



Mission Target Make a program that the does the opposite of purple mode and try to move Thymio around a track.

Step 1: Watch the video below and prepare the following things.



Remote



Stopwatch



Tape



Step 2: Make the program below in VPL3. You can change the speeds in the green box.

Diagram showing VPL3 programming blocks for a Thymio program. The blocks are arranged in a sequence:

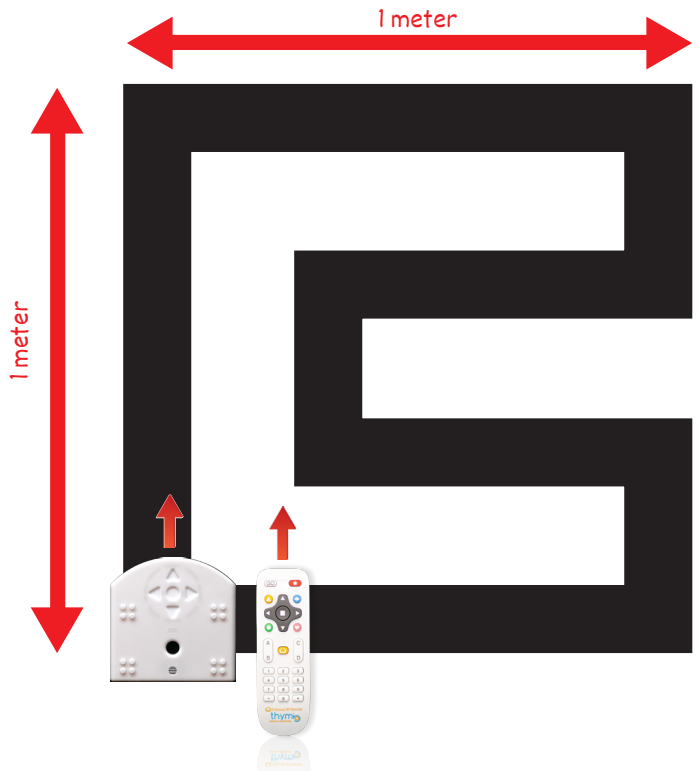
- Block 1: Thymio icon, a color palette, and a red dashed box.
- Block 2: A blue circular block with a '+' sign and '1'.
- Block 3: A color palette and a red dashed box.
- Block 4: A blue circular block with '3s' and '0'.
- Block 5: A red clock icon and a red dashed box.
- Block 6: A color palette and a red dashed box.
- Block 7: A Thymio icon, a red dashed box, and a blue block with two vertical arrows.
- Block 8: A Thymio icon, a red dashed box, and a blue block with a Thymio icon and two vertical arrows.
- Block 9: A Thymio icon, a red dashed box, and a blue block with a Thymio icon and two vertical arrows.
- Block 10: A Thymio icon, a red dashed box, and a blue block with a Thymio icon and two vertical arrows.
- Block 11: A Thymio icon, a red dashed box, and a blue block with a Thymio icon and two vertical arrows.
- Block 12: A Thymio icon, a red dashed box, and a blue block with a Thymio icon and two vertical arrows.

A green rounded rectangle highlights the sequence of blocks from Block 7 to Block 12.

Step 3: Make a track and see how fast you can go around it using your program.

Rules

- * The remote and Thymio must point forward when you start.
- * If Thymio leaves the black line, it will turn red and count 1 penalty.
- * For each penalty, add 5 seconds to your time.



Time		Penalties		Total Time
<input type="text" value=":"/>	+	<input type="text" value="x 5"/>	=	<input type="text" value=":"/>

Step 4: Share pictures and videos of your mission!

