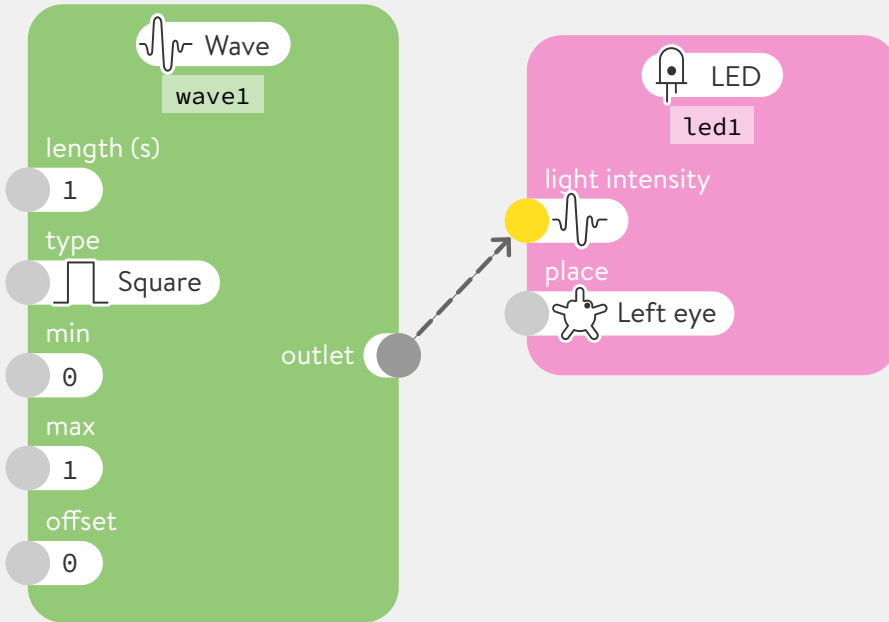


CODING CARDS

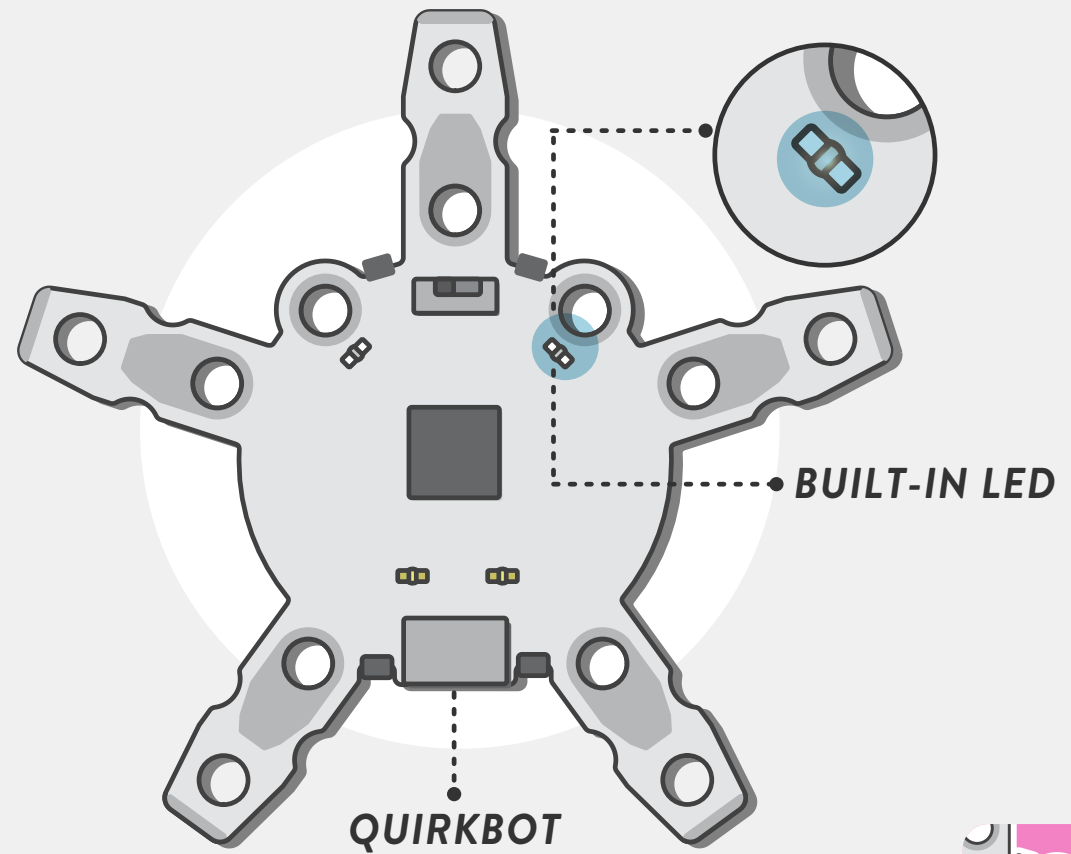


For courses, curriculum-aligned lessons, and other fun resources:

