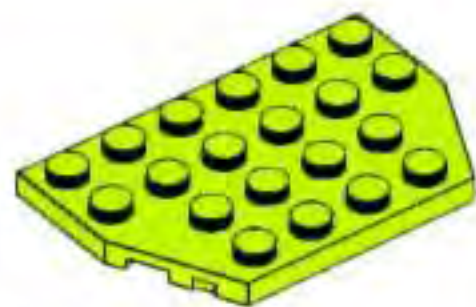
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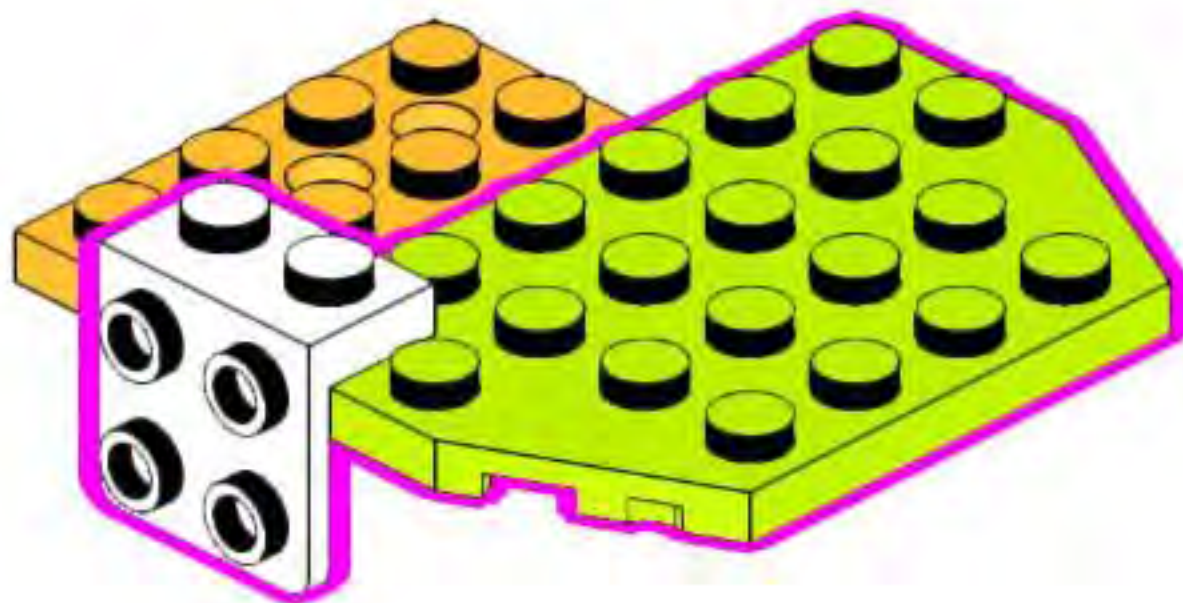


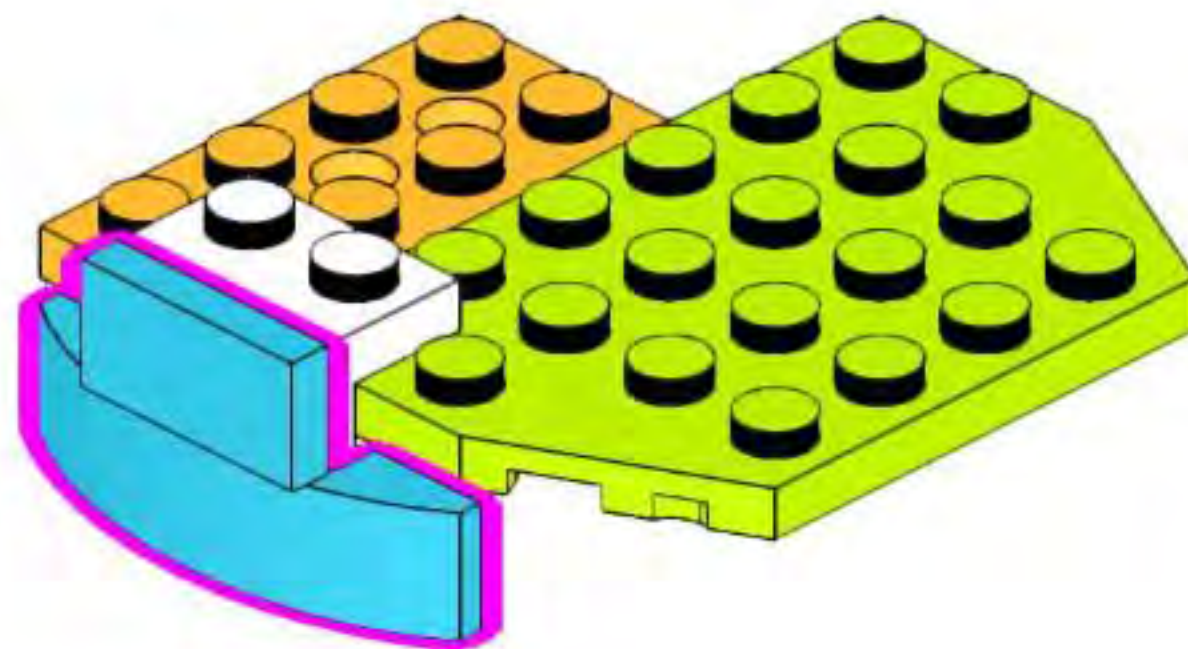
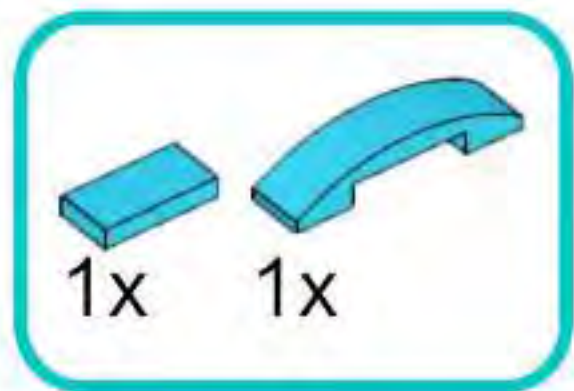


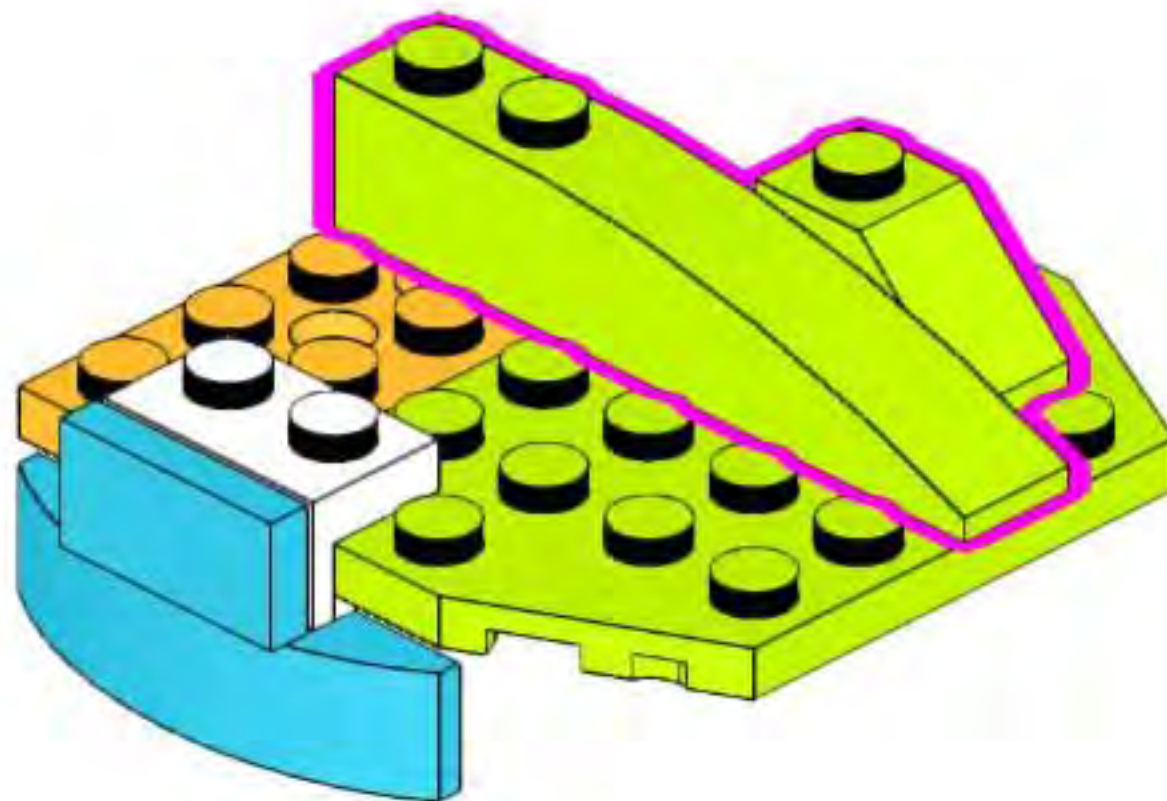
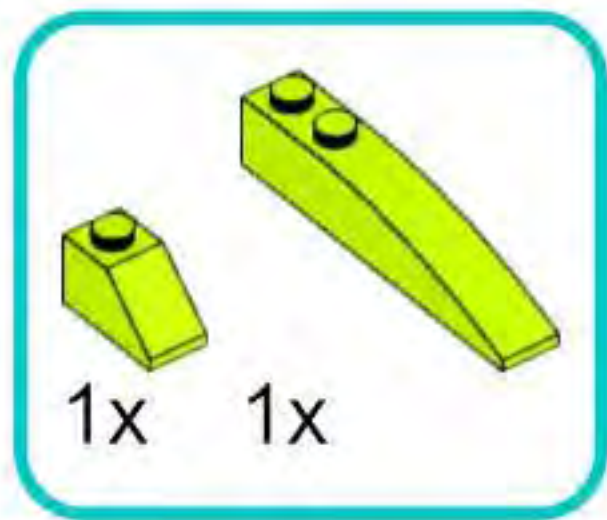
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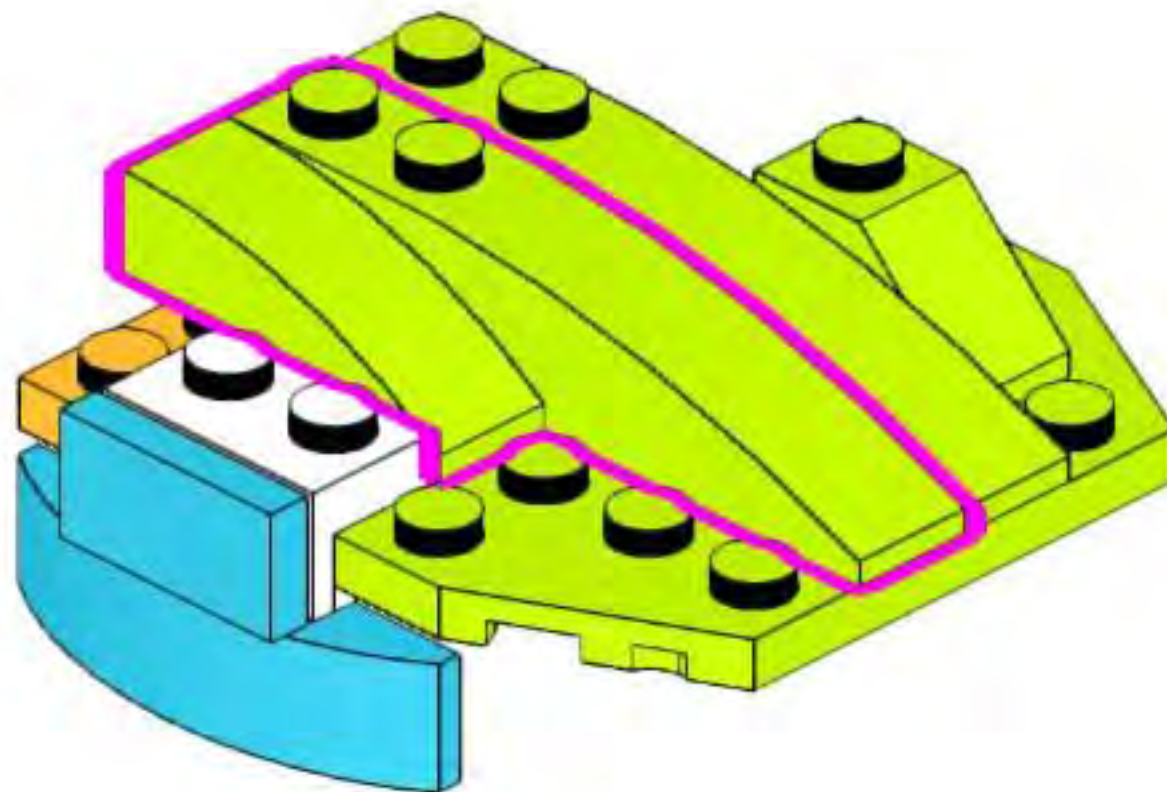
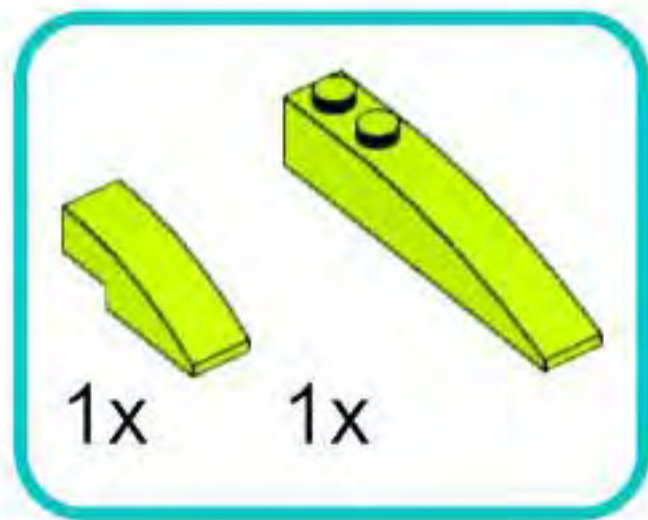


