Cubelets Blockly Build Challenge
Explore Acting blocks with Bar Graph

This worksheet is designed to support Create with Cubelets Episode 9.3.

9.3
Part One

Program Goal.

Build a program for your Bar Graph that alternates between 50% and 100% of its range for one second each.

Blocks you will use.

wait [1000] milliseconds   [0]   set actuator value to

Hints.

1. Actuator is a fancy term for the part of a machine that does something.

2. Cubelets block values can be any whole number between 0 and 255.

3. Remember that Cubelets are like computers and can go through instructions (commands) very, very quickly!

Explore Acting blocks with Bar Graph - Pt. 2

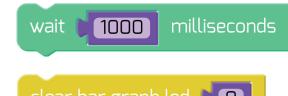This worksheet is designed to support Create with Cubelets Episode 9.3.

Program Goal.

Build a program that blinks only the fifth LED light on the Bar Graph. Each blink should be half of a second on and half a second off.

Blocks you will use.

wait ⬢ 1000 milliseconds

set bar graph led ◀ 0

clear bar graph led ◀ 0

Hints.

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

1. Remember that Cubelets are like computers and can go through instructions (commands) very, very quickly!

2. The Bar Graph Cubelet has 10 LEDs — you can set or clear any of the 10 LEDs.

3. Most programs need their blocks to be placed in the "forever do" loop.