Meet TI-Rover Geometry Challenges Day TI-84 Plus CE TI-Basic

Texas Instruments

@ticalculators



www.TIstemProjects.com



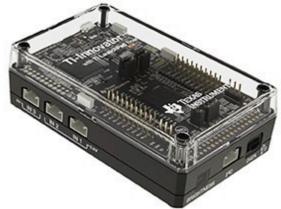
Meet the TI-Innovator™ Rover





TI Graphing Calculator

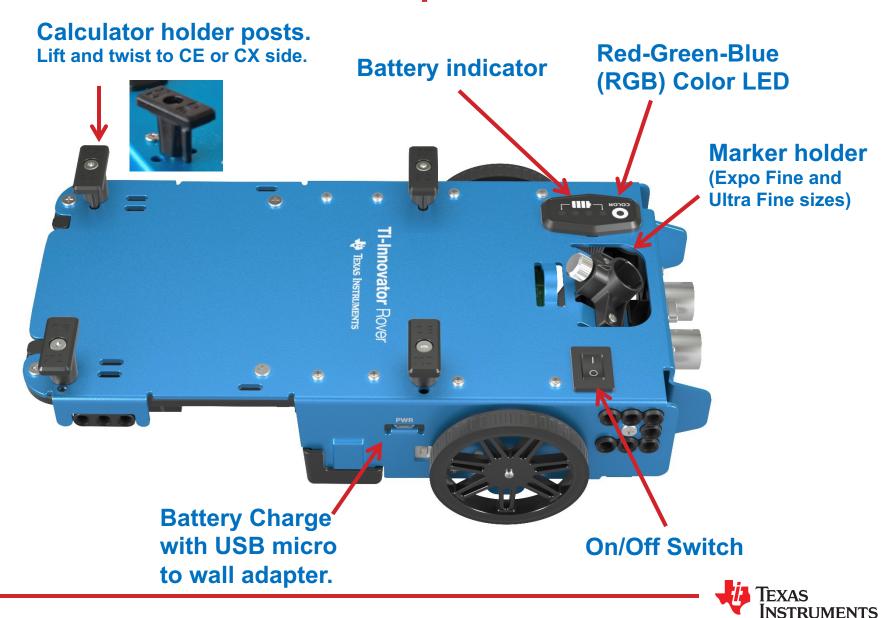


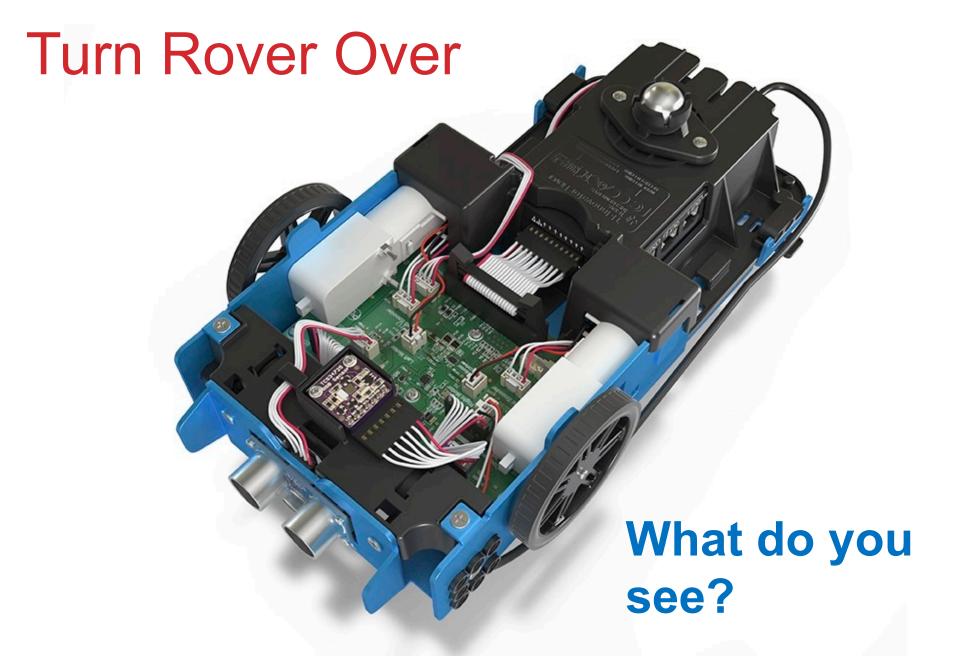


TI-Innovator™ Hub

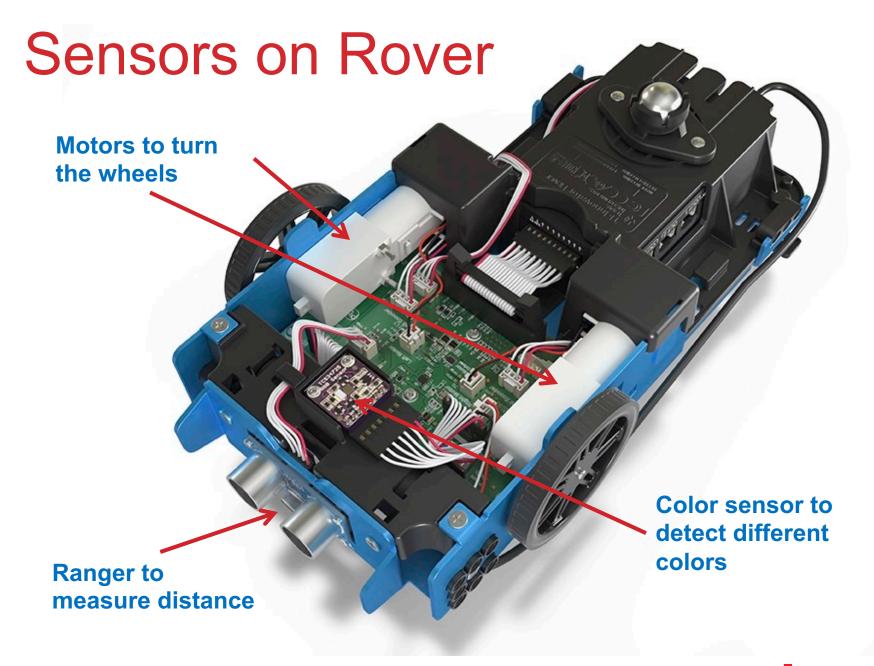


Rover from the top



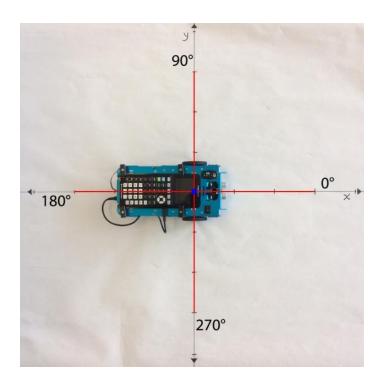








TI-Rover orientation and virtual grid



Rover programs set the initial position as the origin and the heading as 0 degrees measured from the x-axis.

Note: The Rover tracks its position on a virtual coordinate grid with a unit value of 10 cm. The coordinate grid position applies to the RV TO XY, RV TO POLAR, and RV TO ANGLE on the Drive RV Drive menu. The virtual grid also applies to the RV Path menu functions.



Connecting Rover to your calculator



Make sure that your Rover is switched on.

3

Plug A side into port on calculator the Rover Hub.



Unit-to-unit cable



Connecting your calculator to the Rover

Initial Connection

- » Step 1: Make sure that Rover is switched ON
- » Step 2: plug unit-to-unit cable into Hub
 - » (Use end of cable labeled B)
- » Step 3: plug unit-to-unit cable into the calculator
 - » (Use end of cable labeled A)

Troubleshooting

Try the following as a fast fix:

- » Step 1: unplug the unit-to-unit cable from the hub and the calculator.
- » Step 2: re-connect in the order of first Hub then calculator second.

