

File Type PDF The LEGO  
MINDSTORMS EV3 Discovery  
Book: A Beginner's Guide To

**The LEGO  
MINDSTORMS EV3**

**Discovery Book: A  
Beginner's Guide To  
Building And**

*Page 1/185*

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MINDSTORMS EV3 Discovery  
**Programming Robots**

Build and program smart robots  
with the EV3. Key Features  
Efficiently build smart robots with  
the LEGO MINDSTORMS EV3  
Discover building techniques and  
programming concepts that are

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MINDSTORMS EV3 Discovery

Book: A Beginner's Guide To  
Building And Programming

Robots  
This project-based guide will teach you how to build exciting projects such as the object-tracking tank, ultimate all-terrain vehicle, remote control race car, or even a GPS-navigating autonomous

File Type PDF The LEGO MINDSTORMS EV3 Discovery Book: A Beginner's Guide To Building And Programming Robots

vehicle Book Description Smart robots are an ever-increasing part of our daily lives. With LEGO MINDSTORMS EV3, you can now prototype your very own small-scale smart robot that uses specialized programming and hardware to complete a mission.

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Book: A Beginner's Guide To  
Building And Programming

Robots

EV3 is a robotics platform for enthusiasts of all ages and experience levels that makes prototyping robots accessible to all. This book will walk you through six different projects that range from intermediate to advanced level. The projects will

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Book: A Beginner's Guide To

show you building and programming techniques that are used by engineers in the real world, which will help you build your own smart robot. You'll see how to make the most of the EV3 robotics platform and build some awesome smart robots. The book

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Book: A Beginner's Guide To  
Building And Programming

starts by introducing some real-world examples of smart robots.

Then, we'll walk you through six different projects and explain the features that allow these robots to make intelligent decisions. The book will guide you as you build your own object-tracking tank, a

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Book: A Beginner's Guide To  
Building And Programming  
Robots

box-climbing robot, an interactive  
robotic shark, a quirky bipedal  
robot, a speedy remote control  
race car, and a GPS-navigating  
robot. By the end of this book,  
you'll have the skills necessary to  
build and program your own  
smart robots with EV3. What you



# File Type PDF The LEGO MINDSTORMS EV3 Discovery

Book: A Beginner's Guide To  
will learn Understand the  
Building And Programming  
Robot  
characteristics that make a robot  
smart Grasp proportional beacon  
following and use proximity  
sensors to track an object  
Discover how mechanisms such  
as rack-and-pinion and the worm  
gear work Program a custom GUI

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Book: A Beginner's Guide To

to make a robot more user  
friendly Make a fun and quirky  
interactive robot that has its own  
personality Get to know the  
principles of remote control and  
programming car-style steering  
Understand some of the  
mechanisms that enable a car to

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Book: A Beginner's Guide To

Building And Programming  
Robots

drive Navigate to a destination  
with a GPS receiver Who this book  
is for This book is for hobbyists,  
robotic engineers, and  
programmers who understand the  
basics of the EV3 programming  
language and are familiar with  
building with LEGO Technic and

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Book: A Beginner's Guide To  
Building And Programming  
Robots

want to try some advanced projects. If you want to learn some new engineering techniques and take your experience with the EV3 to the next level, then this book is for you.

About the Author Mr. Virender Mehta has earned the reputation

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Book: A Beginner's Guide To  
Building And Programming  
Robots  
of "World Record Holder in  
Memory" for memorizing all  
80,000 words from Oxford  
Advanced Learners Dictionary 6  
th edition with Page nos. Mr.  
Virender Mehta has featured in  
LIMCA BOOK OF WORLD  
RECORDS as a result of his

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Book: A Beginner's Guide To  
Building And Programming  
Robots

extraordinary memory power. His name is also registered in the list of 25 Unusual Indians surveyed by THE WEEK Magazine. He has participated in World's No.1 reality show 'SHABAASH INDIA' telecasted on ZEE TV. He is an Asst professor in engineering

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Book: A Beginner's Guide To  
Building And Programming

Robots  
Mr. Virender Mehta is a trainer,  
speaker & the author of the best-  
selling book: Memory Genius. He  
has conducted many seminars  
and workshops nationally  
addressing more than 10 lakh

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Robots

audience and He has a very rich  
experience in conducting training  
in areas such as memory  
improvement, soft skills and  
personality development in many  
schools, colleges, symposiums  
and conferences all over India.  
For more visit



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Book: A Beginner's Guide To  
[www.vedicmemory.com](http://www.vedicmemory.com)

This thoroughly updated second edition of the best-selling Unofficial LEGO Technic Builder's Guide is filled with tips for building strong yet elegant machines and mechanisms with the LEGO Technic system. World-

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Book: A Beginner's Guide To  
Building And Programming  
Robots

renowned builder Pawe? "Sariel"  
Kmiec covers the foundations of

LEGO Technic building, from the  
concepts that underlie simple  
machines, like gears and  
linkages, to advanced mechanics,  
like differentials and steering  
systems. This edition adds 13

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Book: A Beginner's Guide To  
Building And Programming

