Goals:
- Bring together the programming they learned in Workshop I with a less well-defined project in the form of the CanDo Challenge.

Process:
- In the middle of the lecture piece, right before the section on Managing Your Team, take a break for a hands-on exercise. Have the class divide into teams of 3 or 4 people each. Have each group get an EV3 kit, which should have an already constructed EV3 robot from Workshop I.
- Demonstrate a loop
  - Create a program with a couple of move blocks
  - Add a loop before or after the two move blocks.
  - Show how to select and move the two move blocks into the loop.
  - Point out the various properties available for loops
- Have each group do the CanDo challenge.
- Limit the time, since there is a lot more lecture material to go through before the end of the workshop.

If there is time:
- If there is time, let the teams do some more programming experiments. They can choose what they want to try, or we can suggest some possibilities.
  - They could see if they can use the distance sensor. It is really fun to see a team use the distance sensor in the CanDo challenge to develop an optimum way to solve the challenge.
  - Perhaps try the color sensor. We intend to do more with the color sensor in Workshop 3, so this would just get them trying it themselves.
  - We think we will do line following in Workshop 3, so that is something to save.

Other notes:
- Assume that in Workshop I they have been given a tour of last year’s Challenge field set-up.