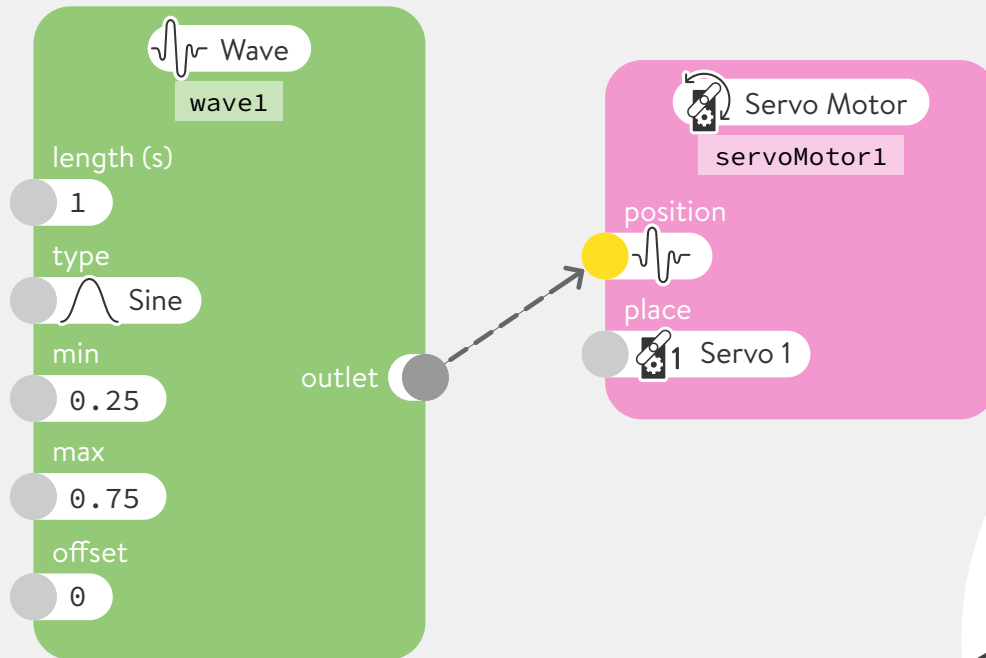
classroom.strawbees.com



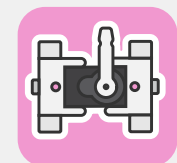
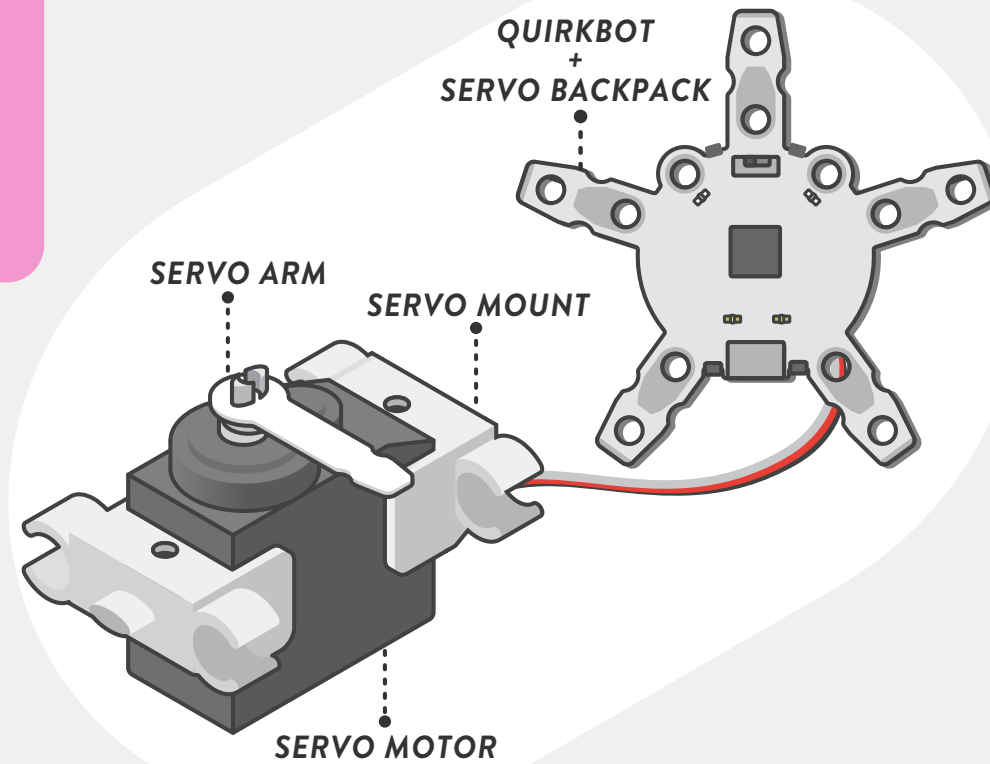
YOU WILL NEED