Robots  
new building instructions and 4  
completely new chapters on  
wheels, the RC system, planetary  
gearing, and 3D printing. You'll  
get a hands-on introduction to  
fundamental mechanical  
concepts like torque, friction, and  
traction, as well as basic

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Book: A Beginner's Guide To  
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Robots

engineering principles like weight distribution, efficiency, and power transmission—all with the help of Technic pieces. You'll even learn how Sarel builds his amazing tanks, trucks, and cars to scale. Learn how to: -Build sturdy connections that can withstand

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serious stress -Re-create  
specialized LEGO pieces, like  
casings and u-joints, and build  
custom, complex Schmidt and  
Oldham couplings -Create your  
own differentials, suspensions,  
transmissions, and steering  
systems -Pick the right motor for

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Building And Programming  
Robots

the job and transform it to suit  
your needs -Combine studfull and  
studless building styles for a  
stunning look -Build remote-  
controlled vehicles, lighting  
systems, motorized compressors,  
and pneumatic engines This  
beautifully illustrated, full-color

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Book: A Beginner's Guide To

Building And Programming  
Robots

book will inspire you with ideas for building amazing machines like tanks with suspended treads, supercars, cranes, bulldozers, and much more. What better way to learn engineering principles than to experience them hands-on with LEGO Technic? New in this

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Building And Programming

edition: 13 new building  
instructions, 13 updated  
chapters, and 4 brand-new  
chapters!

A collection of 16 fascinating  
scientific and technical projects to  
build with parts from the LEGO  
MINDSTORMS EV3 robotics set



File Type PDF The LEGO MINDSTORMS EV3 Discovery Book: A Beginner's Guide To Building And Programming Robots and other components. A great addition to any STEM curriculum or home library. High Tech LEGO® hijacks the MINDSTORMS® EV3 revolution, showing you how to build creative technical inventions with practical applications. You'll learn to build

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Book: A Beginner's Guide To  
Building And Programming  
Robots

a dynamic array of working  
devices for outdoor research,  
home security, spycraft, and

more. Among the book's 16  
fascinating projects you'll find a  
motion-activated animal cam, a  
Morse code transmitter, a laser  
security fence, a motion-sensing

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Robots

radar detector, an automated  
insect trapper, and a heat-  
seeking infrared cannon.

Welcome to a whole new world of  
building! Every project brings  
together science, mechanics,  
electronics, optics, and software  
to create complex instruments for

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studying and measuring the world around you, all while maintaining the playfulness of LEGO. Each easy-to-follow model combines illustrated instructions with step-by-step guidance on the engineering methods at play. As you build, you'll learn: • "Illegal"

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Book: A Beginner's Guide To  
Building And Programming

Robot

- modding techniques (that may include drilling, cutting and soldering -- Shh!)
- Different ways to work with diode laser modules
- Tricks for modifying EV3 sensors and motors
- The joy of hacking LEGO light bricks to make a flickering fireplace
- How to use

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Book: A Beginner's Guide To  
Building And Programming  
Robots

MINDSTORMS to build your own contraptions! Experiment on your own, and expand on your finished creations. Make a few adjustments so the Critter Cam triggers an alarm to scare away pests, or modify the Doppler radar to detect flammable gases.

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Book: A Beginner's Guide To  
Building And Programming

The possibilities are endless!

REQUIREMENTS: LEGO®

MINDSTORMS® EV3 Home Edition

Windows Vista or higher macOS

10.14 or earlier

Board Game Tournament

95 Simple Robots and Hints for

Making More!

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MINDSTORMS EV3 Discovery  
Book: A Beginner's Guide To

The LEGO MINDSTORMS Robot  
Inventor Activity Book

High-Tech LEGO Projects

LEGO MINDSTORMS EV3 Design  
Patterns for Fun and Competition

This first volume of The LEGO Power  
Functions Idea Book, Machines and



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Book: A Beginner's Guide To  
Building And Programming  
Robots

Mechanisms, showcases small projects to build with LEGO Technic gears, motors, gadgets, and other moving elements.

You'll find hundreds of clever, buildable mechanisms, each one demonstrating a key building technique or mechanical principle. You'll learn to build sliding doors, grasping claws, rack-and-pinion

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Book: A Beginner's Guide To  
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Robots

mechanisms, and ball-shooting devices of every sort! Each model includes a list of required parts and colorful photographs that guide you through the build without the need for step-by-step instructions. As you build, you'll explore the principles of simple machines, gear systems, power translation, and more.

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Book: A Beginner's Guide To

Building And Programming  
Robots

Provides an in-depth introduction to the LEGO Mindstorms EV3 kit, covering such topics as installing leJOS, motors, sensors, navigation, sound, remote control, and debugging, with step-by-step, illustrated instructions for eight unique robots.

