# Square / Intersections Challenge

Use with the Introductory Training Mat - TM001

The objective of this introductory challenge is for your robot to move around the square without touching the square itself. Your robot should travel as close to the square as possible but remember no touching. If it does, you have to start over. You must complete the challenge without using the loops program feature. Beat the challenge by completing the task in less than 8 attempts.

Programming Review: Move blocks, pivot turn, point turn

Rules and Procedures:

1. Start your robot in the designated area
2. Program your robot to move around the square
3. Make approximately 90 degree turns at each corner
    - Alternate between pivot [one wheel] and point [two wheel] turns
4. Return to your original starting position

Start / Finish
Here
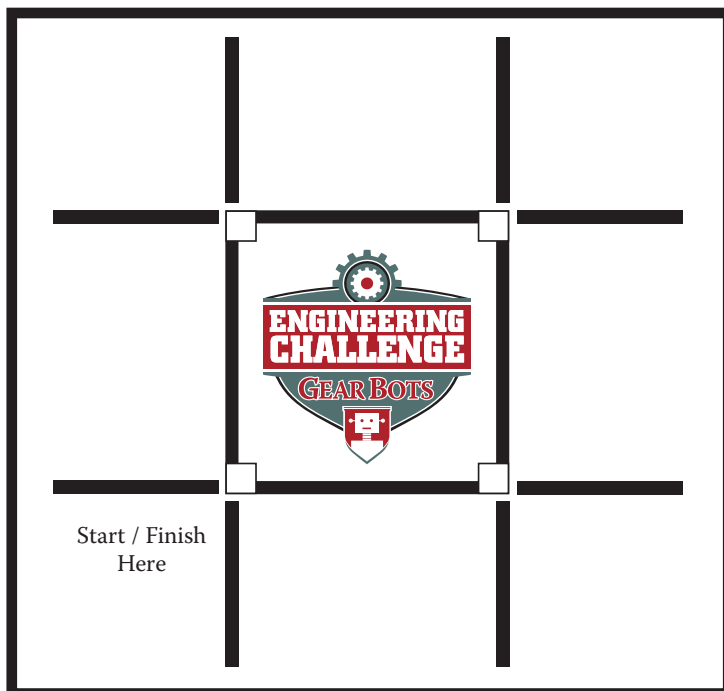
Note: Diagram Not to scale

① **Place robot in the start area**

② **Drive forward and turn**

③ **Avoid touching the square**

④ **Return to the starting area**