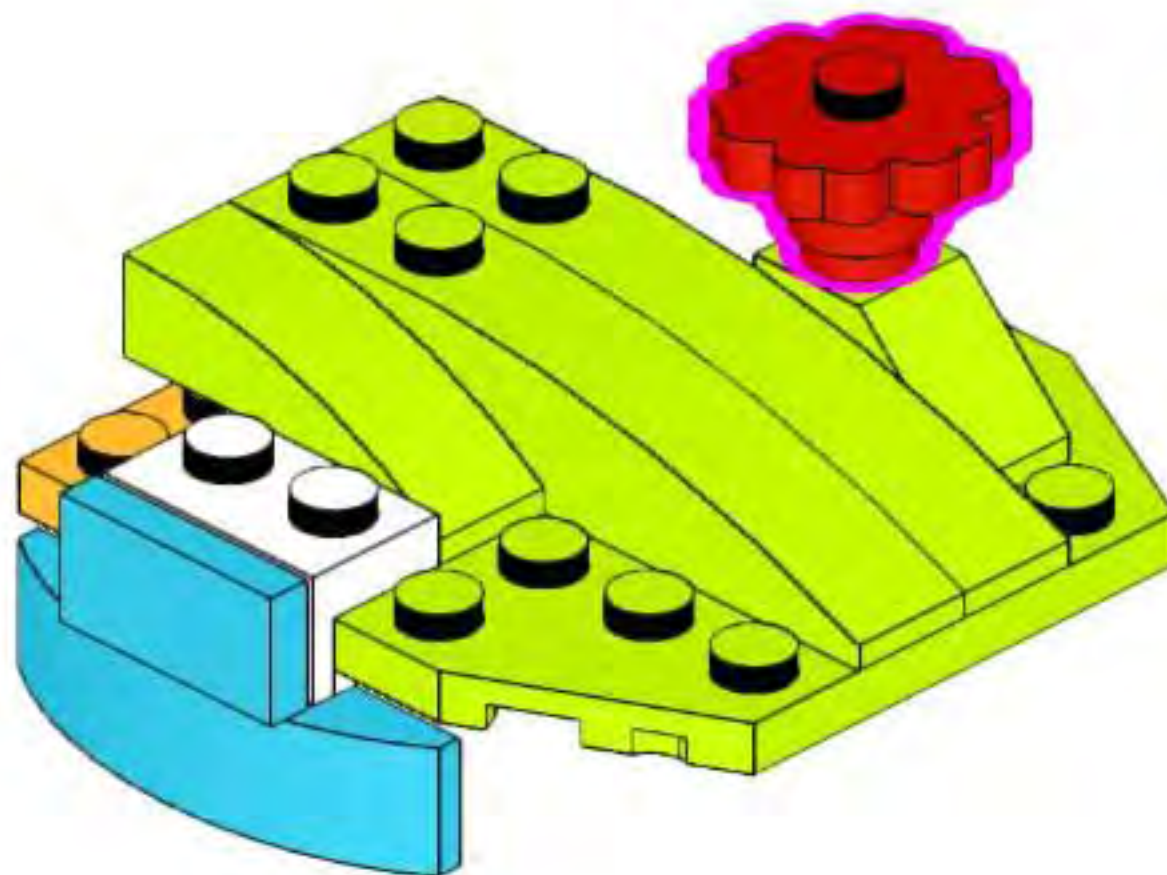
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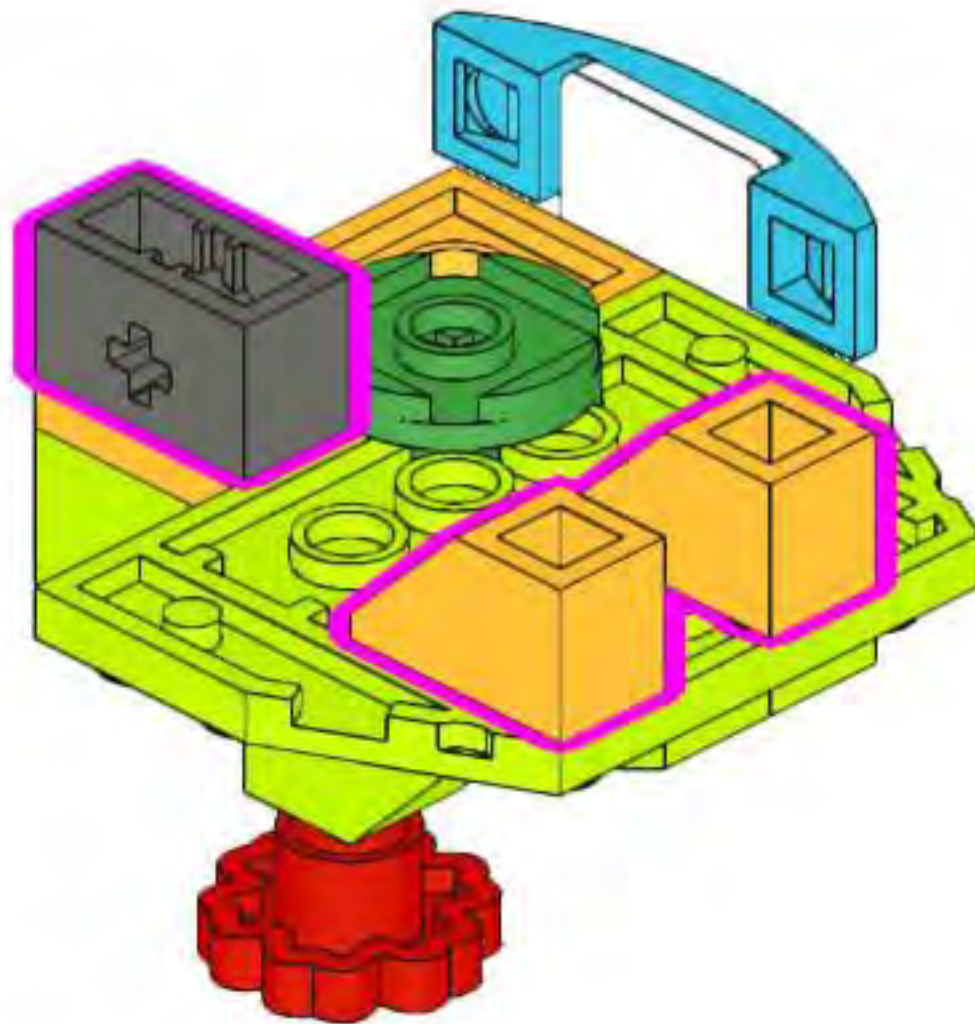
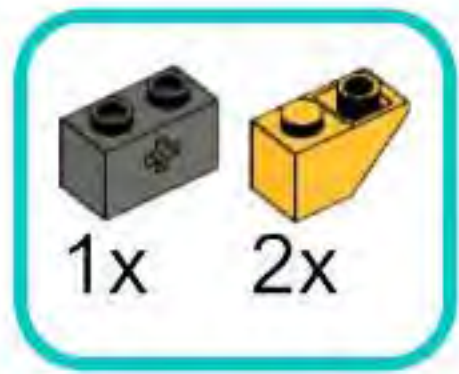


