

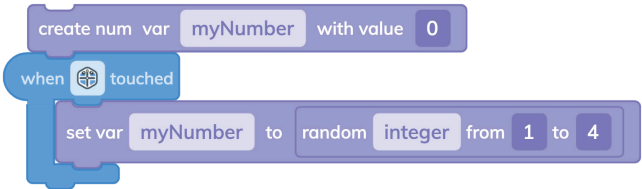
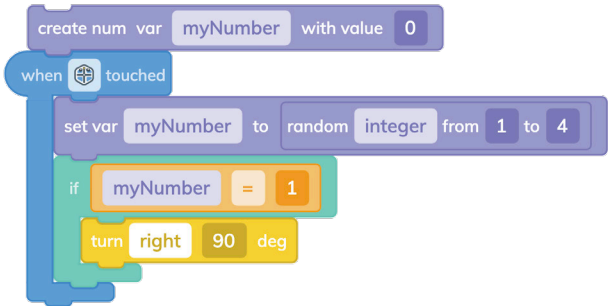
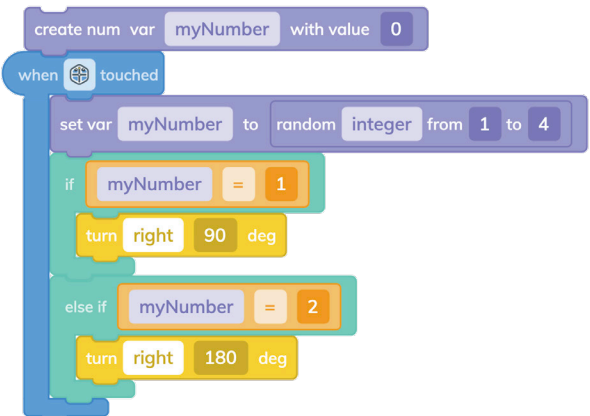


Conversation Compass

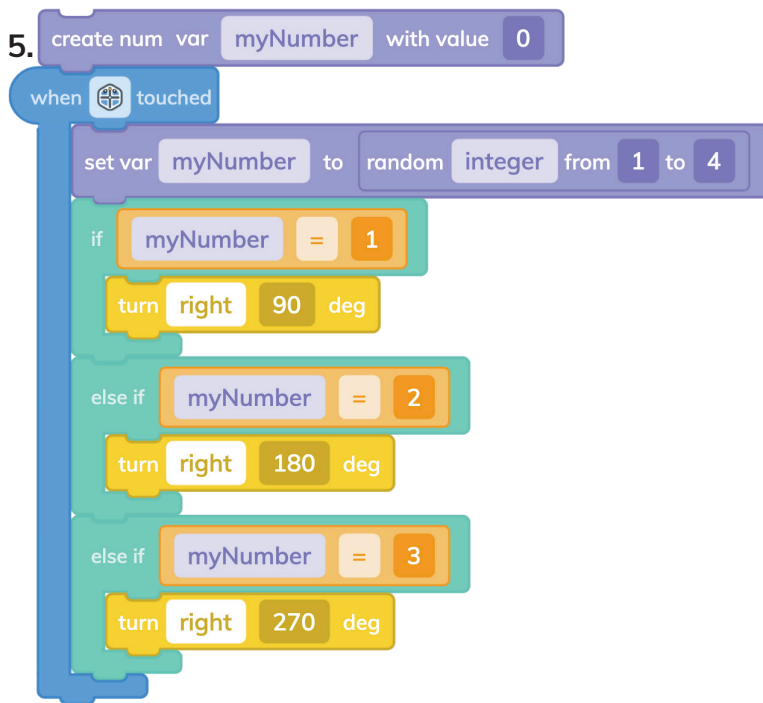
Student Guide

In this coding challenge, learn how to program the Root simbot as a spinner using variables. Then, use the spinning Root to help start some conversations about friendship, courage, and values.

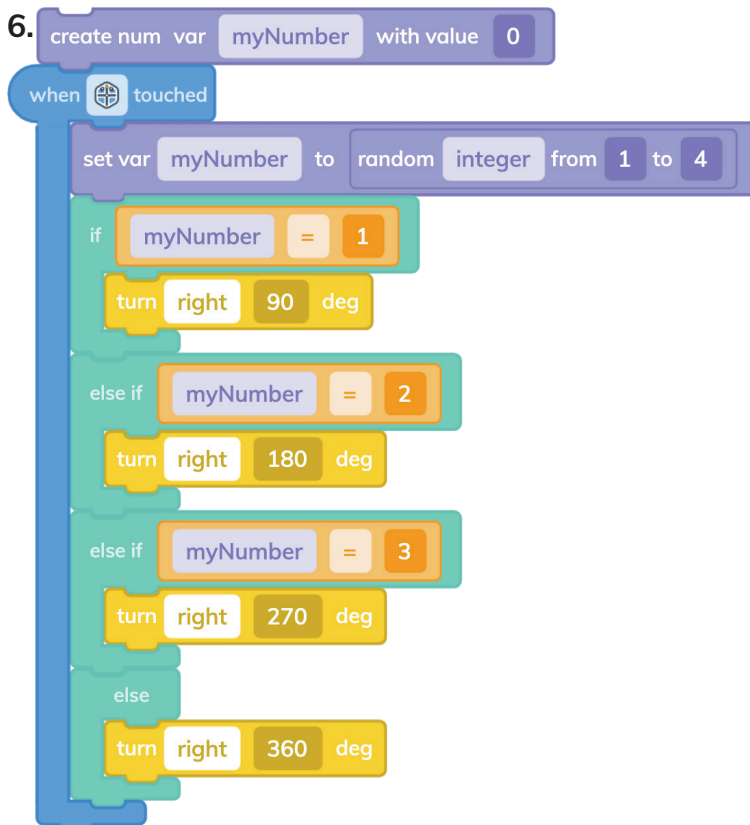
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Directions

1. Open a new coding project on the iRobot Coding App. Switch from Level 1 to Level 2 by clicking on Level 1 in the bottom left corner of the project editor.
2. Drag in a **When Touch Block**. Then, connect a **Set Variable Block**. We need to introduce a variable to help randomize the program. Insert a **Random Integer Block** inside the **Set Variable Block**. Set the random integer from 1 to 4.
3. Connect an **If Block** and drag in a **Comparison Block**. Set the **Comparison Block** to read if myNumber = 1. When the variable equals 1, program the simbot to turn right 90 degrees. Drag a **Turn Block** inside the **If Block**.
4. Connect an **Else If Block** and drag in a **Logic Block**. Set the **Logic Block** to read if myNumber = 2. When the variable equals 2, program the simbot to turn right 180 degrees. Drag a **Turn Block** inside the **If Block** and edit it to 180 degrees.



5. Repeat Step 4 when variable equals 3. Drag a **Turn Block** inside the **If Block** and edit it to turn 270 degrees.



6. Connect an **Else Block** and a **Turn Block**. Program Root to turn 360 degrees.

7. Press Play and touch the top sensors to watch the Root simbot spin around!

Great work! Time to play!