8. Turret Robot
Put up a rubber band between the wheel and the tip of the barrel on turret to cause tensions. And use 1 DC motor to rotate the gun turret, ready to shoot at a target.

When the rubber band hung on barrel rotates the wheel to barrel direction, it gets ready to shoot off. On this occasion, the momentum of the rubber band also increases to the proportion of wheel’s rotating speed. If the rotating speed of wheel is adjusted, shooting range of the rubber band is able to be adjusted.
9

$\text{X} \times 4$
X 2
Turret Robot uses program mode 8 to operate.

1. Load
Connect the rubber band to the wheel.

2. Aim
Move the turret right or left by touching the right or left sensors.

3. Fire
When the center sensor detects your hand, the robot will fire the rubber band.
1. Connect the rubber band to the robot. (Do not shoot it at people)

2. Uses paper cups to make a tower with 3~4 floors. Use one cup for the very top floor. Then, locate your robot 2m away from the tower.

3. Move your turret left and right to aim the robot at the cup on the very top. When there are many players, set up a time limit of 10~30 seconds. It will be more fun!

4. After you are done with aiming, fire the rubber band.

5. When the cup at the very top falls down by the rubber band, you will get a point.

Play the Game!