

## Challenge Checklist

Challenge	Check	Comments
<b>Challenge 1: Kinetic Sculpture</b>		
<b>Challenge 2: How Does SciBorg Follow a Line?</b>		
<b>Challenge 3: Simple SciBorg Modificati</b> <ol style="list-style-type: none"> <li>a. Changing the Blackness Threshold.</li> <li>b. Swapping Sensors</li> <li>c. Swapping Motors</li> </ol>		
<b>Challenge 4: New SciBorg Programs</b> <ol style="list-style-type: none"> <li>1. ping-pong</li> <li>2. follow-light:</li> <li>3. escape</li> </ol>		
<b>Challenge 5: Sensor Interaction</b> <ol style="list-style-type: none"> <li>1. ab-on-off</li> <li>2. ab-toggle</li> </ol>		
<b>Challenge 6: Indestructible Box</b>		
<b>Challenge 7: Single Motor Drag- Racing Vehicle</b>		
<b>Challenge 8: Communicating Crickets</b>		
<b>Challenge 9: Everyday Sensors</b>		
<b>Challenge 10: Animal Sensors</b>		
<b>Challenge 11: Auto-Thresholding</b>		
<b>Challenge 12: Modularizing Behavior</b> <ol style="list-style-type: none"> <li>1. ab-toggle</li> <li>2. a-toggle-reverse</li> <li>3. ab-onfor</li> </ol>		