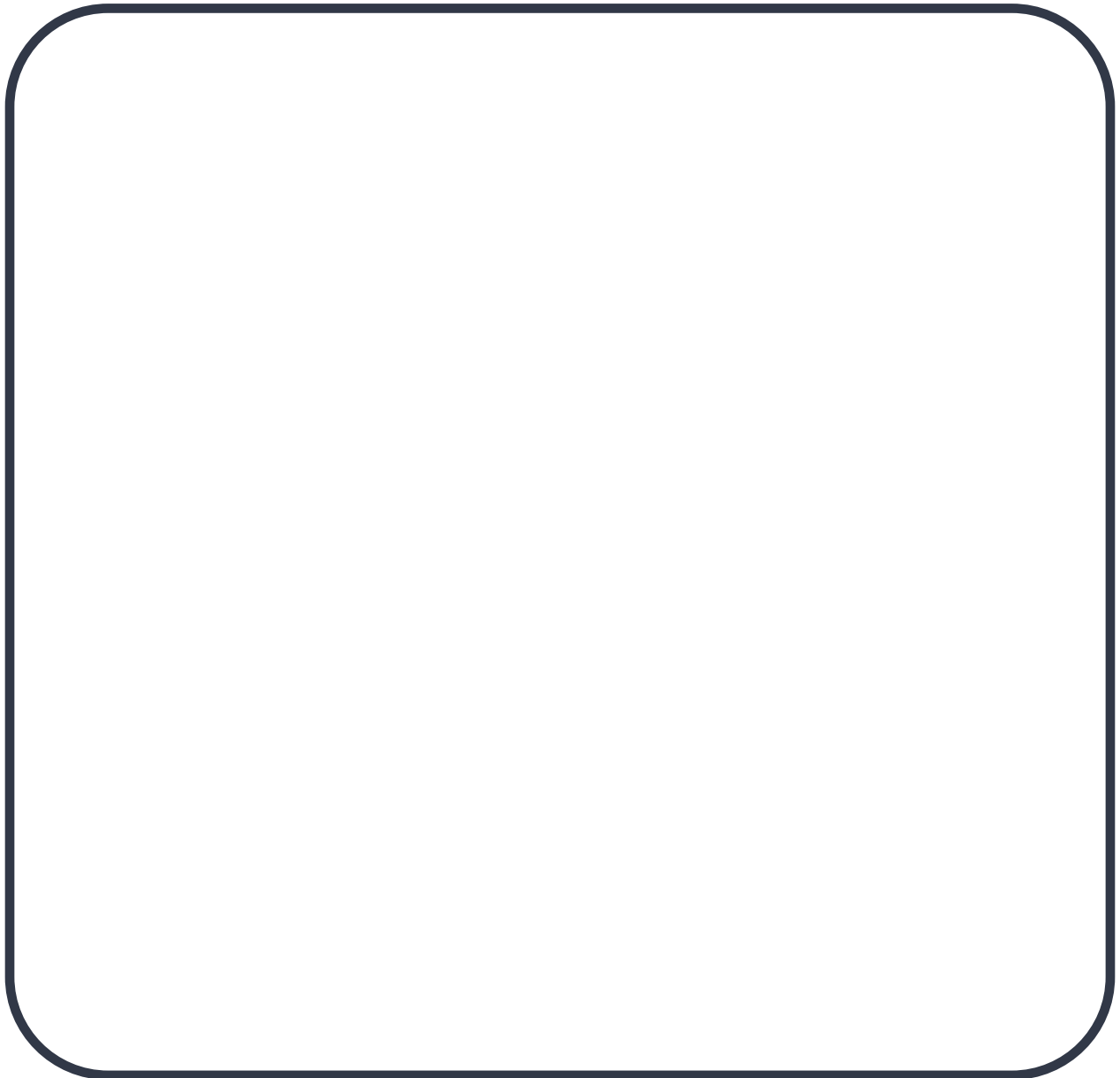




Programming a Triangle



- 1 Using your knowledge of exterior angles, program Evo to draw a regular triangle with these blocks.



- 2 Test and refactor the program until Evo moves in a regular triangle.

- 3 Attach the 3D printed pen holder to Evo and place a marker in the clip.

- 4 Place Evo, with the attachments, in the space above and run the program.

- 5 What does Evo's drawing look like?
 - Explain what happened.
 - Refactor and try again.