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# Cubelets Blockly Build Challenge

## Explore Sensing blocks with Brightness

This worksheet is designed to support Create with Cubelets Episode 9.2.



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### Program Goal.

Create a program for a Brightness Cubelet that sets the **block value** to **sensor value**, mimicking the Default Brightness Personality.

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### Blocks you will use.



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### Hints.

1. The Block Value is the main variable when building Cubelets programs.
2. SENSE blocks set their block values equal to their unique sensor value.
3. When finished, your robot construction should behave the same as it did with the default Personality.

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## Explore Sensing blocks with Brightness - Pt. 2

This worksheet is designed to support Create with Cubelets Episode 9.2.



### 9.2 Part Two

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#### Program Goal.

Create a program for a Brightness Cubelet that sets the **block value** to opposite of the **sensor value**. Your robot construction should behave as if an Inverse Cubelet were attached.

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#### Blocks you will use.



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#### Hints.



Always  
remember  
to reset your  
Cubelet to Default  
when you are  
done playing!

1. The “inverse of” block has a similar effect to the red Inverse Cubelet.
2. The puzzle-piece shapes give you hints about how to fit the blocks together.
3. Most programs need their blocks to be placed in the “forever do” loop.