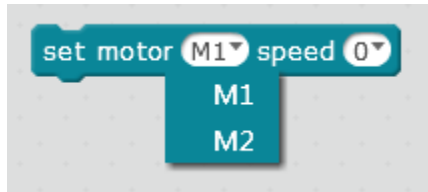
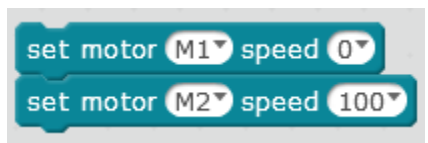


## Move in a Circle

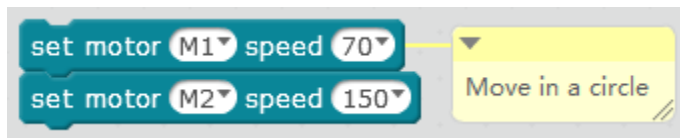
Sometimes we don't want to move in a straight line or perform a point turn (as the turn left / turn right commands do). In this case we can use the "set motor" block:



We can choose a motor (M1 – left, M2 – right) and a power level (negative powers move in reverse). In this way, we can perform swing turns (where one motor is turned off and the other is on):



Or we can move in circles:



Challenge:

1. Write a program so your robot moves in a figure-of-eight.
2. Write a program so your robot spells your initials.