

Overview:

Students will use measurement of distance and angles to write code to explore a set of challenges. Students will apply their knowledge of the relationships among distance, rate and time to write equations to optimize routes through a city, “Math-hattan”, or other maze with obstacles. This activity is appropriate for students familiar with modeling and solving relationships involving distance, rate, and time.

Goals:

Students will:

- use their knowledge of angles, writing equations, and the relationship $\text{dist} = \text{rate} \cdot \text{time}$ in the context of challenge problems.
- create and edit TI-BASIC programs that include several commonly used Rover and calculator commands.

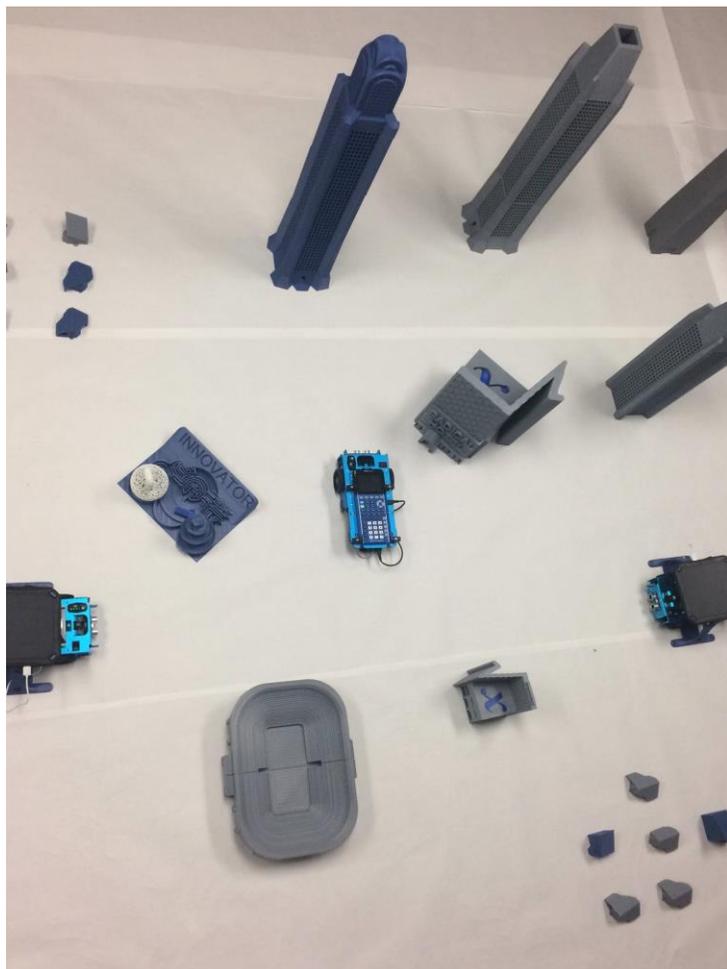
Command Support:

Command	Example	Behavior
CONNECT RV	Send “CONNECT RV”	Associates the Rover with the TI-Innovator Hub.
RV FORWARD	Send “RV FORWARD SPEED 0.23 M/S TIME 3”	Rover drives forward at a rate of 23 cm/sec for a time of 3 seconds. Note that the rate at which Rover drives will vary for different surfaces which affects how far it travels. The SPEED specification accepts 0.14 M/S to 0.23 M/S
RV BACKWARD	Send “RV BACKWARD 1 M SPEED 0.15 M/S”	Rover drives backward a distance of 1 meter at a rate of 0.15 m/s, or 15 cm/sec.
RV RIGHT	Send “RV RIGHT 60”	Rover turns 60 degrees right from its current heading.
RV LEFT	Send “RV LEFT 45”	Rover turns 45 degrees left from its current heading.
RV TO XY	Send “RV TO XY 3 4”	Rover turns and drives along a straight line to the point (3, 4) as defined by its internal coordinate system.

See TI-Innovator Technology eGuide for more background https://education.ti.com/html/webhelp/EG_Innovator/EN/index.html.

Setup:

Students may work in groups of two or three. An example “Math-hattan” city layout is shown below. Be sure roads, and predicted turns are at least 30 cm wide to allow for enough navigation room for the Rover on the course. Note: Ideal surface for this activity is a gym floor or cafeteria floor that will provide a smooth surface, as well as ample space for Rover driving. Surface type will affect how fast Rover drives and turns.



Materials::

- TI-Nspire CX Graphing Calculator
- Calculator unit-to-unit cable (USB mini A to USB mini B cable)
- TI-Innovator Hub
- TI-Innovator Rover
- “City Scape”
 - Buildings: 3D printed buildings or boxes representing different buildings in a city. The files for printing some of the buildings are posted with the lesson. Masking tape of different colors can work as well- making it clear to students these are solid structures.
 - Roadways: Masking tape to mark out roadways.
 - Obstacles: Miniature traffic cones to temporarily block paths, and challenge students as needed, once the activity has begun.
- Meter sticks or measuring tapes and protractors



Student Activity:

Sit in small groups with your calculator and supplies for this activity. Practice the guidance modeled by your teacher.