Building robots is a snap with LEGO Technic Robotics! This book shows you

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Book: A Beginner's Guide To

how to use LEGO bricks and Power Functions components such as motors and remote controls to create all kinds of robots. Best of all, you don't have to learn any programming. You just need your imagination and the expert building principles that you'll find inside LEGO Technic Robotics. Author Mark Rollins

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Robots

teaches you the hows and whys of Technic project design. You're not just snapping pieces here and there; with LEGO Technic Robotics you're actively learning the fundamentals of good design so you can go on to create truly spectacular LEGO robot creations. From robots that run on wheels, walk on two or four legs, or move

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Robots

and function in ways that only you can dream up, this book will help you create your own robot army. Turn to LEGO Technic Robotics and build with real power! After you've mastered the techniques in this book, if you're looking to build more creations, check out Practical LEGO Technics, also written by

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Robots

Mark Rollins, and discover how to build vehicles that can roll, run, and more.

Please note: the print version of this title is black & white; the eBook is full color.

You can download the color diagrams in the book from

<http://www.apress.com/9781430249801>

Provides step-by-step instructions for

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Book: A Beginner's Guide To  
building a variety of LEGO Mindstorms  
NXT and Arduino devices.

Ten Inventions to Spark Your Imagination  
Exploring LEGO Mindstorms EV3  
Classroom Activities for the Busy Teacher  
Building Robots with Java Brains  
The LEGO MINDSTORMS EV3 Idea  
Book



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Book: A Beginner's Guide To  
Building And Programming  
The Art of LEGO MINDSTORMS EV3  
Programming

**With its colorful, block-based interface, The LEGO® MINDSTORMS® EV3 programming language is designed to allow anyone to program intelligent robots,**

*Page 41/185*

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Building And Programming  
Robots

**but its powerful features can be intimidating at first. The Art of LEGO MINDSTORMS EV3 Programming is a full-color, beginner-friendly guide designed to bridge that gap. Inside, you'll discover how to combine core EV3 elements**

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Book: A Beginner's Guide To  
Building And Programming  
Robots  
**like blocks, data wires, files,  
and variables to create  
sophisticated programs.**

**You'll also learn good  
programming practices,  
memory management, and  
helpful debugging  
strategies—general skills that**

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Book: A Beginner's Guide To

**will be relevant to  
programming in any  
language. All of the book's  
programs work with one  
general-purpose test robot  
that you'll build early on. As  
you follow along, you'll  
program your robot to: -React**

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Building And Programming  
Robots

**to different environments and  
respond to commands -Follow  
a wall to navigate a maze  
-Display drawings that you  
input with dials, sensors, and  
data wires on the EV3 screen  
-Play a Simon Says-style  
game that uses arrays to save**

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Building And Programming  
Robots  
**your high score -Follow a line  
using a PID-type controller  
like the ones in real industrial  
systems The Art of LEGO  
MINDSTORMS EV3  
Programming covers both the  
Home and Education Editions  
of the EV3 set, making it**

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MINDSTORMS EV3 Discovery  
Book: A Beginner's Guide To  
Building And Programming  
Robots  
**perfect for kids, parents, and  
teachers alike. Whether your  
robotics lab is the living room  
or the classroom, this is the  
complete guide to EV3  
programming that you've  
been waiting for.  
Requirements: One LEGO**

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MINDSTORMS EV3 Discovery  
Book: A Beginner's Guide To  
**MINDSTORMS EV3 Home OR  
Education set (#31313 OR  
#45544).**

**LEGO MINDSTORMS has  
changed the way we think  
about robotics by making it  
possible for anyone to build  
real, working robots. The**



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Building And Programming  
Robots

**latest MINDSTORMS set, EV3,  
is more powerful than ever,  
and The LEGO MINDSTORMS  
EV3 Discovery Book is the  
complete, beginner-friendly  
guide you need to get  
started. Begin with the basics  
as you build and program a**

Book: A Beginner's Guide To  
Building And Programming  
Robots

**simple robot to experiment  
with motors, sensors, and EV3  
programming. Then you'll  
move on to a series of  
increasingly sophisticated  
robots that will show you how  
to work with advanced  
programming techniques like**

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MINDSTORMS EV3 Discovery

Book: A Beginner's Guide To  
Building And Programming

**Robots. You'll also learn essential building techniques like how to use beams, gears, and connector blocks effectively in your own designs. Master the**

Book: A Beginner's Guide To  
Building And Programming  
**possibilities of the EV3 set as  
you build and program: -The  
EXPLOR3R, a wheeled vehicle  
that uses sensors to navigate  
around a room and follow  
lines -The FORMULA EV3  
RACE CAR, a streamlined  
remote-controlled race car**

**Robots**

- ANTY, a six-legged walking creature that adapts its behavior to its surroundings**
- SK3TCHBOT, a robot that lets you play games on the EV3 screen**
- The SNATCH3R, a robotic arm that can autonomously find, grab, lift,**

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Book: A Beginner's Guide To  
Building And Programming  
Robots  
**and move the infrared beacon  
-LAVA R3X, a humanoid robot  
that walks and talks More  
than 150 building and  
programming challenges  
throughout encourage you to  
think creatively and apply  
what you've learned to invent**

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Book: A Beginner's Guide To  
Building And Programming  
Robots

**your own robots. With The  
LEGO MINDSTORMS EV3  
Discovery Book as your guide,  
you'll be building your own  
out-of-this-world creations in  
no time! Requirements: One  
LEGO MINDSTORMS EV3 set  
(LEGO SET #31313)**

