Micro:bit Robot Racing

You are going to make **a self-driving robot** and race it against others on a special robot race track.

Your robot will have to follow a black line on white paper. The first robot to complete the race wins.

Share

r right • = • 0

left • = • 0

right • speed | leftSpeed •

r left • speed / rightSpeed •

300

300

and •

rightSpeed •

leftSpeed • to

You will use the **Microsoft Block Editor** to create your program using **Blocks**. **Blocks** represent different things the **micro:bit** can do.

The **blocks** are organised into coloured groups. In the instruction, take a look at

Search.

Basic

Input

Music

I Radio

C Loops

X Logic

Math

Bitbot

i Sonar

Neopixel

✓ Advanced

Variables

C Led

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the colour of the block being selected - that will give you a clue which group on the left to select. Have an explore to find everything the **micro:bit** can do.

This project will explore the following features:

- Inputs Line Sensors
- Outputs Motors
- Logic/Conditional
- Real Time Events



Task #1 – Testing Motors

The motor speed is set by the "**drive motor left speed 0**" block. Set the "**speed**" parameter to different values to control the motor:

- Stop: 0
- Forward: 1 to 1023
- Reverse: -1 to -1023

In this task, you will make your **robo:bit** drive forward for 1 second, then stop. You will then experiment with different speeds and how to turn.

Remember – fast is not always best!

- 1. From **"Bitbot**" group, select **"drive motor left speed 0**" and add to **"on start**". Change the speed value from **"0**" to **"500**"
- Add another "drive motor left speed 0" – change "left" to "right", and set speed to "500"
- 3. From **"Basic**" group, select **"pause (ms) 100"**. Change pause to **1000**.



- 4. Add more "**drive motor**..." blocks, and set "**left**" and "**right**" motors to stop "**0**"
- 5. Test your program download to your **micro:bit**, connect to the **robo:bit**, and see what happens
- 6. Experiment with different **speed** values and different **pause** values
 - 1. How fast?
 - 2. How slow? What is the slowest useful speed?
 - 3. Backwards
 - hint set "**speed**" to a number between **-1** and **-1024**
 - 4. Turn Left
 - *hint* set "**right**" speed bigger than "**left**" speed
 - *hint* change the "**pause**" time to smaller value like "**100**"
 - 5. Turn Right
 - *hint* set "**left**" speed bigger than "**right**" speed

Task #2 – Line Following Programme

The line sensors on the **robo:bit** can see when a sensor is over black or white.

If the "left" line sensor is over black, then we need to turn left. Which wheel should we turn more? Left or right?

In this task, you will get your **robo:bit** to follow a black line – if it wonders too far off the centre of the line, it needs to turn to move back to the centre of it.

else if

🔢 fo ever

🏮 if

else if

else if

then

then

then

else

else if

else

true 🔻

There are the 4 following cases:

- Both Sensors over black stop
- Left Sensor over black turn left
- Right Sensor over black turn right
- Both Sensors over white drive straight
- 1. Remove the existing code.
- 2. Add "Basic" / "forever" block
- 3. Conditional Outline
 - 1. Add "Logic" / "if true then else" block to "forever"
 - 2. Press the gear button to the left of "**if**" and add 2 more "**else if**" subblocks
- 4. Both Sensors over Black Stop
 - 1. Add "Logic" / "and" to first "if"
 - Add "Logic" / "0 = 0" to both left and right of "and" change "=" to "≠" (not equals)
 - 3. Add "Bitbot" / "read line sensor left" to the first "0" of both "0 ≠ 0". Change one of the "left" to "right"
 - 4. Add 2 "drive motor left speed 0" to "then" change one from "left" to "right".



- 5. *Left Line Sensor over black turn left*:
 - 1. Add "**Logic**" / "**0** = **0**" block to 1st "else if"
 - 2. Change "=" to " \neq " (not equals)
 - 3. Add "Bitbot" / "read line sensor left" to the first "0" of " $0 \neq 0$ ".
 - 4. Add 2 "**drive motor left speed 0**" to "**then**" change one from "**left**" to "**right**", and change one motor speed to 300.
 - 5. Test your program download to your **micro:bit**, connect to the **robo:bit**, and see what happens

- 6. Right Sensor over black turn right:
 - 1. Repeat steps 1 through 5 from above, adding to the 2nd "**else if**", and replace "**left**" with "**right**". Change the correct motor speed to 300
- 7. Both Sensors over white drive straight:
 - 1. Add 2 "**drive motor left speed 0**" to "**else**" change one from "**left**" to "**right**" and change **both** motor speeds to 300.
 - 2. Test your program download to your **micro:bit**, connect to the **robo:bit**, and see what happens

- 8. Now adjust the speed values to try to make your robot got faster
- 9. Can you enhance the program to make your robot got even faster?