If the fast fix does not work, try these steps:

- » Step 1: unplug unit-to-unit cable from both the hub and the calculator
- » Step 2: Switch Rover OFF
- » Wait a second
- » Step 3: Switch Rover ON
- » Step 4: plug unit-to-unit cable into Hub
- » Step 5: plug unit-to-unit cable into the calculator



Creating a new Rover Program

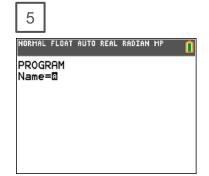


Press the **[prgm]** key to create, edit and execute TI-Basic programs.

2



Press [enter] or Press [1] to select 1: TI-Basic



You are prompted to enter a program name. The blinking A cursor shows that you are in alpha entry mode. The green alpha labels on the keys are active.

3



You have the option to execute (run), edit or create programs.





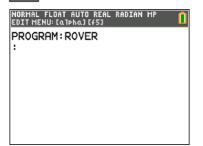
Type your program name and press [enter].

4



Use **right arrow** key to move to NEW 1:Create New Press [1] or [enter] to select.

6



You are now in position to begin entering commands to your program.



Entering a Rover Program

```
NORMAL FLOAT AUTO REAL RADIAN MP
CTL I/O COLOR EXEC HUB
HIf
2:Then
3:Else
4:For(
5:While
6:Repeat
7:End
8:Pause
9↓Lb1
```

Press the [prgm] key again to bring up the program edit menu. You will see this menu when you are editing a program.

```
NORMAL FLOAT AUTO REAL RADIAN MP
EDIT MENU: [a]pha] [f5]
PROGRAM: ROVER
:Send("CONNECT RV")■
```

The command is pasted to your program. Send("Connect RV") is required at the beginning of every Rover program.

```
NORMAL FLOAT AUTO REAL RADIAN MP
CTL I/O COLOR EXEC TOR
IBSend("SET...
2:Send("READ...
3:Settings...
4:Wait
5:Get(
6:eval(
7:Rover (RV)...
8:Send("CONNECT-Output...
9↓Send("CONNECT-Input...
```

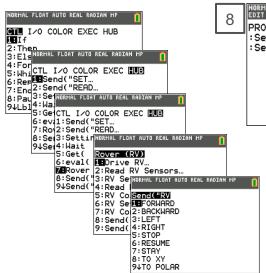
Press right arrow repeatedly or left arrow to move to the HUB menu.

6 NORMAL FLOAT AUTO REAL RADIAN MP EDIT MENU: [a1pha] [f5] PROGRAM: ROVER :Send("CONNECT RV")

Press [enter] to move to a new line in the program. Every command must be on its own line.

NORMAL FLOAT AUTO REAL RADIAN MP CTL I/O COLOR EXEC TUB 1:Send("SET... 2:Send("READ... 3:Settings... 4:Wait 5:Get(6:eval(**7:**Rover (RV)... 8:Send("CONNECT-Output... 9↓Send("CONNECT-Input...

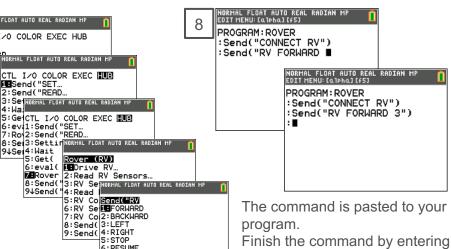
Use down arrow to move to 7: Rover and press [enter] or press [7]



Press [prqm], left arrow to HUB menu, [7] Rover, [1] Drive then [enter] to select FORWARD

```
NORMAL FLOAT AUTO REAL RADIAN MP
Rover (RV)
1:Drive RV...
2:Read RV Sensors...
3:RV Settings...
4:Read RV Path...
5:RV Color...
6:RV Setup...
7:RV Control...
8:Send("CONNECT RV")
9:Send("DISCONNECT RV")
```

Use down arrow to move to 8: Send("Connect RV") and press [enter] or press [8]



the number of units to drive, then close the command with Alpha " (plus key) and close paren) followed by [enter] to move to the next line.