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Book: A Beginner's Guide To

**A 10 week curriculum  
package for implementing the  
LEGO Education EV3 Core Set  
(45544) in your class.**

**Containing over 20 chapters  
that follow a planetary  
exploration storyline, you will  
be introducing students to**



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Book: A Beginner's Guide To  
Building And Programming  
Robots

**the basics of the EV3 Core Set  
and gradually incorporating  
sensor and useful  
programming concepts.  
This book is for the hobbyists,  
builders, and programmers  
who want to build and control  
their very own robots beyond**

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**the capabilities provided with the LEGO EV3 kit. You will need the LEGO MINDSTORMS EV3 kit for this book. The book is compatible with both the Home Edition and the Educational Edition of the kit. You should already have a**

**Robotics**  
**rudimentary knowledge of**  
**general programming**  
**concepts and will need to**  
**have gone through the basic**  
**introductory material**  
**provided by the official LEGO**  
**EV3 tutorials.**

**LEGO MINDSTORMS NXT One-**

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Book: A Beginner's Guide To  
Kit Wonders

**LEGO® MINDSTORMS® EV3**

**181 Simple Machines and  
Clever Contraptions**

**The LEGO BOOST Activity  
Book**

**The King's Treasure**

**A Beginner's Guide to Building**

*Page 60/185*

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MINDSTORMS EV3 Discovery  
Book: A Beginner's Guide To  
**and Programming Robots**

*The essential guide to building and programming LEGO EV3 interactive robots Exploring LEGO Mindstorms: Tools and Techniques for Building and Programming Robots is the complete guide to getting the most out of your LEGO Mindstorms EV3. Written for*

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*hobbyists, youngbuilders, and master builders alike, the book walks you throughfundamentals of robot design, construction, and programming usingthe Mindstorms apparatus and LEGO TECHNIC parts. Tap into yourcreativity with brainstorming techniques, or follow the plans*

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*and blueprints provided on the companion website to complete projects ranging from beginner to advanced. The book begins with the basics of the software and EV3 features then lets you get to work quickly by using projects of increasing complexity to illustrate the*

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*Book: A Beginner's Guide To  
Building And Programming  
Robots*  
topics at hand. Plenty of examples  
are provided throughout every step of  
the process, and the  
companion website features a blog  
where you can gain the insight and  
advice of other users. Exploring LEGO  
Mindstorms contains building and  
programming challenges written by a



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*Book: A Beginner's Guide To  
recognized authority in LEGO robotics  
Building And Programming  
Robotics curriculum, and is designed to teach  
you the fundamentals rather than have  
you follow a "recipe." Get started with  
robot programming with the  
starter vehicle, Auto-Driver Explore the  
features of the EV3 brick, a  
programmable brick Design robot's*

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*actions using Action Blocks*

*Incorporate environmental sensors*

*using Infrared, Touch, and Color*

*sensors Expand the use of data in your  
program by using data wires*

*with Sensor Blocks Process data from  
the sensors using Data Operations*

*Blocks Using Bluetooth and WiFi with*

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*Book: A Beginner's Guide To  
Building And Programming  
Robots*  
*EV3 Build unique EV3 robots that each  
presents different functions:the Spy  
Rabbit, a robot that can react to its  
surroundings; a SeaTurtle robot, Mr.  
Turto; the Big Belly Bot, a robot that  
eats andpoops; and a Robotic Puppy  
Guapo Discover ideas and practices  
that will help you to develop your own*

File Type PDF The LEGO MINDSTORMS EV3 Discovery Book: A Beginner's Guide To method of designing and programming EV3 robots The book also provides extensive programming guidance, from the very basics of block programming through data wiring. You'll learn robotics skills to help with your own creations, and can likely ignite a lasting passion for innovation.

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*Book: A Beginner's Guide To  
Building And Programming  
Exploring LEGOMindstorms is the key  
to unlocking your EV3 potential.*

*The LEGO® MINDSTORMS® EV3 set  
offers so many new and exciting  
features that it can be hard to know  
where to begin. Without the help of an  
expert, it could take months of  
experimentation to learn how to use*

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MINDSTORMS EV3 Discovery  
Book: A Beginner's Guide To

*the advanced mechanisms and  
numerous programming features. In*

*The LEGO MINDSTORMS EV3*

*Laboratory, author Daniele*

*Benedettelli, robotics expert and*

*member of the elite LEGO*

*MINDSTORMS Expert Panel, shows*

*you how to use gears, beams, motors,*

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*Book: A Beginner's Guide To  
Building And Programming  
Robots*  
*sensors, and programming blocks to  
create sophisticated robots that can  
avoid obstacles, walk on two legs, and  
even demonstrate autonomous  
behavior. You'll also dig into related  
math, engineering, and robotics  
concepts that will help you create your  
own amazing robots. Programming*

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*Book: A Beginner's Guide To  
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Robots*

*experiments throughout will challenge you, while a series of comics and countless illustrations inform the discussion and keep things fun. As you make your way through the book, you'll build and program five wicked cool robots: –ROV3R, a vehicle you can modify to do things like follow a line,*



