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Lego Mindstorms

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| **Across**  **3.** A written note in the program that explains something about that portion of the program.  **8.** General term for any command or group of commands in a program. In the NXT Programming Software, this is one or more blocks.  **11.** Uses sound waves to detect and measure distances from objects.  **13.** Recognizes seven different colors, measures reflected light intensity and detects ambient light  **14.** A machine that is able to interact with and respond to its environment. characterized by three central capabilities: the ability to Sense, the ability to Plan, and the ability to Act.  **15.** An NXT sensor that detects sound waves and reports the amount of sound back to the NXT | **Down**  **1.** Ports A, B, C, D on the NXT Brick  **2.** An NXT sensor that detects physical contact and reports back to the NXT whether its contact area is pushed or not.  **4.** The special program pre-loaded on the NXT that tells it how to run other programs.  **5.** The Touch Sensor reacts to touch and release, enabling your robotic creation to "feel"! It can detect single or multiple button presses, and reports back to your micro-computer.  **6.** Assists in helping your robot to "see." Using the NXT Brick , it enables your robot to distinguish between light and dark, as well as determine the light intensity in a room or the light intensity of different colors.  **7.** Ports 1,2,3,4 on the NXT Brick  **9.** The NXT Intelligent Brick, your robot's "brain," features a powerful microprocessor and Flash memory, plus support for Bluetooth™.  **10.** The study and application of science, mathematics, and technology to find solutions to real-world problems.  **12.**  The designated areas for connecting sensors and/or motors to the NXT. |