Challenge 1: Use the RV FORWARD command to determine the rate that Rover drives forward, in meters per second.

Teacher Notes:

Review and introduce the calculator, Hub, and Rover commands needed for this activity. In preparation for the coding on this activity, refer to Unit 1 Skill Builder 1 of the 10 minutes of code activities and Unit 4 Skill Builder 1 and 2 of the 10 minutes of code with TI-Innovator activities at <https://education.ti.com/en/activities/ti-codes>

- Start a new program
- Attach Rover

Teacher Guidance during Challenge 1:

- Students may have many ideas on how to determine this rate. The only important thing is for them to approximate this rate reliably so they can use it in future challenges.
- The default speed of the Rover is 0.2 meters per second, which will be affected by the surface. If the rate is not 0.2 meters per second, some adjustment to the later challenges might be made based upon this activity.
- It is important not to use the SPEED option in this challenge. Students will be introduced to that option in Challenge 3.
- Have students drive Rover forward at least 1 meter. The default distance unit is 10 cm, but meters can be specified by inserting an M after the number for distance. M can be pasted from the RV Settings submenu.

• Example Program:

```
Define driverate()=  
Prgm  
Send "CONNECT RV"  
Send "RV FORWARD 1 M"  
EndPrgm
```

• Discussion Starters

- The following are suggested discussion starters to engage your students with the mathematics inherent in Challenge 1:
 - Write and interpret an equation for determining Rover’s average drive rate.



Challenge 2: Use the RV LEFT or RV RIGHT command to determine the rate that Rover turns, in degrees per second.

Teacher Guidance during Challenge 2:

- Students may have many ideas on how to determine this rate. The only important thing is for them to approximate this rate reliably so they can use it in future challenges.
- There is no SPEED option for the RV LEFT and RV RIGHT commands.

- Example Program:

```
Define turnrate()  
Prgm  
Send "CONNECT RV"  
Send "RV RIGHT 360"  
EndPrgm
```

- *Discussion Starters*

- The following are suggested discussion starters to engage your students with the mathematics inherent in Challenge 2:
 - Does it appear that Rover turns the same rate for small angles as for large angles? Explain how you know.
 - Write and interpret an equation for determining Rover’s average turn rate.



Challenge 3: Have Rover drive 1 meter forward in less than 5 seconds. Make use of the SPEED option for the RV FORWARD command.

Teacher Guidance during Challenge 3:

- RV FORWARD accepts options of distance, TIME in seconds, and SPEED in m/s. In this challenge focus on students using the SPEED option only. The SPEED option is under the RV Settings submenu.
- The default speed is 0.20 m/s. Speed can be between 0.15 m/s and 0.23 m/s. The M/S unit can be pasted from the RV Settings submenu.
- Surface type will affect how fast Rover drives and turns. This may require an adjustment to the challenge.

- Example Program:

```
Define distcheck()  
Prgm  
Send "CONNECT RV"  
Send "RV FORWARD 1 M SPEED 0.22 M/S"  
EndPrgm
```

- *Challenge 3 Extension: Make Rover drive backward to the starting position at a different rate.*
 - Have your students edit the distance check program to drive backward to the original starting position at a different rate. They will need to use RV BACKWARD and SPEED drive in reverse to the starting position.
- *Discussion Starters*
 - The following are suggested discussion starters to engage your students with the mathematics inherent in Challenge 3:
 - How long did your Rover take to drive 1 meter? From that time, write and solve an equation to determine the actual rate your Rover was moving?
 - Try your program on a different surface and compare the times to drive 1 meter at the same rate. What effect does the type of surface have on the speed of Rover?



Challenge 4: Have Rover drive a rectangle using the RV FORWARD, RV LEFT and RV RIGHT commands that can be driven in exactly 10 seconds, ignoring the time it takes to turn.

Teacher Guidance during Challenge 4:

- Have students use the SPEED and distance options to control the lengths and times of each side.
- RV LEFT and RV RIGHT accept angles from 0 to 360 degrees. The angle is measured from the current heading. This controls only the turn, in order for Rover to move in the new direction, a new RV FORWARD or RV BACKWARD command will be needed.

- Example Program:

```
Define timerectangle()
Prgm
Send "CONNECT RV"
Send "RV FORWARD 0.4 M SPEED 0.2 M/S"
Send "RV RIGHT 90"
Send "RV FORWARD 0.6 M SPEED 0.2 M/S"
Send "RV RIGHT 90"
Send "RV FORWARD 0.4 M SPEED 0.2 M/S"
Send "RV RIGHT 90"
Send "RV FORWARD 0.6 M SPEED 0.2 M/S"
Send "RV RIGHT 90"
EndPrgm
```

- *Challenge 4 Extension: Make a triangle that takes 10 seconds to drive, ignoring the time it takes to turn*
 - Have your students write a new program to drive a triangle. Note: students may struggle with the angle measurements on what angle to turn to make a triangle, but it gives a nice discussion about the sum of the exterior angles of a polygon.
- *Discussion Starters*
 - The following are suggested discussion starters to engage your students with the mathematics inherent in Challenge 4:
 - How did you split up the time so that you had exactly 10 seconds?
 - Show the equations you solved to determine the time for each side.
 - What did you have to think about when determining the speed to drive each side of the rectangle?
 - How are the lengths of the sides of the rectangle and the speed related for this challenge?