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Book: A Beginner's Guide To

*avoid obstacles, and even clean a room –WATCHGOOZ3, a bipedal robot that can be programmed to patrol a room using only the Brick Program App (no computer required!) –SUP3R CAR, a rear-wheel-drive armored car with an ergonomic two-lever remote control –SENTIN3L, a walking tripod*

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Book: A Beginner's Guide To  
Building And Programming

*that can record and execute color-coded sequences of commands –T-R3X, a fearsome bipedal robot that will find and chase down prey With The LEGO MINDSTORMS EV3 Laboratory as your guide, you'll become an EV3 master in no time. Requirements: One LEGO MINDSTORMS EV3 set (LEGO*

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MINDSTORMS EV3 Discovery  
Book: A Beginner's Guide To  
SET #31313)

*Board Game Tournament guides students as they conceive and set up their own board game tournament for their friends and community. The considerate text includes easy-to-follow lists and will hold the readers' interest, allowing for successful*

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*Book: A Beginner's Guide To  
Building And Programming  
Robots*  
*mastery and comprehension. Written  
with a high interest level to appeal to a  
more mature audience, these books  
maintain a lower level of complexity  
with clear visuals to help struggling  
readers along. A table of contents,  
glossary with simplified pronunciations,  
and index all enhance achievement*

File Type PDF The LEGO  
MINDSTORMS EV3 Discovery  
Book: A Beginner's Guide To  
and comprehension.

*Through the use of a fictional story, this book details how to build and design robots. Max, the story's main character, is part of an archaeological expedition investigating a newly discovered Mayan pyramid. During the expedition, the team encounters*

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*Book: A Beginner's Guide To  
Building And Programming  
Robots*  
*various problems, each solved with the  
help of a unique robot that Max creates  
using the Lego Mindstorms NXT kit.  
Although the book reveals possible  
robotic solutions and offers detailed  
information on how to build and  
program each robot, readers are  
encouraged to come up with their own.*

File Type PDF The LEGO  
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*The book includes complete building theory information and provides worksheets for brainstorming.*

*LEGO MINDSTORMS NXT 2.0*

*The LEGO MINDSTORMS NXT 2.0  
Discovery Book*

*The LEGO Power Functions Idea  
Book, Volume 1*

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Book: A Beginner's Guide To  
*Build, Program, and Experiment with  
Five Wicked Cool Robots*  
*Maximum Lego Ev3  
Cool Robots*

**Attention young LEGO brick  
builders: Sean Kenney is back  
again with original creations of**



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Book: A Beginner's Guide To  
**Robotopolis--robots,  
transformers, and spaceships of  
all sizes, colors, and features.  
Complete with select model  
instructions, insider tips, and  
landscape designs for new LEGO  
fans of all ages as well as**

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diehard enthusiasts.

**Design that works! It's what you  
need if you're building and  
competing with LEGO  
MINDSTORMS EV3 robotics.  
You'll find uses for the new light  
sensors and gyro sensors in**

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**navigation, helping you to follow lines and make turns more consistently. Approach collision detection with greater confidence through EV3's ultrasonic sensor. Learn new designs for power attachments.**

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Robots

**Winning Design! is about  
building with LEGO  
MINDSTORMS EV3 for fun, for  
education, but especially for  
competition. Author James  
Trobaugh is an experienced  
coach and leader in the FIRST**

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**LEGO League. In this book, he shares his hard-won knowledge about design principles and techniques that contribute toward success in robotics competitions. Winning Design! unlocks the secrets of reliable**

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Book: A Beginner's Guide To  
design using LEGO  
MINDSTORMS EV3. You'll learn  
proven design patterns that you  
can employ for common tasks  
such as turning, pushing, and  
pulling. You'll reduce and  
compensate for variation in

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**performance from battery charge levels and motor calibration differences. You'll produce designs that won't frustrate you by not working, but that will delight you with their reliable performance in the heat of**

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**competition. Good design is about more than just the hardware. Software counts for a lot, and Winning Design! has you covered. You'll find chapters on program design and organization with tips on effective coding and**



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**documentation practices. You'll learn about master programs and the needed flexibility they provide. There's even a section on presenting your robot and software designs to the judges. Winning Design! is the book you**

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need if you're involved in  
competitions such as FIRST  
LEGO League events. Whether  
coach, parent, or student, you'll  
find much in this book to make  
your design and competition  
experience fun and memorable,

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**and educational. Don't be  
without this book if you're  
leading a team of young people  
as they build skills toward a  
future in technology. What You  
Will Learn Build winning robots  
on a foundation of good chassis**

Book: A Beginner's Guide To  
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Robots

**design Reduce variability in  
robot mechanical movements  
Design modular attachments for  
quick change during competition  
Solve navigation problems such  
as steering, squaring up, and  
collision detection Manage**

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software using master programs  
Building And Programming  
and other techniques Power your  
Robots  
robot attachments via motors  
and pneumatics Who This Book  
Is For Students, parents,  
teachers, and coaches involved  
in LEGO MINDSTORMS EV3

