
Cubelets Blockly Build Challenge

Practice logic with Acting blocks using Drive

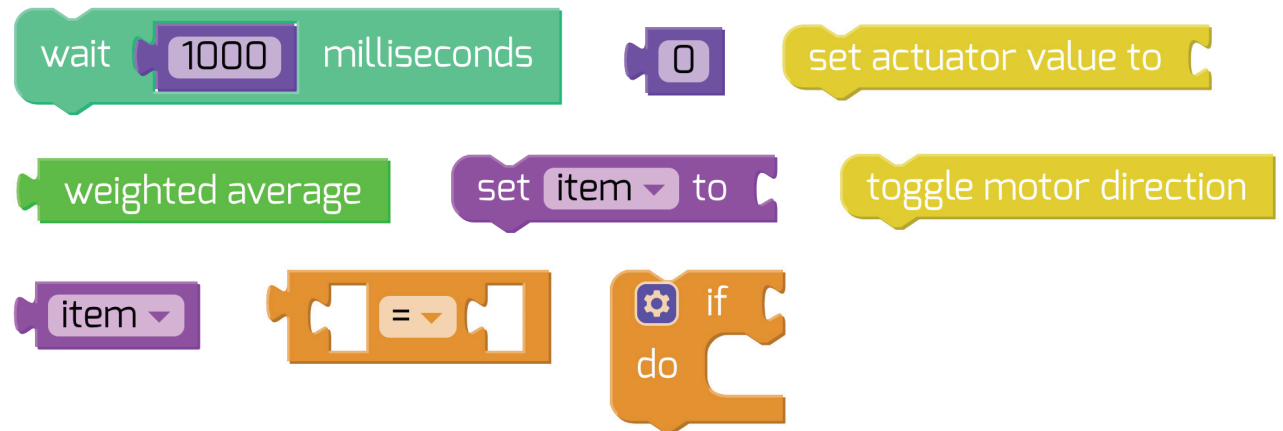
This worksheet is designed to support Create with Cubelets Episode 9.4.



Program Goal.

Build a program that will make the Drive Cubelet switch directions if the **block value** is greater than 240.

Blocks you will use.



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Hints.



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

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1. Start by writing down a description of your program using “pseudo code” or plain English. This will help you organize your thoughts.
 2. Remember to set your Drive wheels face up so that if they start spinning they won’t scoot your robot off the edge of the table!
 3. Remember that Cubelets are like computers and can go through instructions (commands) very, very quickly!
 4. The blue “settings icon” in the “If/do” block will allow you to alter or change the block.
 5. Always remember to define your variables at the top of your program.