(1) Using Roamer to switch lights on and off (1)

The key to using Roamer to turn things on and off is the T button

Attach the lights to the control interface into socket 1

Try this!

Turn on Roamer

CM
CM
T
1
2
GO

Here's how it works
- ❖ The CM part clears all previous instructions Roamer has been given
- ❖ The T turns something on
- ❖ The 1 tells roamer that it attached to socket 1 on the control bar
- ❖ And the 2 tells Roamer that the light should be switched on

IF you blink you'll miss it because as soon as the "procedure" is finished Roamer automatically switches everything off!

Try again!

Now try this one

CM
CM
T
1
2
w
10
GO

Can you guess what the W stands for?

What happens if you change the value which follows the W to 5? To 10? To another number?

Extension activity:

   ❋ **Explore what happens if you get Roamer to move at the same time as his lights are on?**

(2) Flashing Lights

Attach lights to the 1st and 2nd part of the control interface

Remind yourself of what you did last time.

Can you get Roamer to turn a light on?
Can you get Roamer to wait to keep it on?

The command "T 1 2" will turn on the lights attached to the 1st socket
The command "T 1 1" will turn off the light attached to the 1st socket

The command "T 2 2" will turn on the lights attached to the 2nd socket
The command "T 2 1" will turn off the lights attached to the 2nd socket

(The green numbers tell Roamer which light to turn on)

Think about how you might tell Roamer how to turn each light on in turn.
Write down your set of instructions (this is called a procedure)
Don't forget to use the "wait" command too!
You will also need to use "GO" at the end.

Extension Activity

✳ **Can you get Roamer to move and flash his lights at the same time?**

(Lesson 3 and 4) Roamer

Your mission is to write a procedure so that Roamer will enter His lights need to flash on and off as he travels through the tunnel.

Use what you have learnt about Roamer in earlier sessions to write a procedure that will allow him to do this

GOOD LUCK!!

<u>Extension Activity</u>

* Add another light to Roamer and write a procedure for it.
* Add a buzzer to Roamer which hoots when he enters and leaves the tunnel.
* Get Roamer to turn around and come back through the tunnel!
* Or Change Roamer's Route to the tunnel
* Get Roamer to scan the tunnel when he is in the middle to check for weird creatures!
* What other weird and wonderful things do you think you can get Roamer to do?!!