



# Amusement Park Ride - NXT

***Suggested Time***

60 minutes

***Age***

8 - 18

***Challenge***

In this activity, design and construct an amusement park ride.



Example Amusement Park Ride. "Pirate Ship" designed to swing forward and backwards when motored.

***Topics***

Building & Programming

***Subjects***

Engineering & Technology

***Programming Themes***

Motor Forward, Motor Backward, Wait for Touch

***Related Math & Science Concepts***

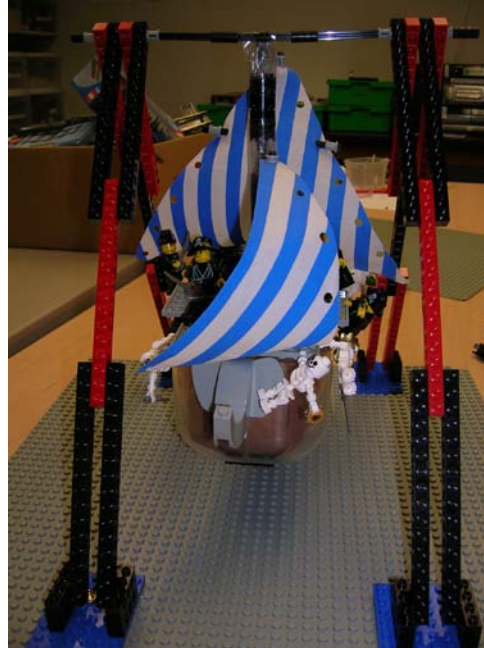
- Forces
- Structures

***Materials***

- NXT
- Assortment of LEGO pieces and Sensors

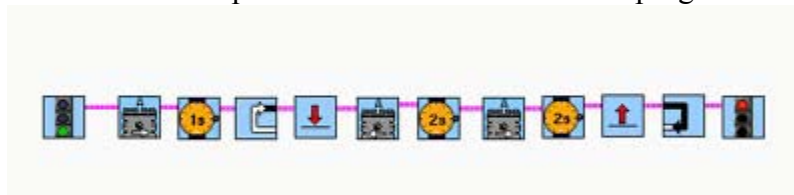
***Building Instructions***

1. Design an amusement park ride which imitates a real amusement park ride.

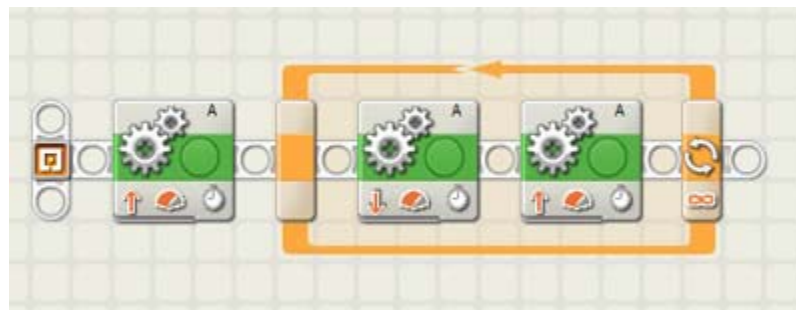


***Programming Instructions***

1. Choose whether to use ROBOLAB or the LEGO NXT-G software to program.
2. Here is an example ROBOLAB INVENTOR 4 program:



3. Here is an example LEGO NXT Software program:



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***Building and  
Programming  
References***

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- Building With Bricks
  - Building With Plates
  - Building With Beams
  - Axle Uses
  - Connector Pegs and Bushings
  - The NXT
  - NXT Motors and Wires
  - NXT Sensors
  - Gears
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