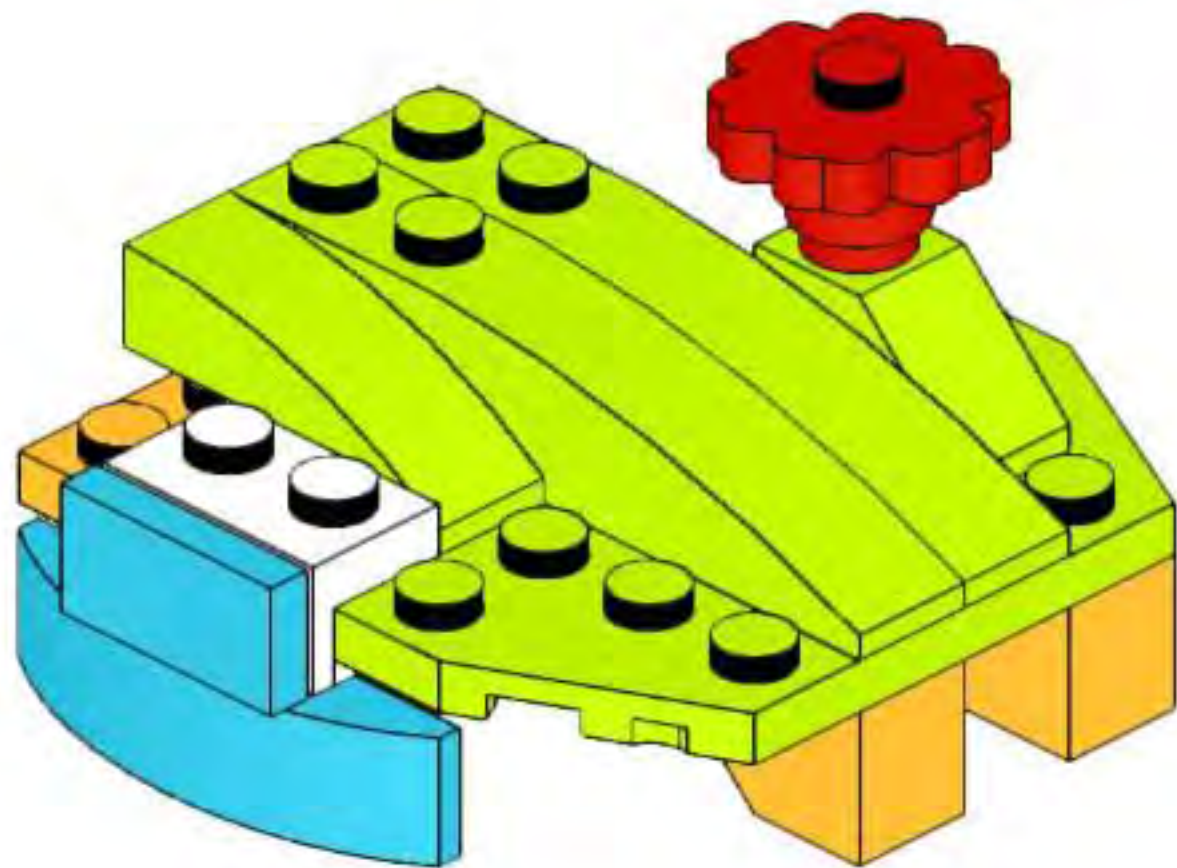


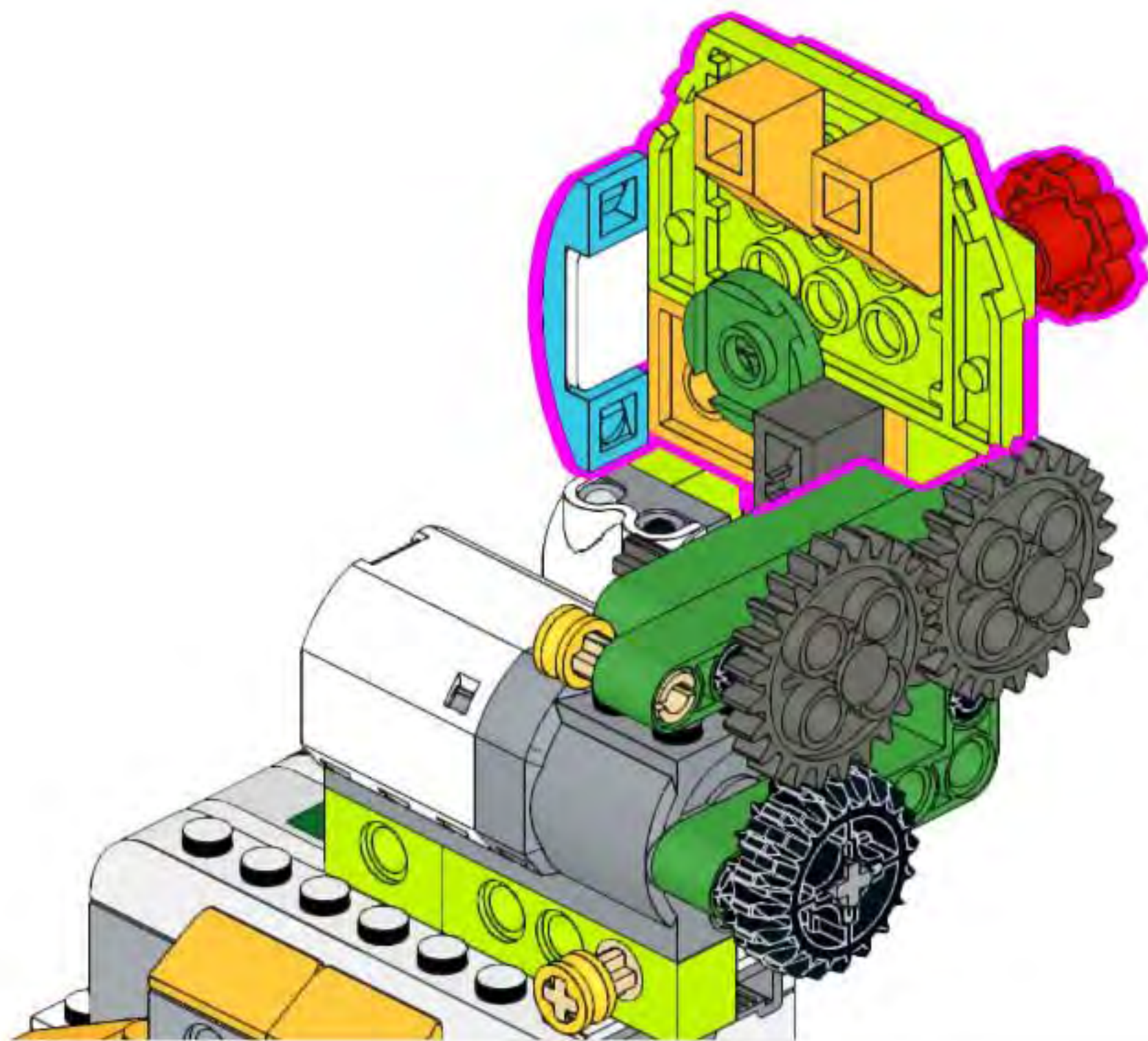


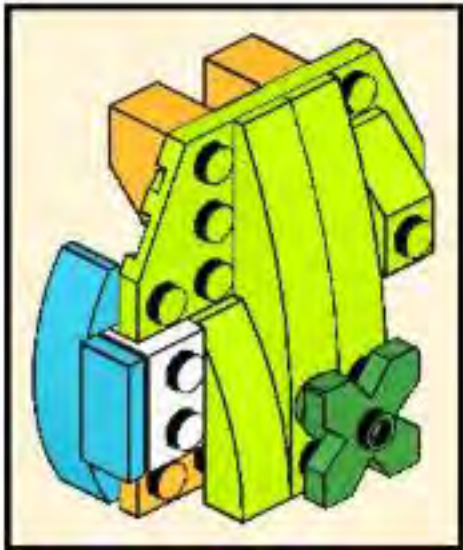
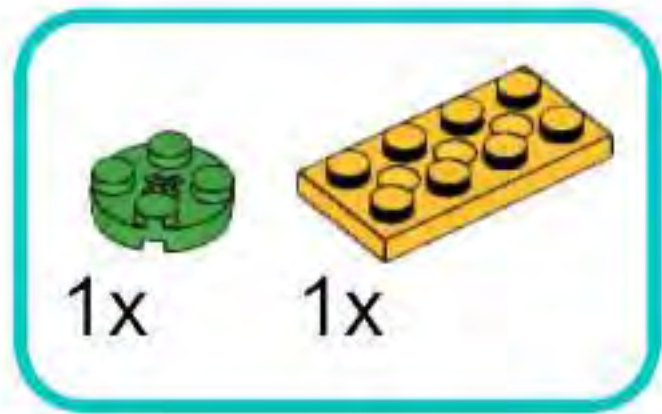


