

LEGO® EDUCATION SPIKE™ PRIME
VIRTUAL SUMMER CAMP BETA



WILDLIFE BIOLOGISTS study different wild habitats and all the animals who live there. Like superheroes, they rescue endangered species and raise awareness about what we can do to help too.

CHALLENGE 5:
ZOOLOGY

ANIMAL MASH-UP

Have you ever been amazed by an animal's unique abilities? Take the green basilisk lizard, for instance. It can run on water. Axolotls regrow lost limbs. And the mimic octopus can shape-shift. Have you ever learned about a new animal and been surprised by its unique abilities? Think about two of your own favorite animals. How could you combine their special characteristics to create a whole new animal?

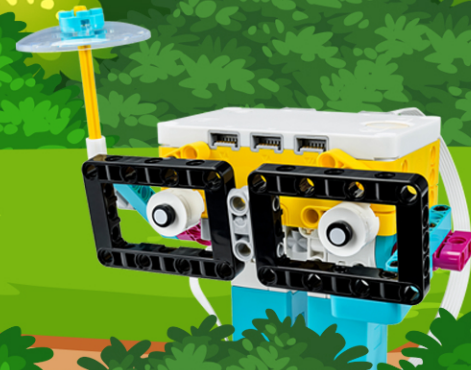
Could you create an animal that flies and is as big as an elephant? Could your animal be able to climb trees and swim? Think about two things you want your animal to be able to do that are unique. Then design your animal to show off its skills.



The Raccoon Dog

is not a raccoon or a dog, but it has been around for millions of years!

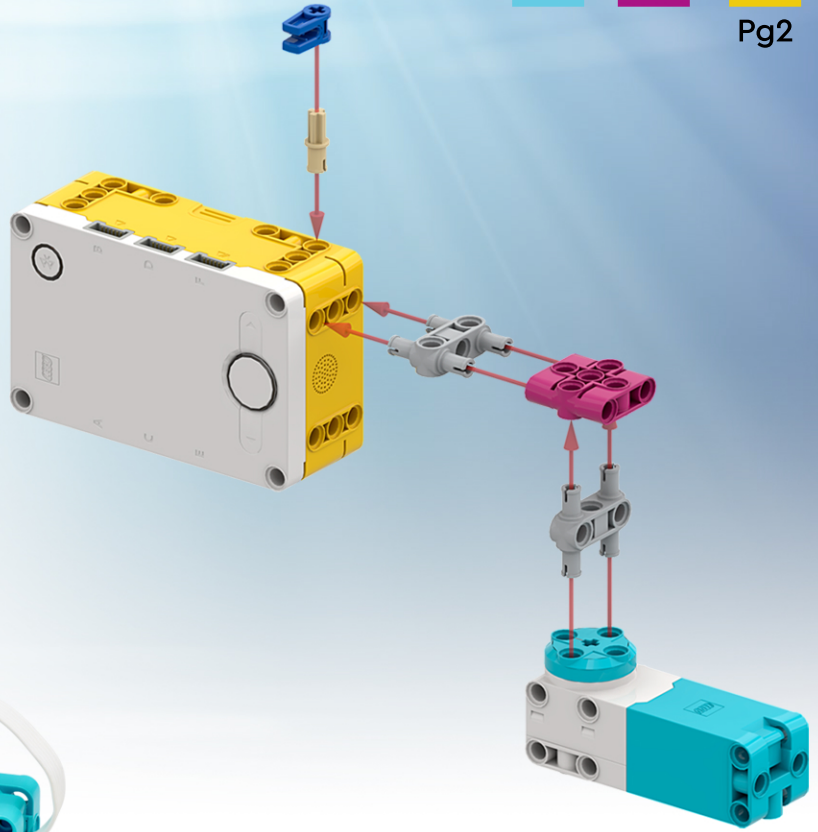
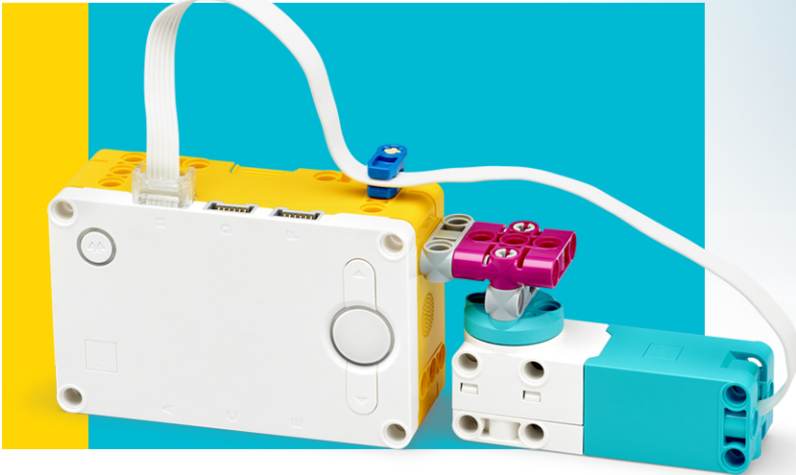
CHECK OUT MASTER TIPS!



