

What Makes a Robot?

Power

+

Sense

+

Act

=

Robot



Battery
Every robot needs power!



Brightness
A sense cube that detects the amount of light around it.



Distance
The distance cube senses how far away it is from objects it's pointed towards.



Knob
A sense cube with a knob letting you set the value.



Rotate
One face of this cube rotates.



Drive
Wheels for driving around flat surfaces!



Flashlight
Translates input into a bright beam of white light.



Speaker
Great for building noisy robots.

Think Cubelets

Modify your robot's behavior using Thinks!



Inverse
Flips the value it encounters - low values become high and high values become low.



Passive
Transmits power and data like a wire, and can extend and stabilize robots.