Running (Executing) a Rover Program

NORMAL FLOAT AUTO REAL RADIAN MP
EDIT MENU: [alpha] [f5]

PROGRAM: ROVER
: Send("CONNECT RV")
: Send("RV FORWARD 3")
: ■

Press [2nd] [quit] (mode key) to. exit the program editor and return to home screen.

2



You run programs on the home screen. Press [prgm] again to see the menu of programs to run.



Select the program to run from the EXEC (execute) menu. In this case press [enter] or [1].

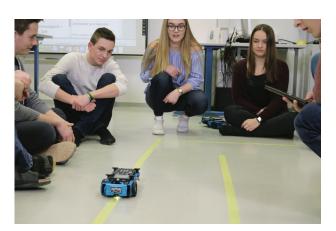




Your selection is pasted to the home screen.

Make sure that your Rover is connected and switched on. Press **[enter]** to run the program. Your Rover will drive forward 3 units.







Editing a Rover Program

NORMAL FLOAT AUTO REAL RADIAN MP

PromROVER

Done

NORMAL FLOAT AUTO REAL RADIAN MP
TI-BASIC

EXEC EDITI NEW
1:ROVER

PROGRAM: ROVER
:Send("CONNECT RV")
:Send("RV FORWARD 3")
:

NORMAL FLOAT AUTO REAL RADIAN MP
EDIT MENU: [a]pha][f5]

PROGRAM: ROVER
: Send("CONNECT RV")
: Send("RV FORWARD \| \| \| ")
:

Press the **[prgm] key** again to bring up the program menu.

Press **right arrow** to see a menu of programs to edit. Select a program from the menu.

Use arrow keys to move the cursor to a value to change.

Type over the original value with a new value, then use the cursor to move to the next line.

5

NORMAL FLOAT AUTO REAL RADIAN MP
EDIT MENU: [Alpha] [45]

PROGRAM: ROVER
: Send("CONNECT RV")
: Send("RV FORWARD 5")
: ■

6

NORMAL FLOAT AUTO REAL RADIAN MP
EDIT MENU: [QIPHQ][65]

PROGRAM:ROVER
:Send("CONNECT RV")
:Send("RV FORWARD 5")
:Send("RV LEFT 180")
:Send("RV FORWARD 5")
:I

7

PROGRAM: ROVER
:Seff: Execute Program
:Seff:

8

PromROVER

PromROVER

Done

PromROVER

Done

Add a turn command and another FORWARD command from the Rover Drive RV... menu.

You have the option to run the program from a menu within the program editor. Press [alpha] f5 (graph key).

Make sure that your Rover is connected and on a surface ready to roll. tPress [1] or [enter] to run (execute) the program.

The calculator program is done. You are ready for your next task.



Drawing with the TI-Rover





Use Expo Fine or Extra Fine dry erase markers.

The markers drop into a slot on the front of the Rover.

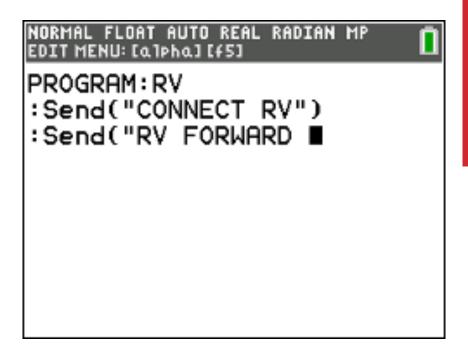
Note: The Texas Instruments Workshop Loan Rover cases include markers.

Drawing surface: We recommend butcher paper held in place with painters tape on a hard surface.



MAKE IT MOVE!

New Program:



Task: Discover how far Rover drives per unit.

Use differing values (1-20) to determine what 1 Rover unit is.