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robot design and programming.  
Building And Programming  
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Furnishes detailed, step-by-step  
instructions for designing,  
constructing, and programming  
ten innovative robots--including  
the Grabbot, Dragster, and The  
Hand--with detailed guidelines

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Book: A Beginner's Guide To

**on how a NXT program works  
and its applications in the world  
of robotics. Original. (All Users)**

**In this highly visual title, readers  
will find out where fashion trends  
originate, learn about cutting-  
edge technologies such as**

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**digital prints and smart clothing, and discover how to use up-cycling to create original fashion statements. They will also learn about choosing patterns and textiles, and be instructed on how to do design techniques**



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**such as basic sewing, beading,  
and stenciling. The book  
includes several imaginative  
Maker projects to inspire readers  
to create works of fashion art.  
The LEGO MINDSTORMS EV3  
Laboratory**

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**Make: Lego and Arduino Projects  
Winning Design!  
Creating Cool MINDSTORMS  
NXT Robots  
The Art of LEGO MINDSTORMS  
NXT-G Programming  
Lego(r) Mindstorms Ev3**

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Book: A Beginner's Guide To  
**Robotics for Ages 7 to 70**

*Teaches boys and girls ages 8 and up  
basic carpentry skills through easy-to-  
make projects: bird feeder, sailboat, tie  
rack, flower box, and 11 more. Over  
100 black-and-white illustrations.  
Master builder and LEGO luminary*

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Book: A Beginner's Guide To  
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*Yoshihito Isogawa helps you build more than 100 creative, non-electric models with LEGO Technic parts. Part of a two-volume set. This book in the LEGO Technic Non-Electric Models series features 141 motor-free devices for you to build and operate. Each*

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*project includes full-color  
photographs from multiple angles and  
illustrated Technic parts to help you  
follow along. The models range from  
basic mechanisms that showcase the  
power of gears and rotation to moving  
vehicles that demonstrate linear,*

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*oscillating, rotary, and reciprocating motion. The Technic models in Simple Machines require no electric elements or sensors. Instead, they operate with cranks, chains, cams, rack-and-pinion gears, rubber bands, weights, and flywheels. As you explore these*

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*unique non-electric models, which will  
fire up the imaginations of LEGO  
builders of all ages. Imagine. Create.  
Invent. Now, what will you build?  
Build and Program Your Own  
LEGO® MINDSTORMS® EV3  
Robots Absolutely no experience*



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Book: A Beginner's Guide To  
*needed! Build and program amazing  
robots with the new LEGO*

*MINDSTORMS EV3! With LEGO  
MINDSTORMS EV3, you can do  
modern robotics without complex  
wiring or soldering! This step-by-step,  
full-color tutorial teaches all you need*

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*to know, including basic programming  
Building And Programming  
skills most introductory guides skip.  
Robots*  
*Even better—it's packed with hands-on  
projects! Start by “unboxing” your  
new EV3 kit and getting to know every  
component: motors, sensors,  
connections, remotes, and the EV3's*

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*more powerful, easier-to-program  
“brick.” Then walk through building  
your first “bots”...creating more  
sophisticated robots with wheels and  
motors...engineering for strength and  
balance...“driving” your  
robot...building robots that recognize*

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Book: A Beginner's Guide To  
*colors and do card tricks...and more!*  
***LEGO MINDSTORMS EV3 robotics is  
the perfect pathway into science and  
technology... and this book is the  
easiest way to get started, even if you  
have absolutely no robotics or  
programming experience! Explore***

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*your new EV3 kit: both the retail  
“Home” and LEGO “Education”  
versions Get foolproof help with  
building the Track3r and other  
standard robots Build cars and tanks,  
and hack them to do even more Write  
programs that enable your robots to*

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*make their own decisions Improve your  
programs with feedback Handle more  
sophisticated engineering and  
programming tasks Troubleshoot  
problems that keep your robot from  
moving Get involved with the  
worldwide MINDSTORMS® robotics*

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*Book: A Beginner's Guide To  
Building And Programming  
Robots*  
*community Marziah Karch is Senior  
Instructional Designer at NWEA, a  
Google Expert at About.com, and  
Senior Web Editor at GeekMom. She  
has more than a decade of experience  
in instructional technology and was  
senior educational technologist for*

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*Johnson County Community College, where she also taught interactive media development. She holds a master's degree in Instructional Design and Technology, and is pursuing a doctorate in Library and Information Science. Her hands-on technology*



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*experience ranges from 3D animation  
Building And Programming  
Robots  
to multimedia learning, content  
management to music video creation.  
She has extensively explored the  
educational potential of LEGO  
robotics. She is the author of Android  
Tablets Made Simple. This book is not*

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Book: A Beginner's Guide To  
*authorized or endorsed by the LEGO®  
Group.*

*Helps readers harness the capabilities  
of the LEGO MINDSTORMS NXT set  
and effectively plan, build and  
program NXT 2.0 robots, offering an  
overview of the pieces in the NXT set,*

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*practical building techniques,  
instruction on the official NXT-G  
programming language and step-by-  
step instructions for building,  
programming and testing a variety of  
sample robots. Original.*  
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*Book (Full Color)*