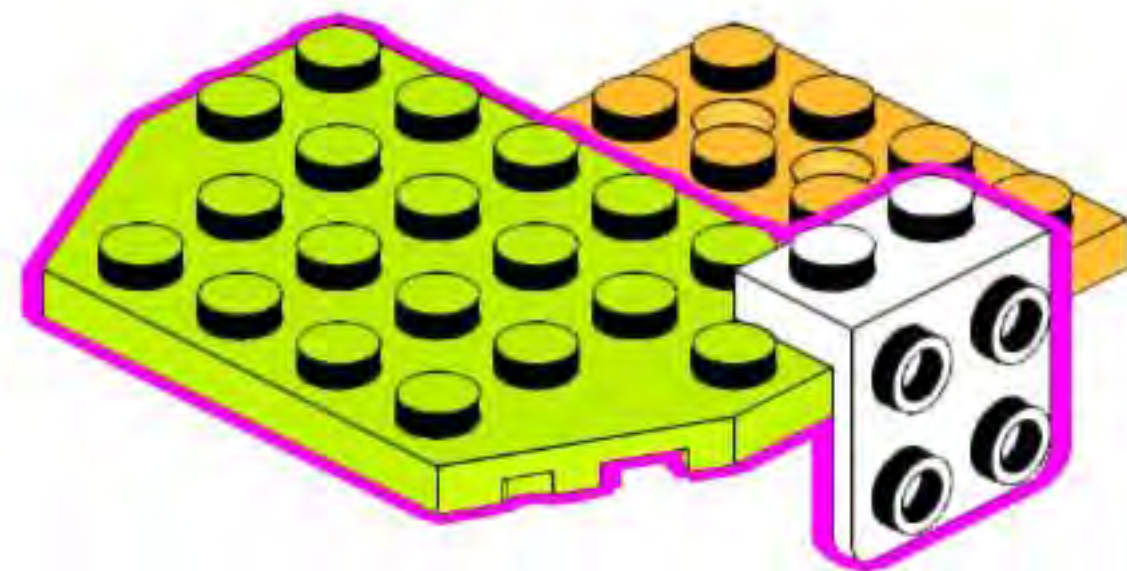
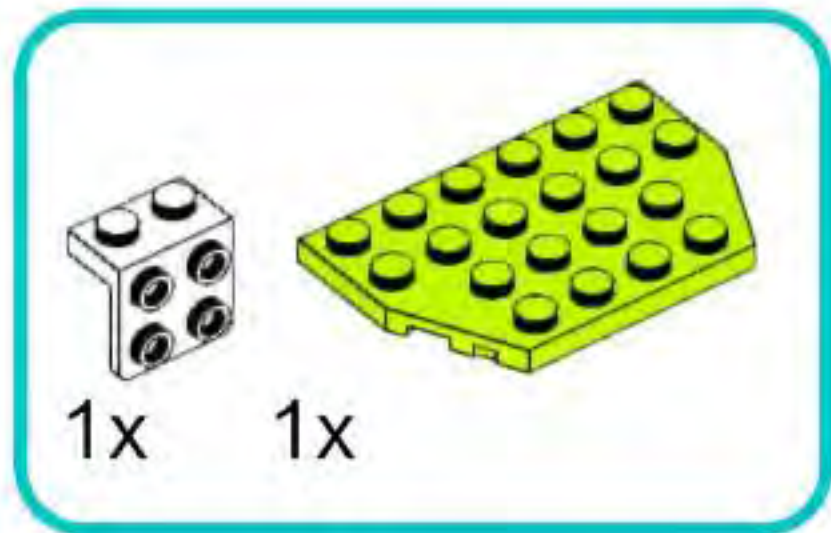


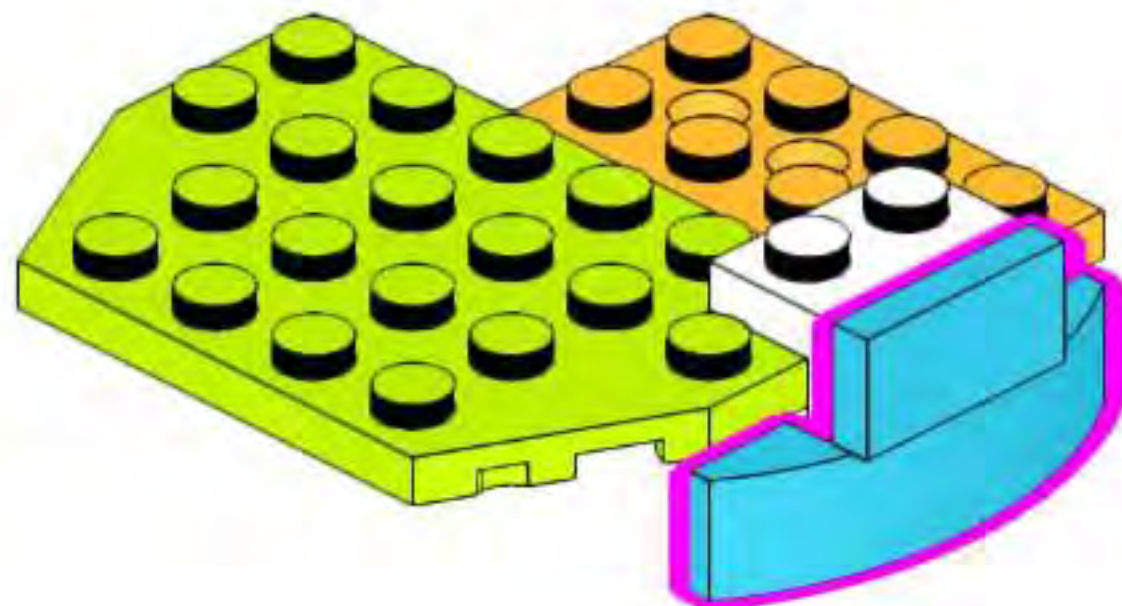
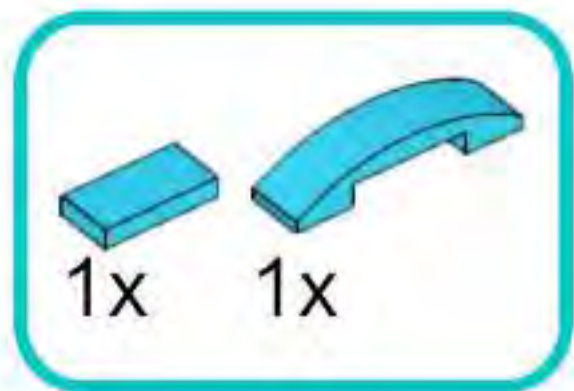


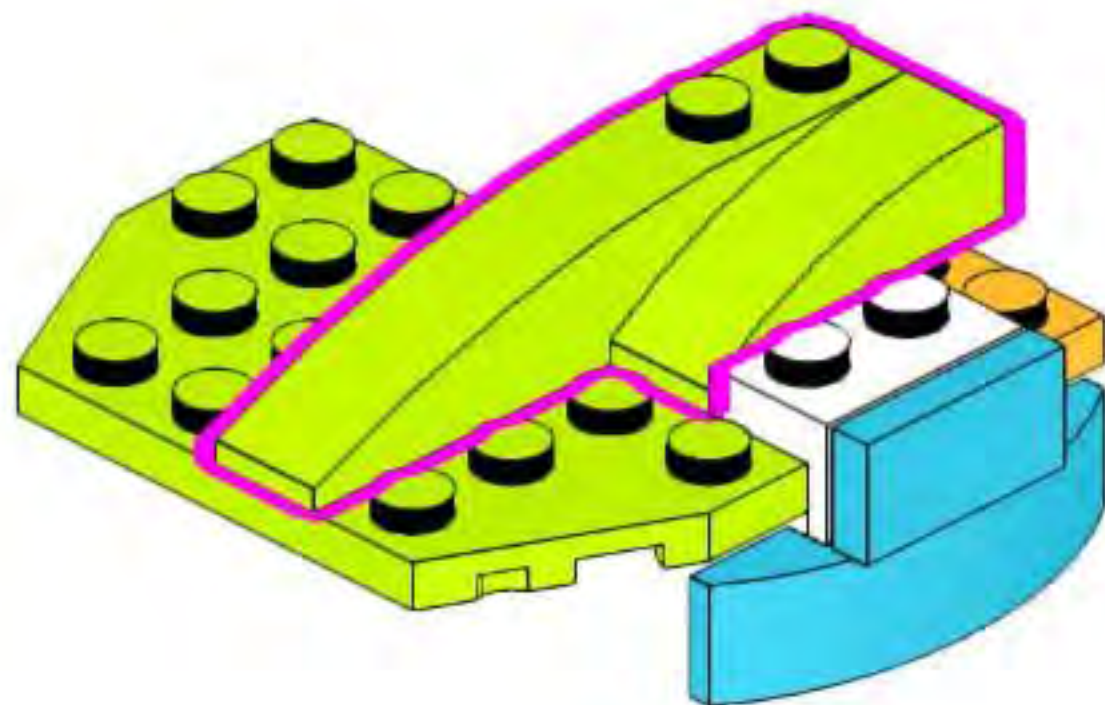
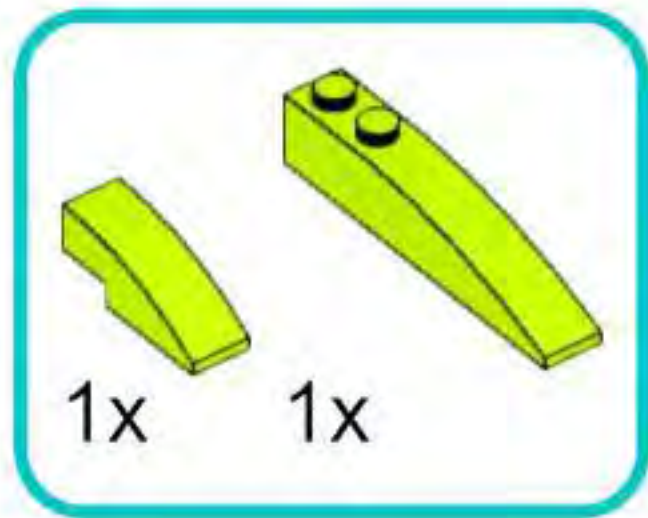