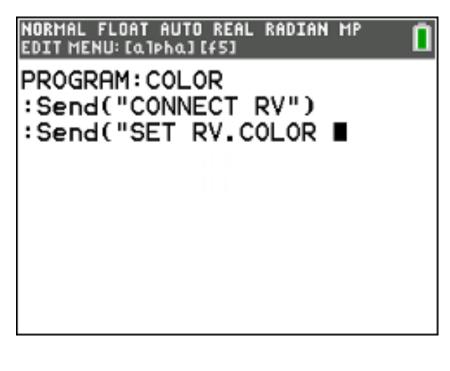
Enter a value for the number of grid units to drive forward.

Finish the command by entering the number of units to drive, then close the command with alpha quotes (plus key) and and close paren) followed by [enter] to move to the next line.



Change the Color

New Program:



Task: Set the color output of the RGB LED.

Each color takes a value (0-255).

Challenge Task: Try to make Yellow

Find the RV.COLOR command on the Rover menu.



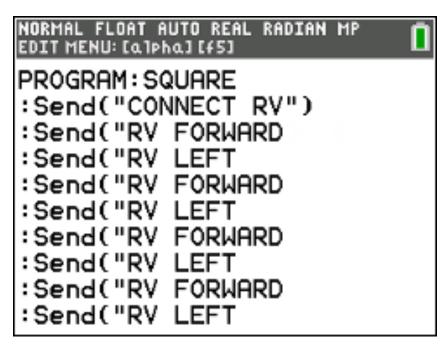
Enter values for RED, GREEN and BLUE separated by spaces, [alpha] space (0 key).

Then close the command with alpha quotes (plus key) and and close paren) followed by [enter] to move to the next line.

NSTRUMENTS

Explore angles

New Program:



The program above is a framework for driving a square. Enter values for distance and turn angle.

Task: Drive a square.

Challenge Task: Try to drive an equilateral triangle.

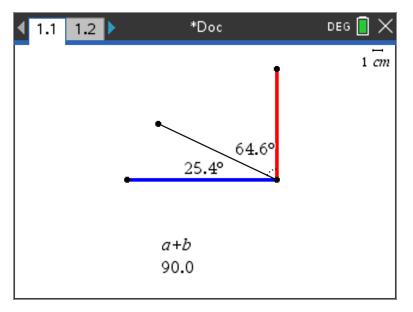
Enter values for forward drive distance and turn angle.

Close the commands with alpha quote (plus key) and close paren) followed by [enter] to move to the next line.

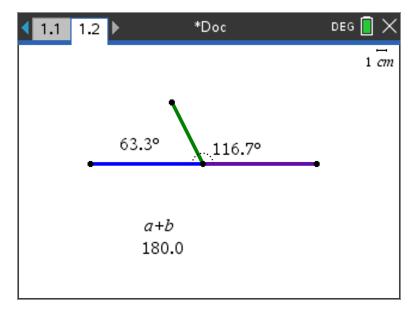


Quick Math Reminders

- » Complementary Angles:
 - » Sum to 90 degrees



- » Supplementary Angles:
 - » Sum to 180 degrees

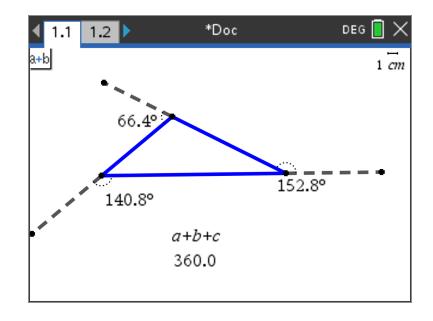


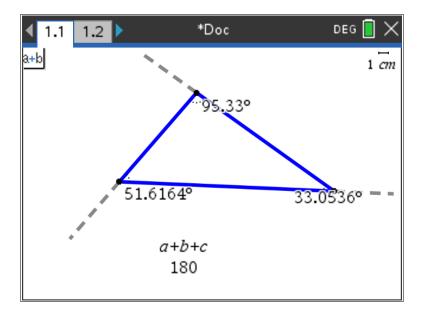


Quick Math Reminders

» Exterior angles:

