

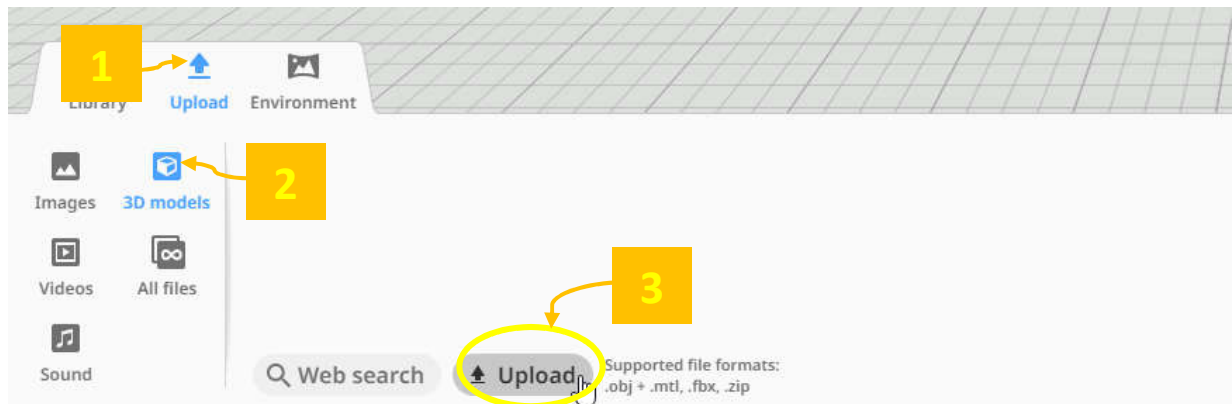
5 DAY „The Maze“

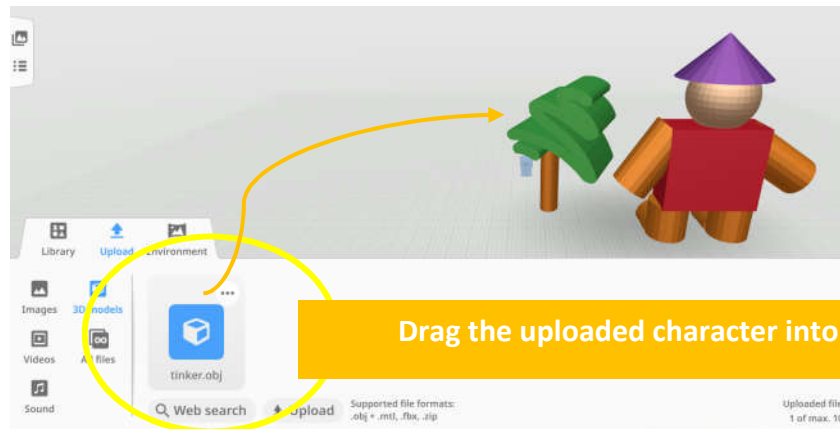
During this sessions you will complete 2 practical tasks:

- Upload the hero you created with “TinkerCAD” to the „CoSpaces“.
- Remember the „Cospaces“ environment and navigation.
- Learn to program the movement of the character.

1. Task: upload the character

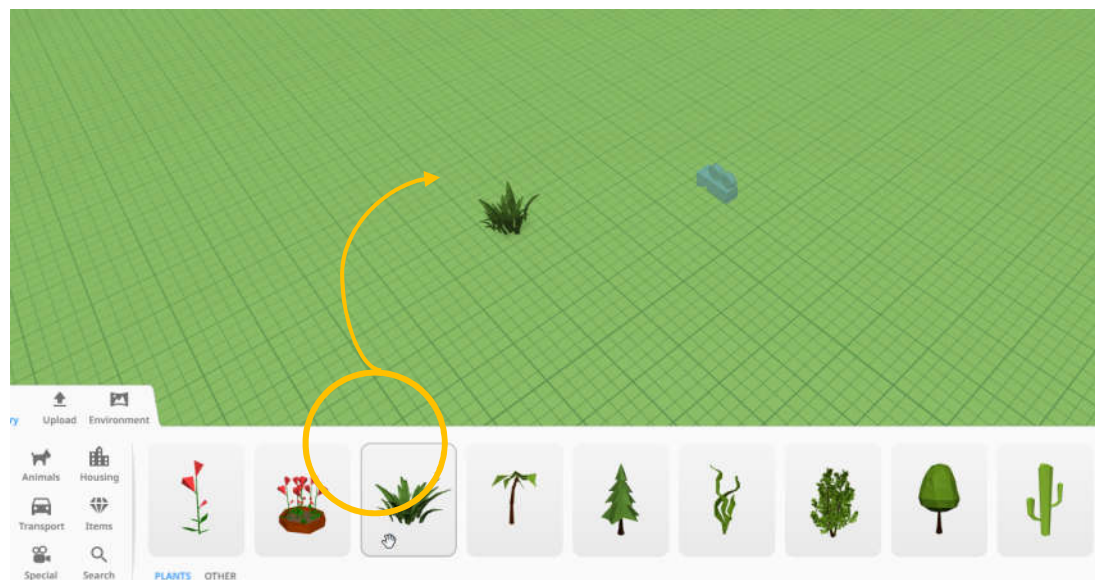
1. **Step.** Sign in to the „CoSpaces“ account and start a new project. Choose your „Environment“, where you will create the maze.
2. **Step.** Upload the character (your hero), created with “TinkerCAD” program (.zip file, downloaded from “TinkerCAD”). The instruction of downloading the character to the computer is on 4 DAY “My hero” instructions.