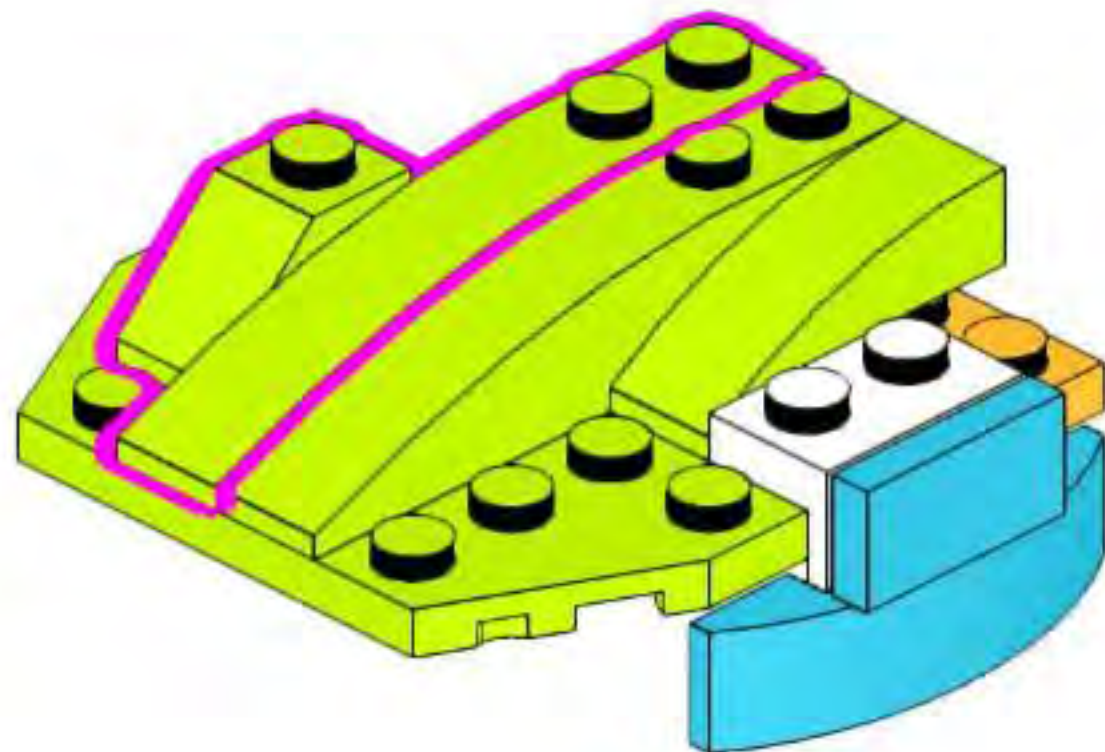
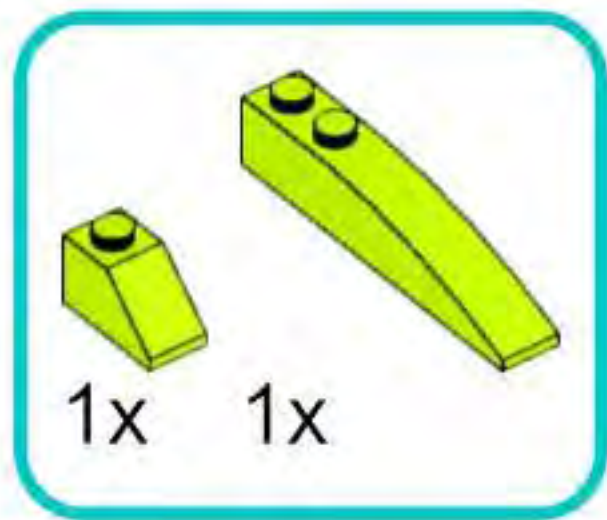


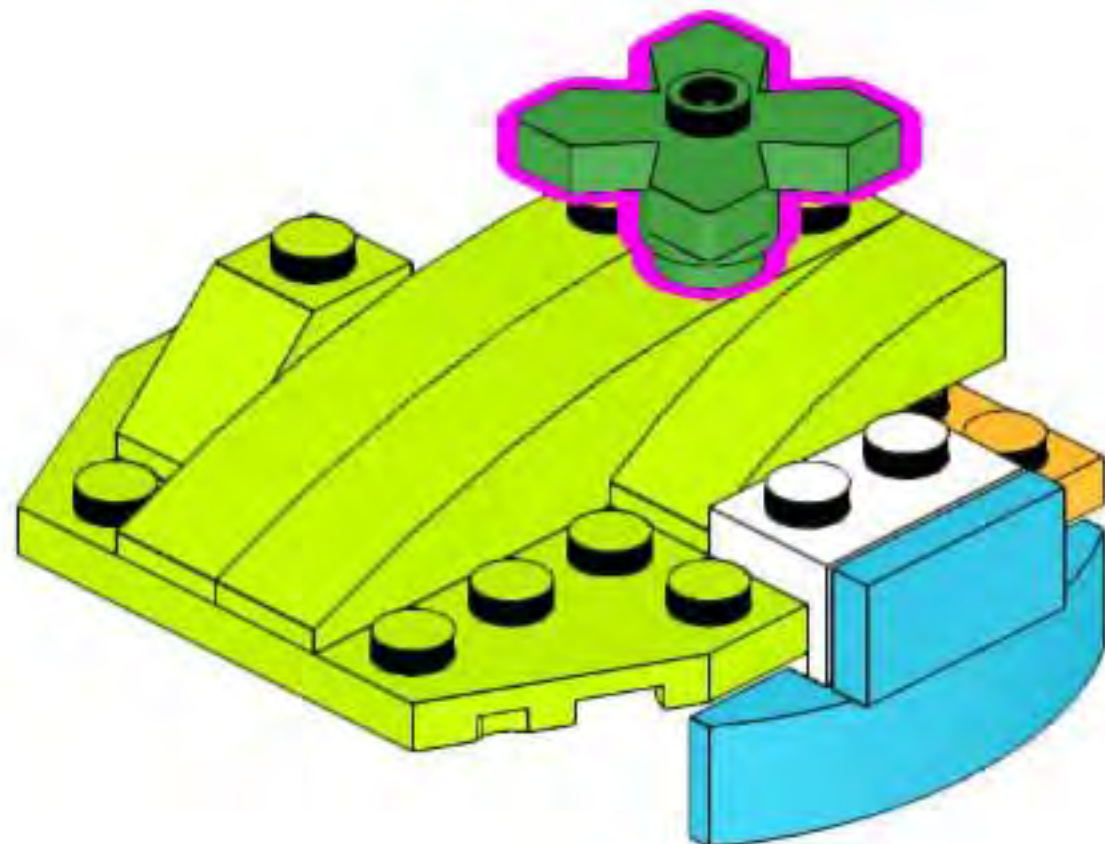


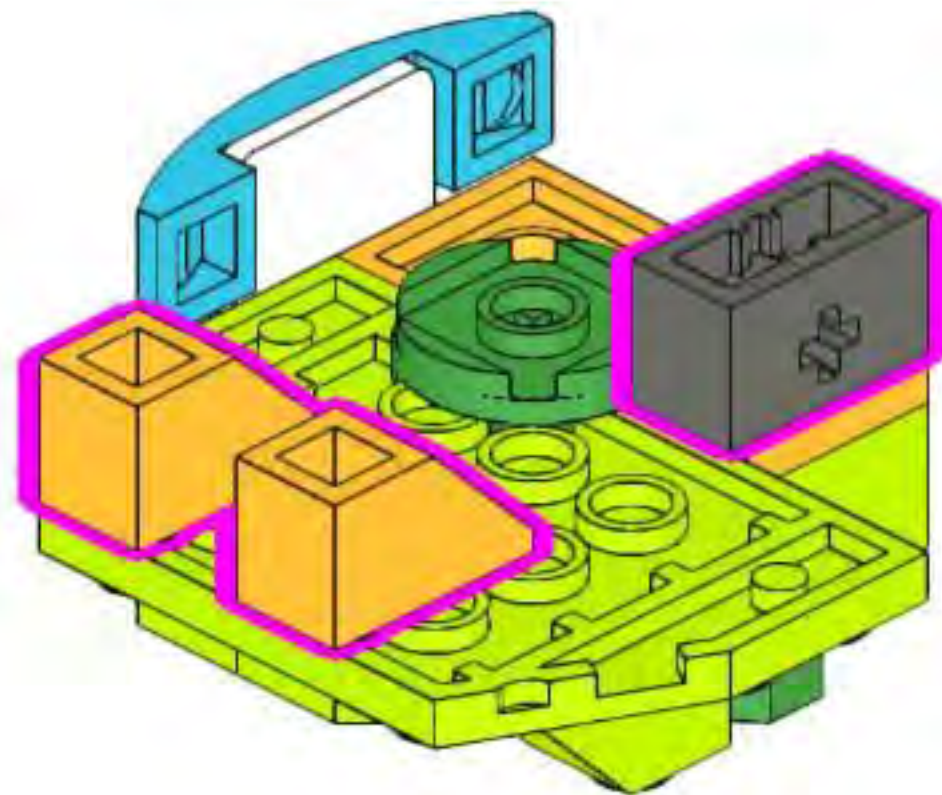
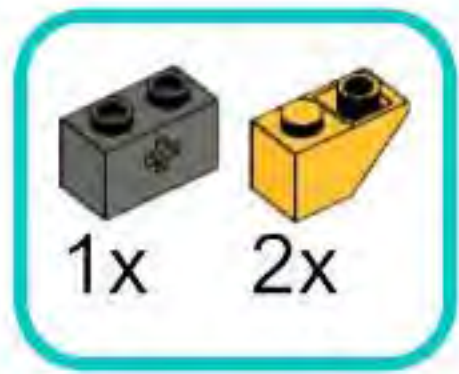


