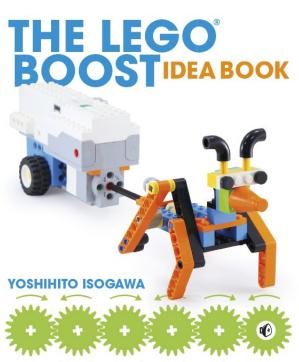
The LEGO® Boost Idea Book

by Jetro de Château



95 Simple Robots and Hints for Making More!

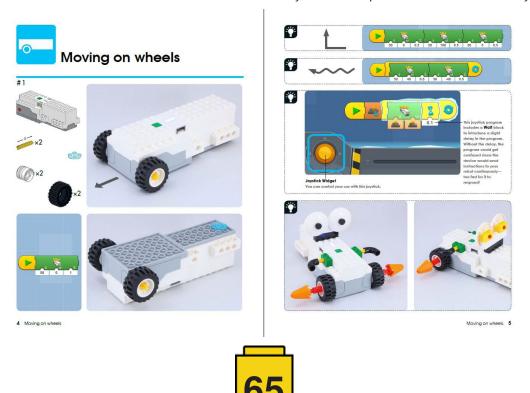
It is no secret that I am a big Boost fan. I have always had a particular interest in programmable LEGO® sets, be it the 8479 Barcode Truck (1997) or MINDSTORMS products. Boost adds a different experience as it is primarily targeted towards a younger audience and uses mostly System bricks, as opposed to more complex structures using the Technic system almost exclusively.

In addition, Yoshihito Isogawa is renowned for his simple and elegant designs. He first attracted the attention of Technicloving AFOLS on a worldwide level with his Tora no Maki [1] (a Japanese expression used to describe a definitive reference system for a particular art). While originally self-published, the book was further refined and published by No Starch Press as a series of three LEGO® Technic Idea Books. Later this was followed up by the LEGO® Power Functions Idea Books[2]. In addition to the many ideas the books contain, they have a very well-defined format and style. The books essentially contain no words (other than a short introduction) and rely on icons to indicate types of mechanisms and the occasional arrow to highlight or describe specific actions.

What both book series have in common is that while the author uses mostly parts that can be easily found, there is no single set that contains all of them. That changed with the LEGO® MINDSTORMS EV3 Idea Book [3] which only used the parts available in the 31313 LEGO® MINDSTORMS EV3 set.

A look inside

The LEGO® Boost Idea Book follows the same concept as the other titles in this series. The book contains a short introduction with some practical advice on the Boost app. The text is accompanied by clear images, ensuring that even if you don't feel like reading you will understand what to do. The rest of the book relies almost exclusively on visual indications. Here and there you will find a short, written explanation. However, in many cases an inquisitive mind will have already guessed or



will quickly figure out what a button or lever will do.

As an example, take a look at the very first activity in the first part of the book (image on previous page).

Like every subsequent activity, it contains a parts list and clear pictures from different angles to show you where the parts are attached. Next there is a small sample code to test the idea. After that the book provides several ideas on how to take this build further. It contains some more code samples and a pictorial indication of what each code will accomplish. The third example is more complex and merits some further explanation, but even just following the images you will be able to test out this idea. Finally there are some additional building ideas to get you started on your own inventions.

The book is divided into three parts. Part 1 (colour coded in blue), which includes the above example, covers "Moving with the Move Hub". Part 2 (colour coded in orange) centres on "Using the Interactive Motor" and Part 3 (colour coded in green) provides "More Exciting Ideas". This part shows you how to launch a rocket, make a steering car, create a drawing machine, or use the sensors that come with the kit.





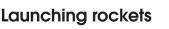
Conclusions

The LEGO® Boost Ideas Book provides tons of ideas for building mechanisms with your Boost set. It does so in a very appealing and visual way. As the subtitle says, it contains 95 simple robots, and hints for making (many!) more. While the book centres mainly on building, it also includes some hints and explanations regarding programming that allow for more than just basic operations. Among other things it shows you how to create a joystick program, how to control a robot by tilting your smart device, and how to interact with sensors.

The introduction to the book contains some more exciting news. If after working your way through this book you are still hungry for more, you can look forward to the LEGO® Boost Activity Book by Daniele Benedettelli. This book will include more complex building and programming challenges, and will be available in January – so expect to see a review in our next issue!

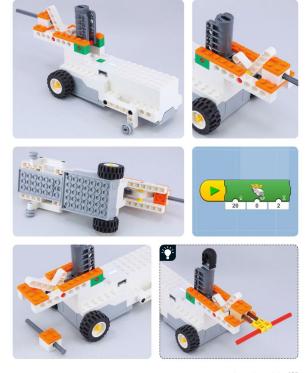
[1] <u>http://www.isogawastudio.co.jp/LEGOstudio/toranomaki/en/</u>
[2] <u>http://www.hispabrickmagazine.com/en/content/</u>
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