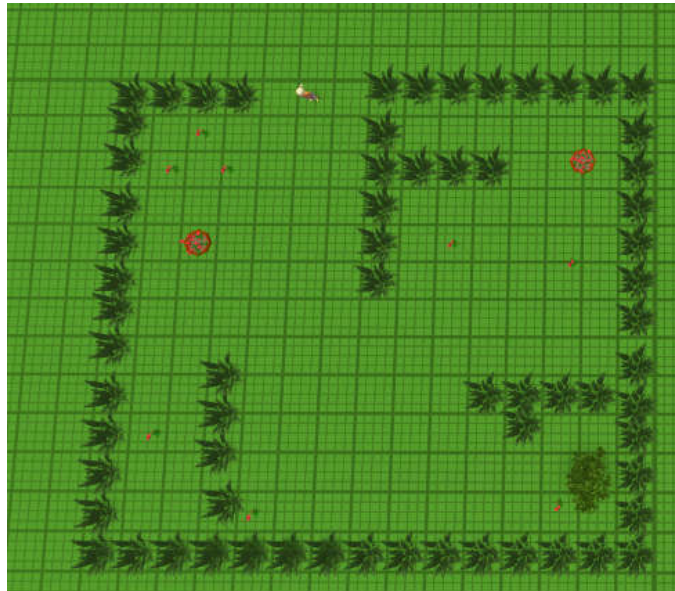


2. Task: The creation of the maze

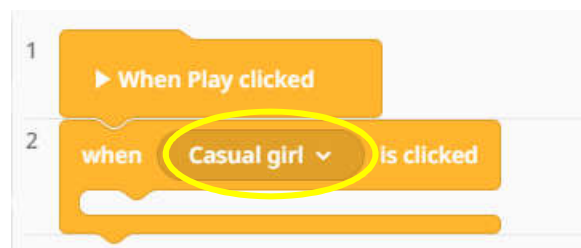
1. **Step.** Upload a plant / cube or other object that you will use to create the maze.



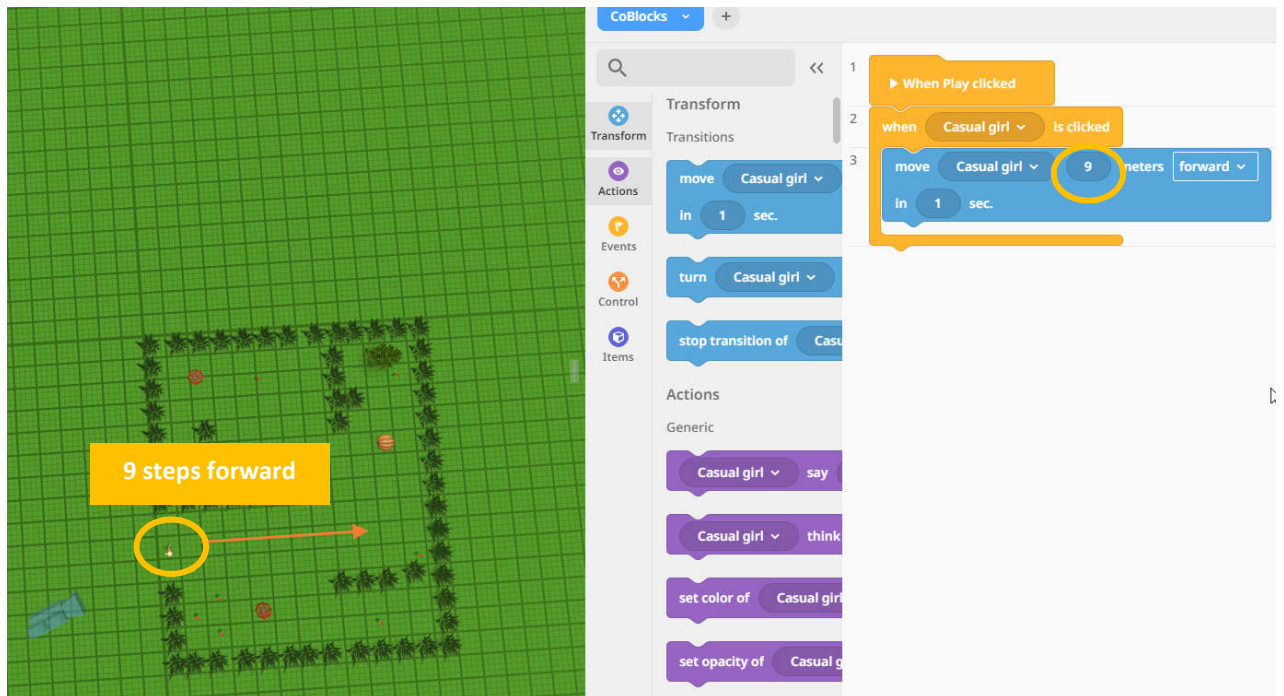
- 2. Step.** Upload more characters to create the maze and 3 objects, that your hero will have to reach in the maze.