Challenge 5: Have Rover drive a square using the RV FORWARD, RV LEFT and RV RIGHT commands giving only SPEED and TIME options. At least two sides of the square should be driven at a different rate than the others.

Teacher Guidance during Challenge 5:

- Have students only use the SPEED and TIME options to determine the length of each side. Note that TIME is only in seconds so there is no unit required.

- Example Program:

```
Define speedtimesquare()  
Prgm  
Send "CONNECT RV"  
Send "RV FORWARD SPEED 0.2 M/S TIME 1"  
Send "RV RIGHT 90"  
Send "RV FORWARD SPEED 0.23 M/S TIME 0.87"  
Send "RV RIGHT 90"  
Send "RV FORWARD SPEED 0.15 M/S TIME 1.33"  
Send "RV RIGHT 90"  
Send "RV FORWARD SPEED 0.2 M/S TIME 1"  
Send "RV RIGHT 90"  
EndPrgm
```

- *Challenge 5 Extension: Drive one side of the square in reverse.*
 - This challenge will get students thinking about the external angles.
- *Discussion Starters*
 - The following are suggested discussion starters to engage your students with the mathematics inherent in Challenge 5:
 - How was this challenge different than challenge 4? How was it similar?
 - What is the relationship between speed and time that you had to use in order to keep the distance constant for each side of the square?
 - Write equations and solve for the length of each side of your square.
 - How long is each side of your square?
 - What impact would doubling the time for each side have on the perimeter of the square? How would driving each side for half the time impact the perimeter?
 - How does driving double the time impact the area of the square?



Challenge 6: Navigate “Math-hattan”!

Have Rover navigate between the two locations that your team has been assigned. Be sure to follow the posted speed limits. Choose the path that will allow for the shortest time.

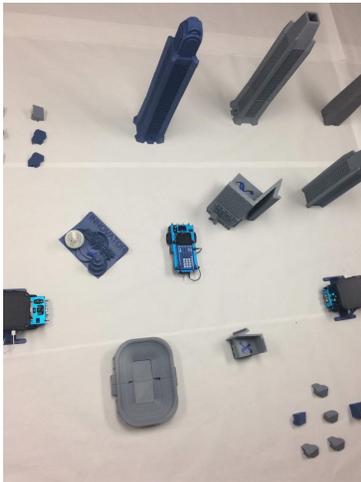


Image 1: City challenge suggested layout.

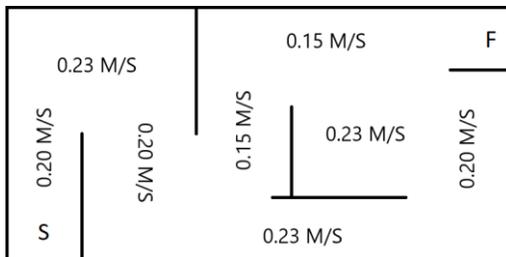


Image 2: Small practice maze suggested layout.

Teacher Guidance during Challenge 6:

- As students work on the route, remind them to consider the rate at which Rover turns in degrees per second. They will use that information to help them optimize their path through the city. There isn't a SPEED option for the turn so each group should have approximately the same answer for turn rate.
- Make sure students are using the SPEED option for each section where you've set up a speed limit.
- For the pictures, we've used 3D printed models; the files for these are posted with the activity. You can use your own buildings or just boxes or even layout the city with just masking or painters tape.
- Depending on your students, you may want to have them try a simpler maze similar to Image 2 first before navigating a larger city like in Image 1.
- Make sure students estimate the amount of time that their route will take before driving it.
- Give students the meter sticks and protractors to measure distance and angles for their route.

Example program:

```

Define navigate()
Prgm
Send "CONNECT RV"
Send "RV FORWARD 3 SPEED .2 M/S "
Send "RV LEFT 90"
Send "RV FORWARD 3.3 SPEED .15 M/S "
Send "RV LEFT 90"
Send "RV FORWARD 3.5 SPEED .23 M/S "
Send "RV RIGHT 90"
Send "RV FORWARD 4 SPEED .23 M/S "
EndPrgm

```

Discussion Starters

- The following are suggested discussion starters to engage your students with the mathematics inherent in Challenge 6:
 - How did the rate at which Rover turns affect your planning of the route for fastest trip?
 - Explain how you used speed, distance, and number of turns to determine the fastest route.
 - Set up an equation that could be used to predict the amount of time it will take to drive your route. Drive your route and time it, how close was your prediction.