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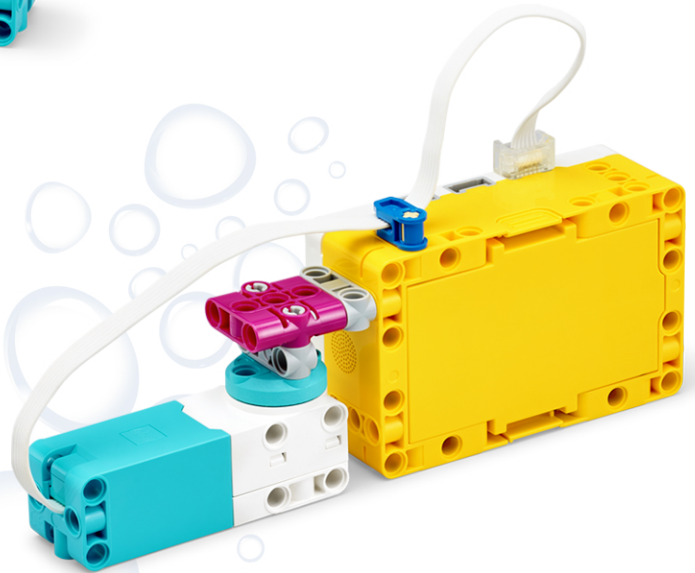
Inspiration 1: **BLANK ANIMALS**

- The motor is the tail of this animal.
- Maybe it's not a water animal.



Code Sample 1
Beginner Inspiration: **BLANK ANIMALS**

```
when program starts
  B go shortest path to position 0
  repeat 10
    B run for 40 degrees
    B run for 40 degrees
```



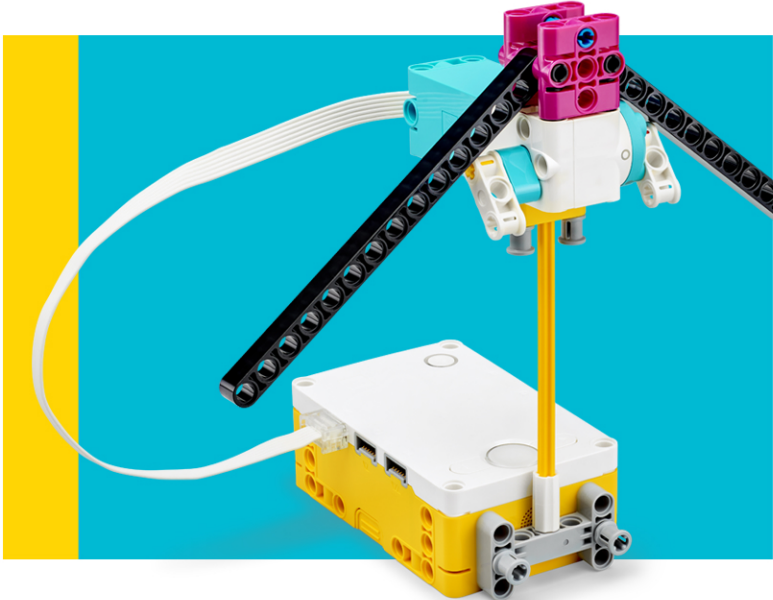
We can't wait to see your awesome solution to this week's project! Ask a grown-up to share your build, tag LEGO® Education on Twitter (@LEGO_Education) or Instagram (@LEGOeducation) with the hashtag #LEGOeduSPIKEprime for a chance to be featured as Build of the Week!

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If you feel stuck, get inspired by these fun ideas from our Master Builders. You can play around with these bits of code, add them to your creation, and end up with something totally unexpected!

Inspiration 3: UP & UP

- Basic flapping function.
- Design the style of the animal.



Code Sample 3
Intermediate Inspiration: UP & UP

```

when program starts
  A set speed to 50 %
  A start motor
  
```

Inspiration 4: MAKE IT YOUR OWN

- Four legged walker with potential to design feet/legs.
- Use more motors for independant leg movement.



Code Sample 4
Intermediate Inspiration: QuarduPet

```

when program starts
  A set speed to 40 %
  A start motor
  
```