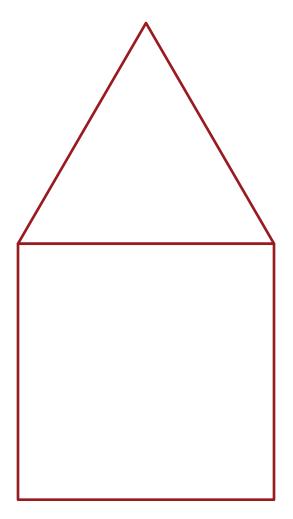
» Interior Angles:







Logic Challenge



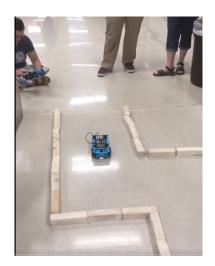
Task: Drive the figure shown without crossing any lines or going back over a line and without picking up the pen.

When you are ready put the pen in and trace your path

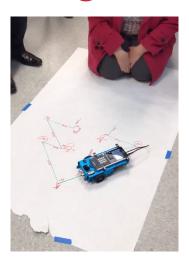




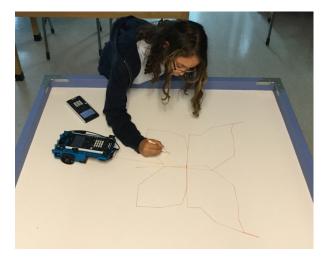
Where can you go next with TI-Rover?



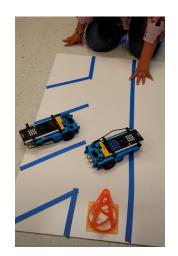
Drive an obstacle course



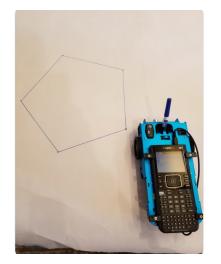
Drive a design



Draw artwork



Park your Rover



Use a For loop to draw polygons



Write your name

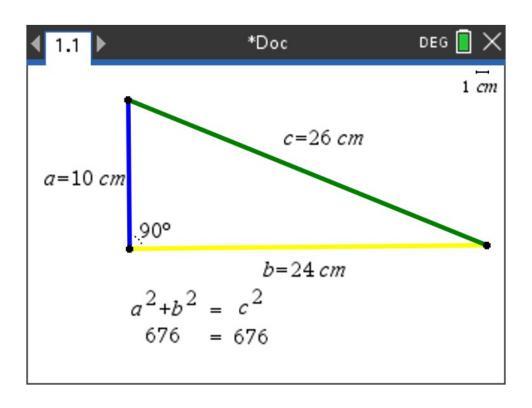


Navigate a map



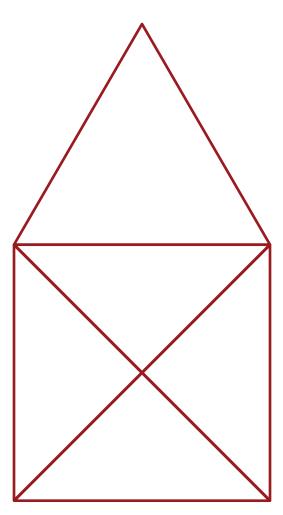
Quick Math Reminders

» Pythagorean Theorem





Logic Challenge 2

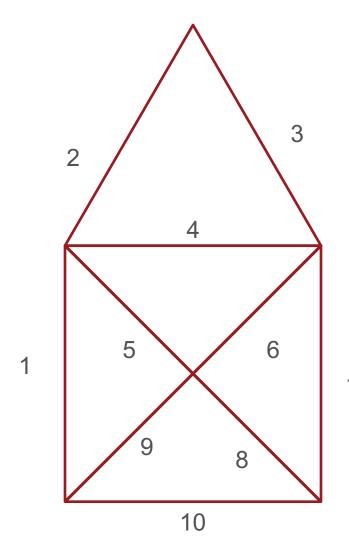


Task: Drive the figure shown without crossing any lines or going back over a line and without picking up the pen.

When you are ready put the pen in and trace your path



Logic Challenge 2







Thank you!

See www.TlstemProjects.com for more TI STEM and coding activities and projects.

