Teacher Lesson 11: Fun with Terrapin Logo

Students can code Tuff-Bot remotely using *Terrapin Logo* via Bluetooth. *Terrapin Logo* is a programming language designed specifically for children. It includes a set of commands to control Tuff-Bot from the computer. You can license *Terrapin Logo* for your <u>classroom or school</u> and a <u>14-day free trial</u> is available so you can try these commands. For a list of all Tuff-Bot commands, visit this page: <u>resources.terrapinlogo.com/weblogo/commands/robots</u>

To control Tuff-Bot, first make sure Bluetooth is turned on in your computer's Settings.



Load *Terrapin Logo* using the License login code you received and turn on Tuff-Bot. Then click the Bluetooth button in the top menu of icons.

The computer will scan for devices it can pair to. It will find Rugged Robot, which is Tuff-Bot. Select **Rugged Robot** and then click **Pair**. Tuff-Bot will beep and its lights will turn blue to indicate it is connected.

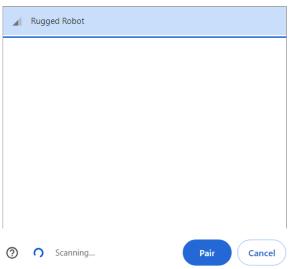
Now you can type commands in Logo for Tuff-Bot to follow.

Here are commands to try:

The **tuffbot?** command reports whether it detects that Tuff-Bot is connected. It reports TRUE if it finds Tuff-Bot, or FALSE if it doesn't.

tuffbot?
Result: TRUE

weblogo.terrapinlogo.com wants to pair



The **tuffbot.battery** command reports how much battery life remains in your Tuff-Bot, shown as a percentage. This Tuff-Bot still has 67% of its battery left.

```
tuffbot.battery
Result: 0.67
```

To tell Tuff-Bot what to do, use the **tuffbot.write** command. It takes a list of instructions that it sends to Tuff-Bot. The command below sends Tuff-Bot instructions to go forward 2 steps and then turn right 45 degrees. Tuff-Bot won't move. It is just receiving commands.

```
tuffbot.write [fd 2 rt 45]
```

To tell Tuff-Bot to follow the instructions you sent it, use the tuffbot.go command.

```
tuffbot.write [fd 2 rt 45]
```