

Learn to do the projects yourself (TI Rover)

Make sure that you have a Rover to practice with. You can borrow equipment to do TI-Innovator Hub and Rover STEM projects with your students. Go to www.TIstemProjects.com. Click on the Get Started Now button. Then fill out the form to begin the conversation with the TI STEM team.

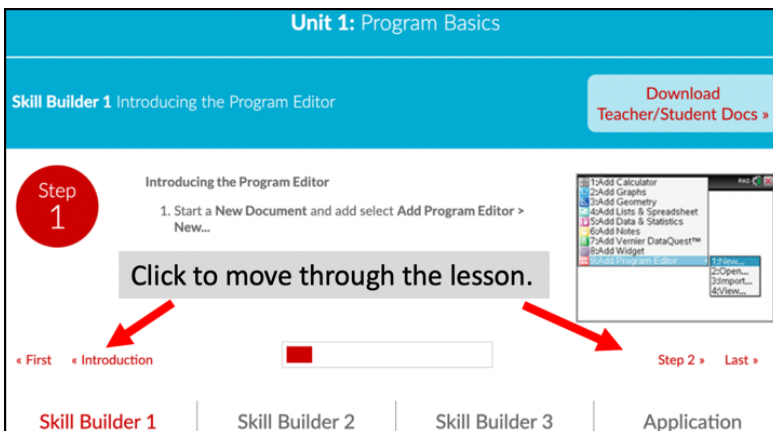
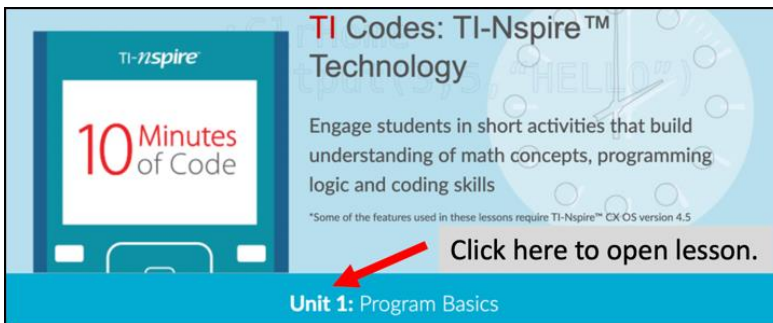
We recommend the following steps to prepare for

- TI Rover Math in Motion Plus Lessons [link](#)
- Rover, Watch out for Rover Lesson and Contest [link](#)
- On-Ramp to Robotics Unit 1 (Motion)/Mars Rover Challenge [link](#)
- On-Ramp to Robotics Unit 2 (Sensing)/Mars Mineral Challenge [link](#)

Step 1: Start with 10 Minutes of Code Unit 1 Skill Builder 1 [link](#)

This “Hello World” lesson will give background on creating, storing, editing and running programs on the TI-Nspire.

Note: On the Ten Minutes of Code web page click on the Unit 1 headline to open the lessons in the unit.



Step 2: Then do 10 Minutes of Code with TI-Innovator Technology Unit 4 (Making Rover Move) [link](#)

These step-by-step skill builders will help you and your students get experience in writing programs for the Rover.

Step 3: You are now ready to do the TI Rover lessons and projects.

Follow the links above.

Make sure to download the teacher materials on each activity page.

See other projects at www.TIstemProjects.com.

Contact stem-team@ti.com with questions or comments.