- 3. Step.** Enable programming for the character who walks in the maze (turn on „Use in CoBlocks“). Find and drag to the programming area a block „When (no item) is clicked“ and choose your character.

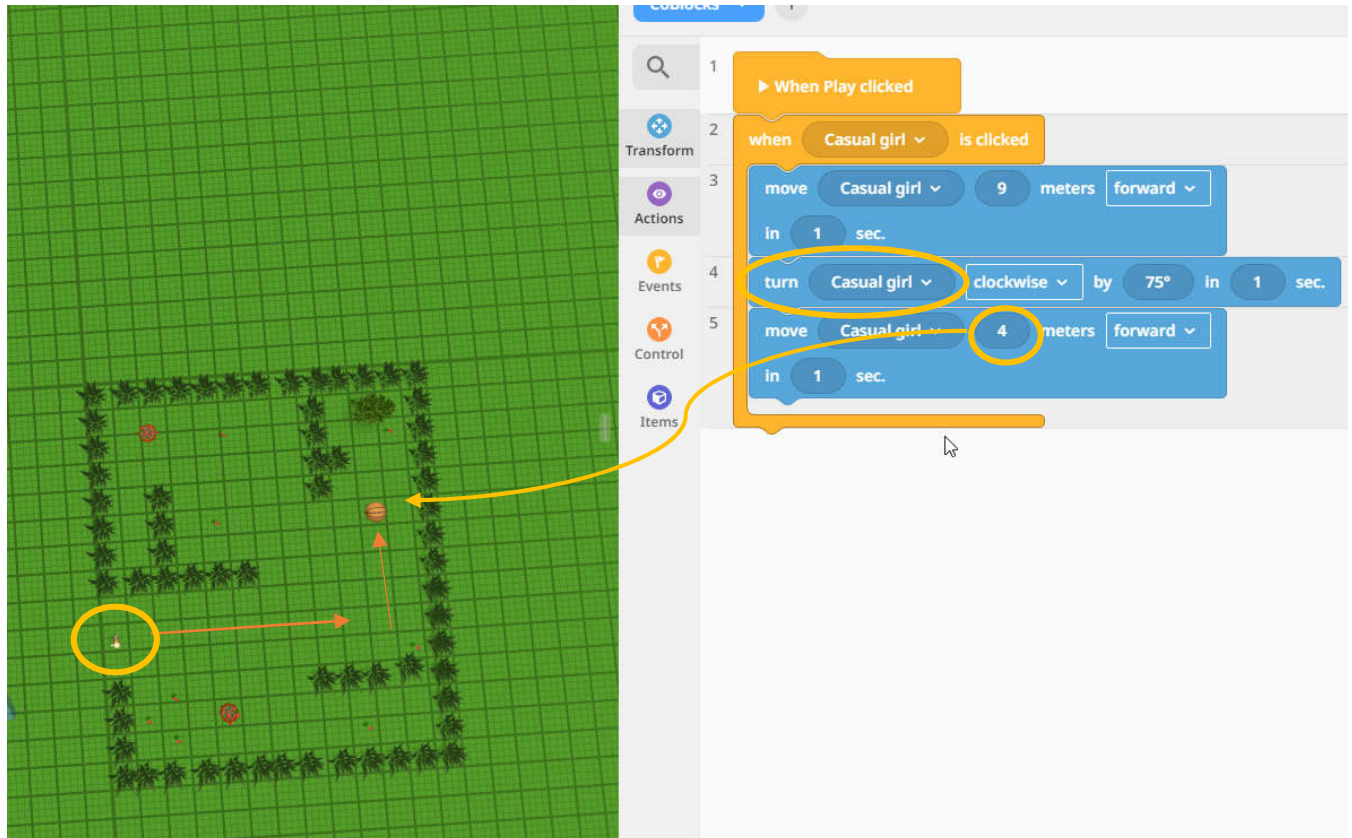


- 4. Step.** Find and use the block „Move“ and type in the number of counted steps you're your hero to move forward. Right before it will need to turn.



- 5. Step.** Continue with the block „Turn“. You can adjust the direction of the turn (clockwise or other), the degree of rotation (in the example 75 degrees) and the speed of rotation (in the example – in 1 second).

Then put the movement block again („Move“) and type in the steps that your hero should reach the ball or other object.



- 6. Step.** Program the character to walk to all three uploaded objects. Also you can try to use other blocks and program the changes if the hero comes to the object that it would change the color or other. Be creative.

View your project (“**Play**” button) and share your project link (“**Share**” button).