*Leverage the LEGO MINDSTORMS  
EV3 platform to build and program  
intelligent robots*

*Lego Ev3 Robotics*

*Easy Carpentry Projects for Children  
Tools and Techniques for Building*

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*and Programming Robots*  
*Build and Program Your Own LEGO*  
*Mindstorms EV3 Robots*

The Ultimate Tool for MINDSTORMS®  
Maniacs The new MINDSTORMS kit has  
been updated to include a programming  
brick, USB cable, RJ11-like cables,  
motors, and sensors. This book updates the

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robotics information to be compatible with the new set and to show how sound, sight, touch, and distance issues are now dealt with. The LEGO MINDSTORMS NXT and its predecessor, the LEGO MINDSTORMS Robotics Invention System (RIS), have been called "the most creative play system ever developed." This

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book unleashes the full power and potential of the tools, sensors, and components that make up LEGO MINDSTORMS NXT. It also provides a unique insight on newer studless building techniques as well as interfacing with the traditional studded beams. Some of the world's leading LEGO MINDSTORMS

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inventors share their knowledge and development secrets. You will discover an incredible range of ideas to inspire your next invention. This is the ultimate insider's look at LEGO MINDSTORMS NXT system and is the perfect book whether you build world-class competitive robots or just like to mess around for the



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fun of it. Featuring an introduction by astronaut Dan Barry and written by Dave Astolfo, Invited Member of the MINDSTORMS Developer Program and MINDSTORMS Community Partners (MCP) groups, and Mario and Giulio Ferrari, authors of the bestselling Building Robots with LEGO Mindstorms, this book

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covers: Understanding LEGO Geometry  
Playing with Gears Controlling Motors

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NXT? Building Strategies Programming  
the NXT Playing Sounds and Music

Becoming Mobile Getting Pumped:  
Pneumatics Finding and Grabbing Objects  
Doing the Math Knowing Where You Are

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Classic Projects Building Robots That  
Walk Robotic Animals Solving a Maze  
Drawing and Writing Racing Against  
Time Hand-to-Hand Combat Searching for  
Precision Complete coverage of the new  
Mindstorms NXT kit Brought to you by  
the DaVinci's of LEGO Updated edition of  
a bestseller

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Starch Press

Discover the many features of the LEGO®  
MINDSTORMS® NXT 2.0 set. The  
LEGO MINDSTORMS NXT 2.0  
Discovery Book is the complete,

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illustrated, beginner's guide to  
MINDSTORMS that you've been looking  
for. The crystal clear instructions in the  
Discovery Book will show you how to  
harness the capabilities of the NXT 2.0 set  
to build and program your own robots.  
Author and robotics instructor Laurens  
Valk walks you through the set, showing

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you how to use its various pieces, and how to use the NXT software to program robots. Interactive tutorials make it easy for you to reach an advanced level of programming as you learn to build robots that move, monitor sensors, and use advanced programming techniques like data wires and variables. You'll build eight

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increasingly sophisticated robots like the Strider (a six-legged walking creature), the CCC (a climbing vehicle), the Hybrid Brick Sorter (a robot that sorts by color and size), and the Snatcher (an autonomous robotic arm). Numerous building and programming challenges throughout encourage you to think

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creatively and to apply what you've  
learned as you develop the skills essential  
to creating your own robots.

Requirements: One LEGO  
MINDSTORMS NXT 2.0 set (#8547)

Features: □ A complete introduction to  
LEGO MINDSTORMS NXT 2.0

□ Building and programming instructions



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for eight innovative robots 150 sample programs and 72 programming challenges (ranging from easy to hard) encourage you to explore newly learned programming techniques 15 building challenges expand on the robot designs and help you develop ideas for new robots Who is this book for? This is a perfect introduction for those

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new to building and programming with the  
LEGO MINDSTORMS NXT 2.0 set. The  
book also includes intriguing robot designs  
and useful programming tips for more  
seasoned MINDSTORMS builders.

Follow the adventures of Evan and his  
archaeologist uncle as they explore for  
treasure from an ancient kingdom. Help

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them succeed by building a series of five robots using LEGO's popular MINDSTORMS NXT 2.0 robotics kit.

Without your robots, Evan and his uncle are doomed to failure and in grave danger. Your robots are the key to their success in unlocking the secret of The King's Treasure! In this sequel to the immensely

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popular book, LEGO MINDSTORMS  
NXT: The Mayan Adventure, you get both  
an engaging story and a personal tutorial  
on robotics programming. You'll learn  
about the motors and sensors in your NXT  
2.0 kit. You'll learn to constructively  
brainstorm solutions to problems. And  
you'll follow clear, photo-illustrated

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Robots

instructions that help you build, test, and  
operate a series of five robots

corresponding to the five challenges Evan  
and his uncle must overcome in their  
search for lost treasure. Provides an  
excellent series of parent/child projects  
Builds creative and problem-solving skills  
Lays a foundation for success and fun with

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LEGO MINDSTORMS NXT 2.0 Please  
note: the print version of this title is black  
& white; the eBook is full color.