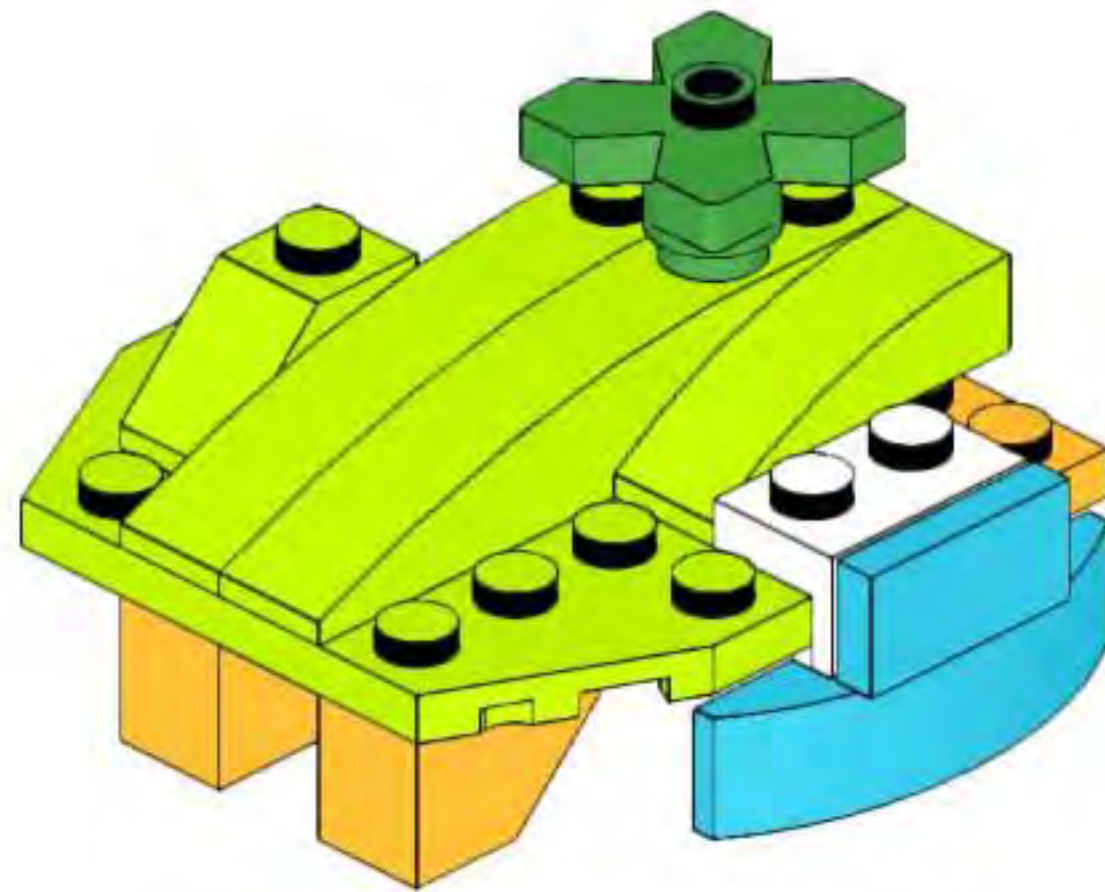


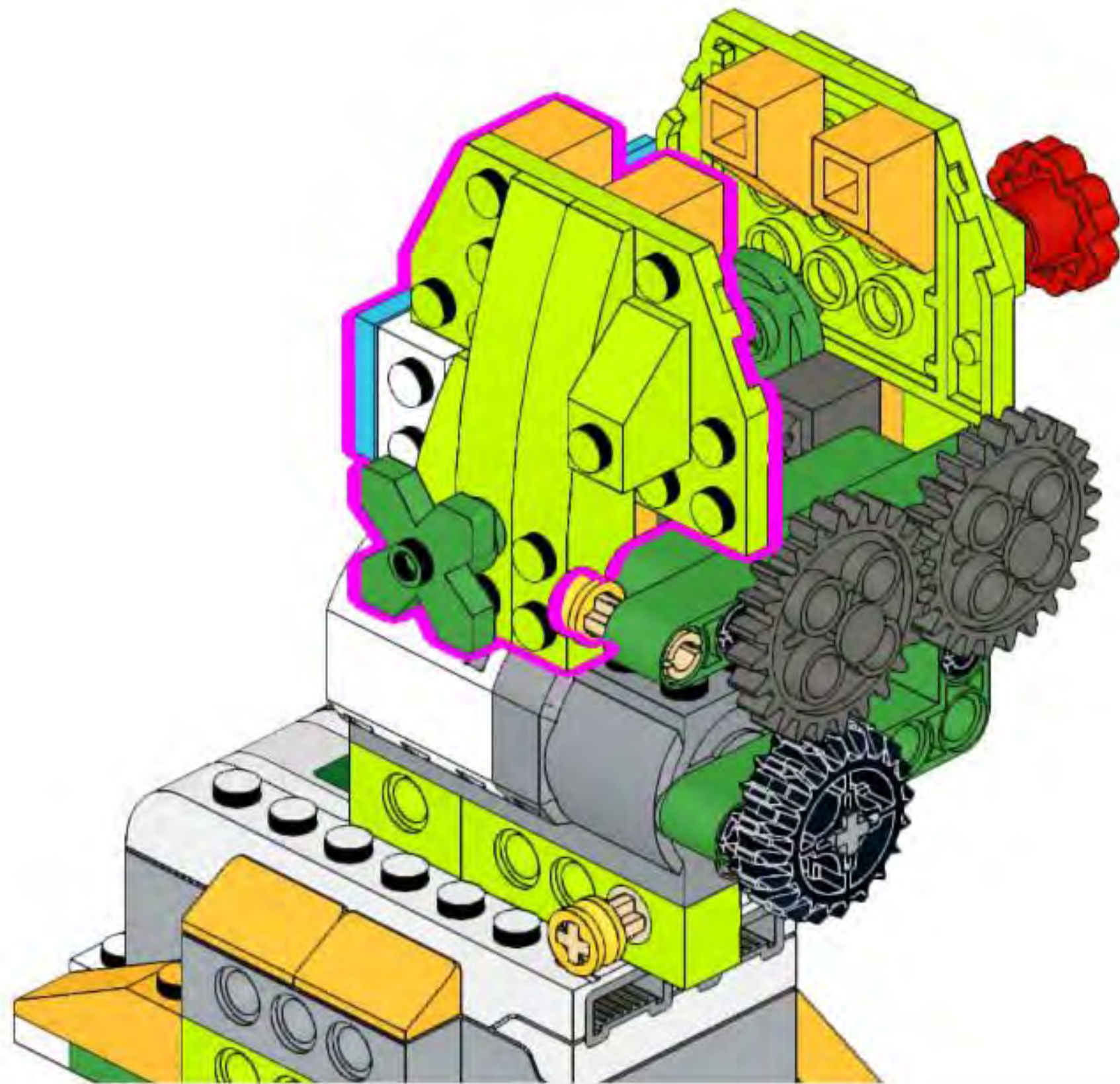


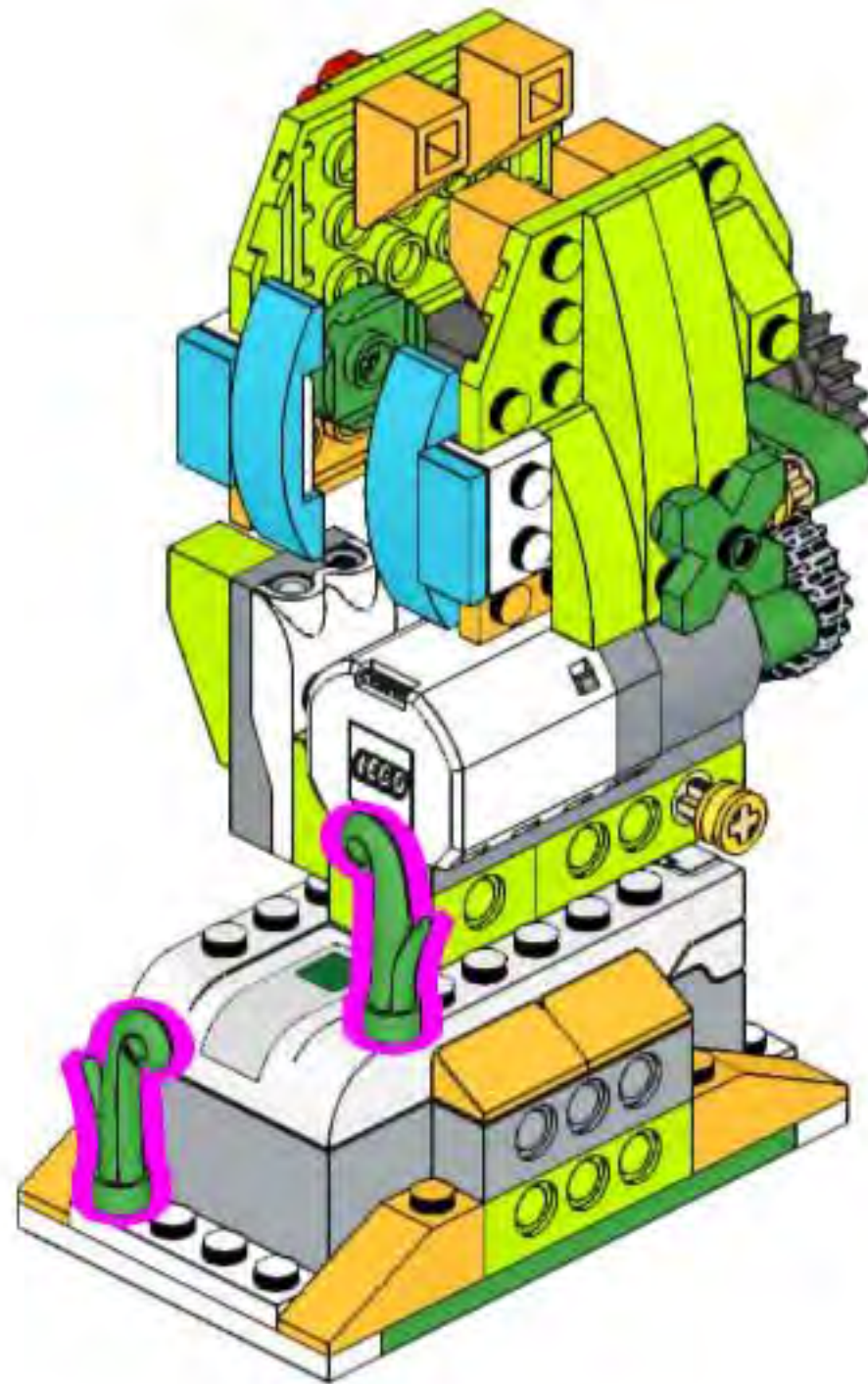


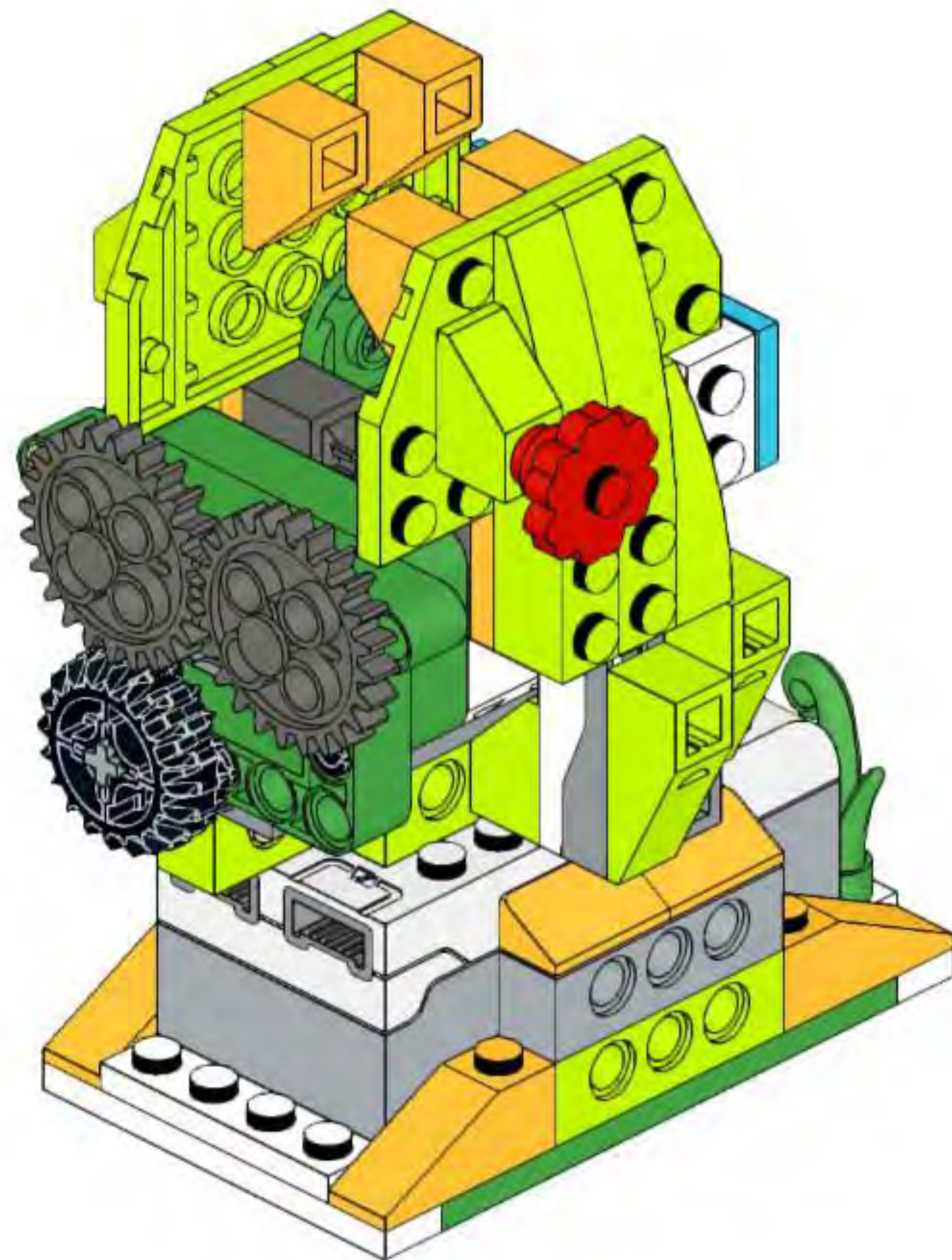


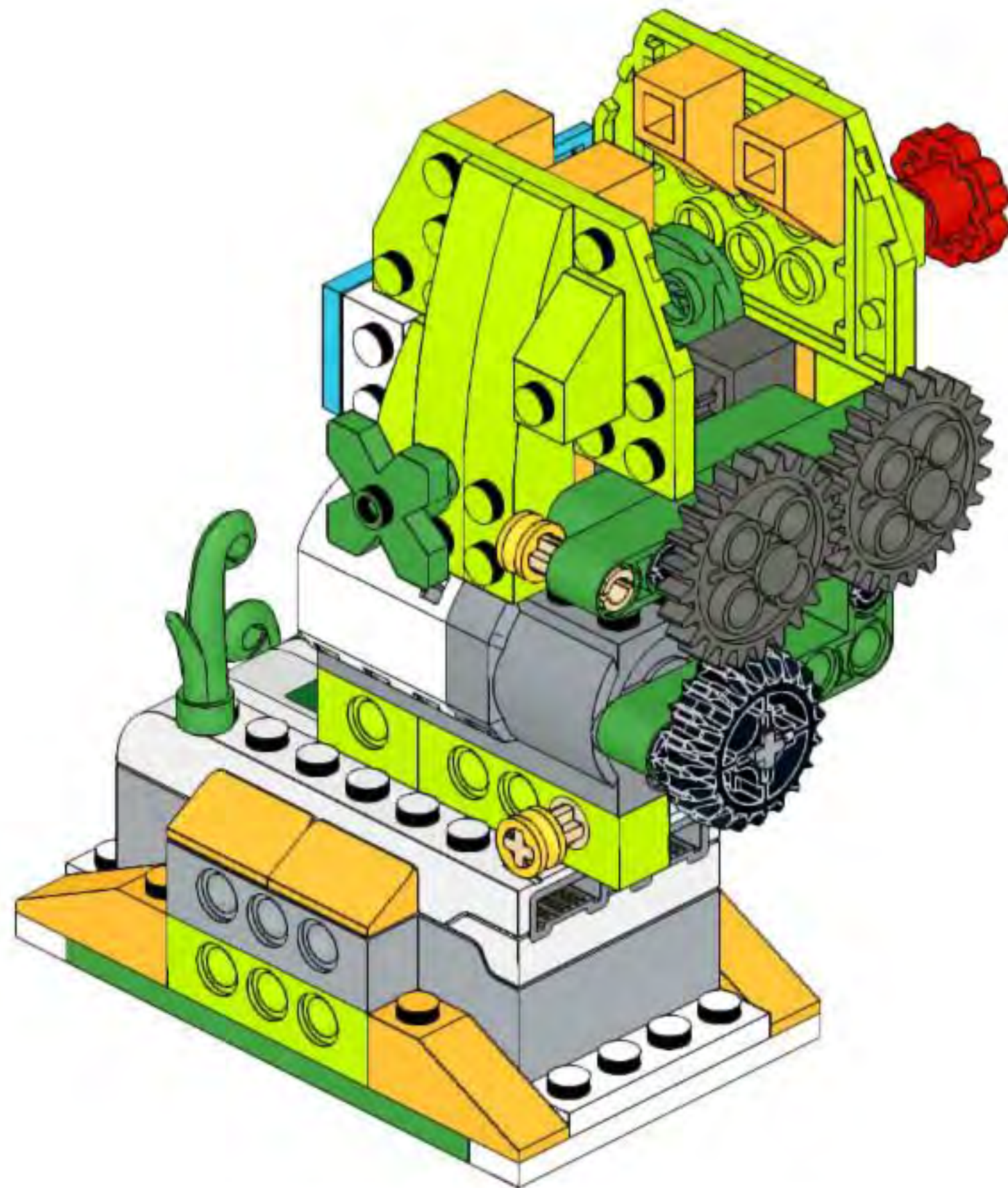


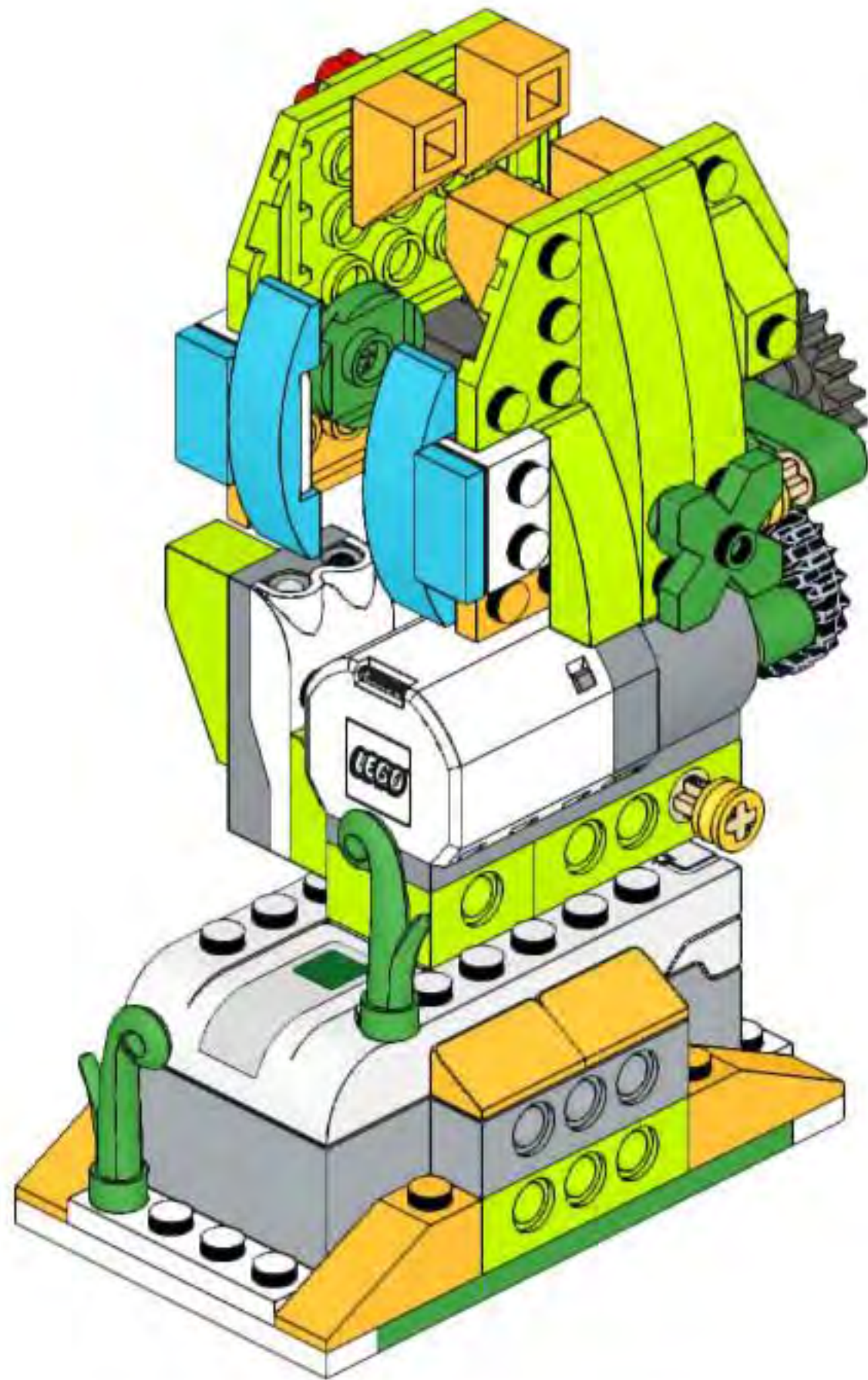


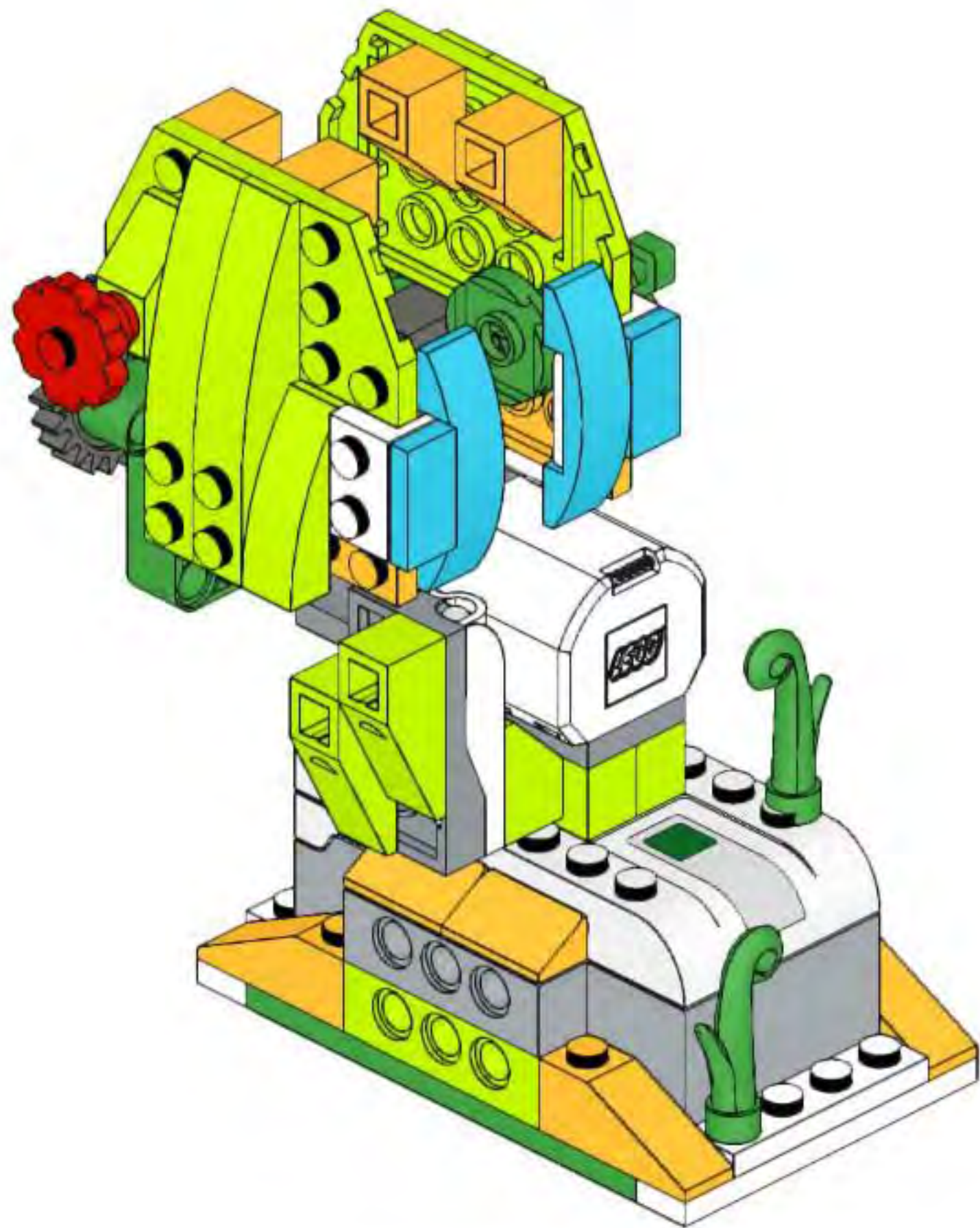




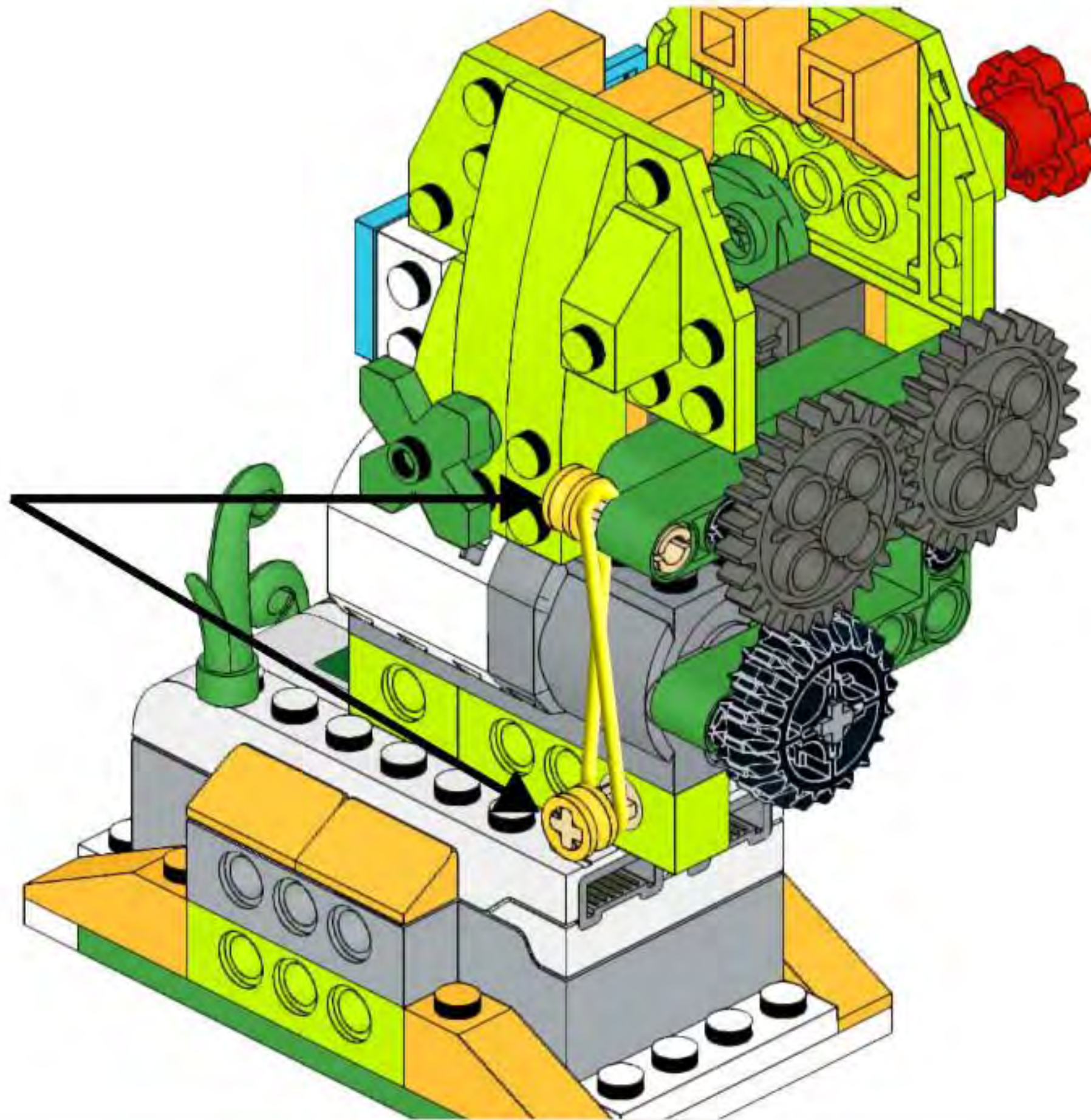








Use yellow
rubber belt



Task 1 – «Open the trap»

Write a program that has a toothy trap.



The program runs once to set the motor speed.



Open the trap

Task 2 – «Shut the flytrap»

Write a program that slams the flycatcher.



Close the trap

Task 3 – «Catch a fly!»

Write a program that closes the flycatcher when the motion sensor sees the fly.



Catch a fly!

***Task 4 – «Cyclic program»**

Write a program that slams the flytrap when the motion sensor is triggered, and opens it after 3 seconds, after which everything repeats.



Catch a fly!



1x



2x



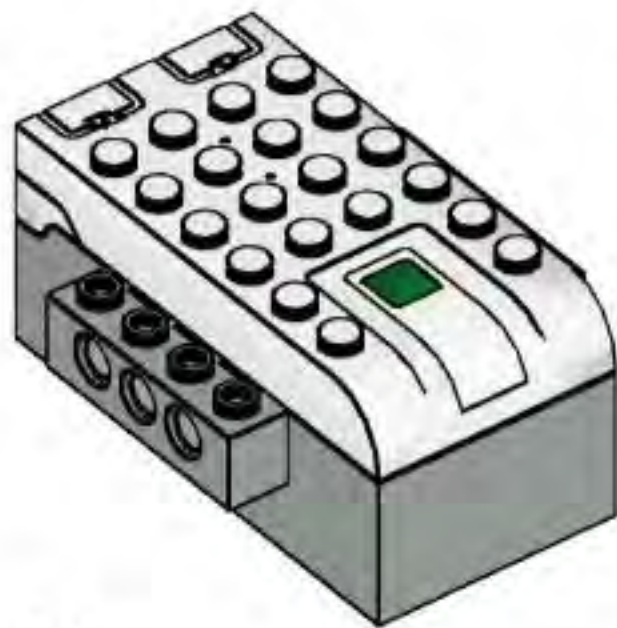
2x



2x



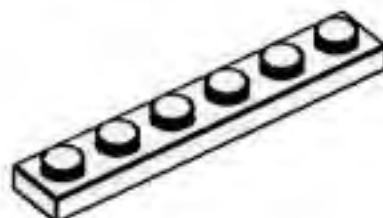
2x



1x



1x



2x



1x



2x



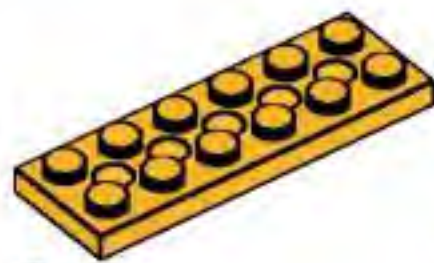
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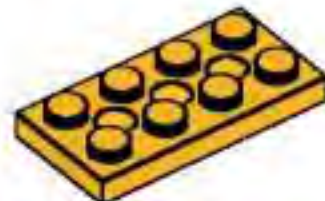
1x



1x



2x



2x



4x



4x



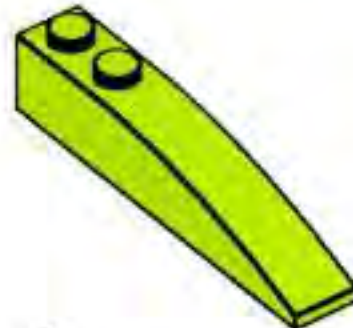
4x



1x



2x



4x



4x



4x



2x



4x



2x



1x



2x



2x



2x



2x



1x