The LEGO Christmas Ornaments Book

The Mayan Adventure

The LEGO MINDSTORMS EV3

Discovery Book

15 Designs to Spread Holiday Cheer

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Book: A Beginner's Guide To  
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Unofficial LEGO MINDSTORMS NXT  
2.0 Inventor's Guide

LEGO Technic Robotics

The LEGO® MINDSTORMS® EV3  
Idea Book explores dozens of  
creative ways to build  
amazing mechanisms with the  
LEGO MINDSTORMS EV3 set.

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Each model includes a list of the required parts, minimal text, and colorful photographs from multiple angles so you can re-create it without the need for step-by-step instructions. You'll learn to build cars with



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real suspension, steerable  
crawlers, ball-shooters,  
grasping robotic arms, and  
other creative marvels. Each  
model demonstrates simple  
mechanical principles that  
you can use as building  
blocks for your own

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Robots  
creations. Best of all,  
every part you need to build  
these machines comes in one

LEGO set (#31313)!

At last, fans of the LEGO  
BOOST robot building kit  
have the learning resource  
they've been missing! Enter

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that will help readers learn  
how to build and code LEGO  
creations that move, explore  
their environment, grab and  
lift objects, and more. The  
LEGO BOOST kit lets younger

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builders create fun, multifunctional robots by combining bricks with code, but it doesn't come with a manual. With the help of this complete guide to the LEGO BOOST set, you'll be on your way to building and

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programming BOOST robots in no time. You'll begin your exploration by building a basic rover robot called MARIO to help you learn the fundamentals of the BOOST programming environment. Next, you'll add features to

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your rover to control its movement and make it repeat actions and react to colors and sounds. Once you've learned some programming basics, you'll learn how to program your robot to do things like follow lines on

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the ground, scan its  
environment to decide where  
to go, and even play darts.

As final projects, you'll  
create two complete robots:  
BrickPecker to help you  
organize your bricks and  
CYBOT, a robot that talks,

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shoots objects, and executes voice commands. As you advance through the book, optional lessons aim to deepen your understanding of basic robotics concepts. Brain BOOSTer sections let you dig into the math and



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Book: A Beginner's Guide To  
of coding examples to guide  
you, The LEGO BOOST Activity

Book is sure to take you  
from beginning builder to  
robotics whiz and give your  
robot-building brain that  
needed boost!

This Christmas, LEGO is

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moving from under the tree  
to on the tree! With The  
LEGO Christmas Ornaments  
Book as your guide, you'll  
make classic globe and  
barrel ornaments, all out of  
LEGO, as well as original  
gingerbread houses, a

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charming wreath, arcade  
cabinets, and many more.

Packed with step-by-step  
instructions for 15 charming  
builds, The LEGO Christmas  
Ornaments Book is the  
perfect family activity this  
holiday season.

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Book: A Beginner's Guide To  
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The LEGO® BOOST® Idea Book contains dozens of ideas for building simple robots with the LEGO BOOST set. The LEGO® BOOST® Idea Book explores 95 creative ways to build simple robots with the LEGO BOOST set. Each model

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walk and crawl, shoot and grab objects, and even draw using a pen! Each model demonstrates handy mechanical principles that you can use to come up with your own creations. Models come with building hints and

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Robots  
ideas for putting your own  
spin on things. Best of all,  
every part you need to build  
these models comes in the  
LEGO BOOST Creative Toolbox  
(set #17101).

Machines and Mechanisms  
Building Robots with LEGO



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Mindstorms NXT  
The LEGO MINDSTORMS Robot  
Inventor Idea Book  
Memory Genius Book  
Maker Projects for Kids Who  
Love Fashion  
A Beginner's Guide to  
Building and Programming

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An introduction to the LEGO  
Mindstorms Robot Inventor Kit  
through seven engaging projects.  
With its amazing assortment of  
bricks, motors, and smart sensors,  
the LEGO® MINDSTORMS®

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Book: A Beginner's Guide To  
Building And Programming  
Robots  
Robot Inventor set opens the door  
to a physical-meets-digital world.

The LEGO MINDSTORMS Robot  
Inventor Activity Book expands  
that world into an entire universe  
of incredibly fun, uniquely  
interactive robotic creations!

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Robots

Using the Robot Inventor set and a device that can run the companion app, you'll learn how to build bots beyond your imagination—from a magical monster that gobbles up paper and answers written questions, to

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Robots  
a remote-controlled transformer  
car that you can drive, steer, and  
shape-shift into a walking  
humanoid robot at the press of a  
button. Author and  
MINDSTORMS master Daniele  
Benedettelli, a robotics expert,

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takes a project-based approach as he leads you through an increasingly sophisticated collection of his most captivating robot models, chapter by chapter. Each project features illustrated step-by-step building instructions,

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as well as detailed explanations on programming your robots through the MINDSTORMS App—no coding experience required. As you build and program an adorable pet turtle, an electric guitar that lets you shred out

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solos, a fully functional, whiz-bang  
pinball machine and more, you'll  
discover dozens of cool building  
and programming techniques to  
apply to your own LEGO  
creations, from working with  
gears and motors, to smoothing



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out sensor measurement errors,  
storing data in variables and lists,  
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