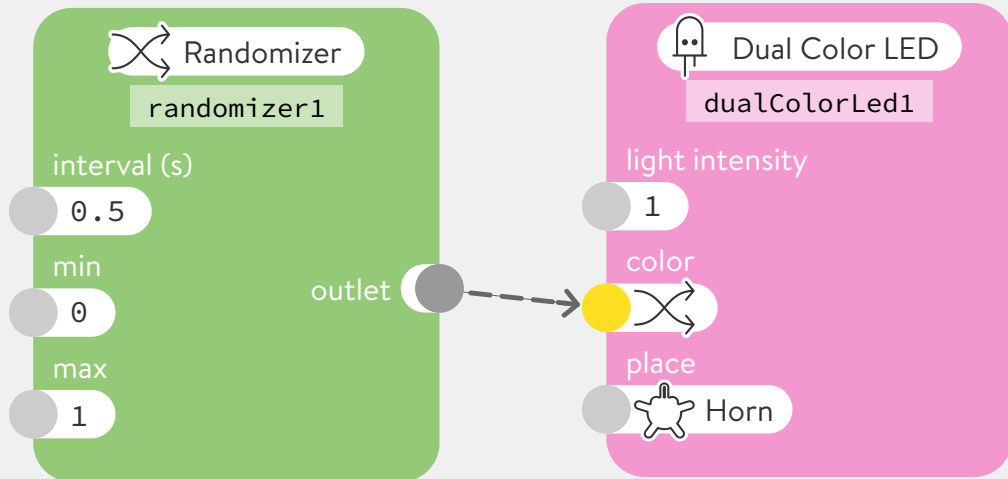
BACK AND FORTH



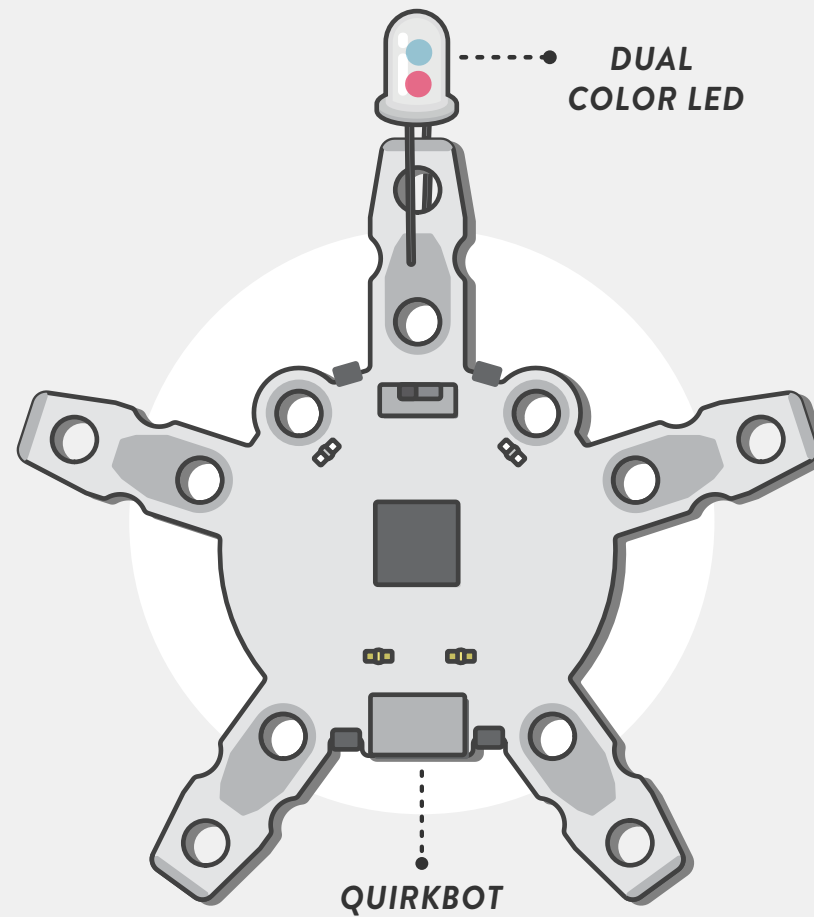
YOU WILL NEED



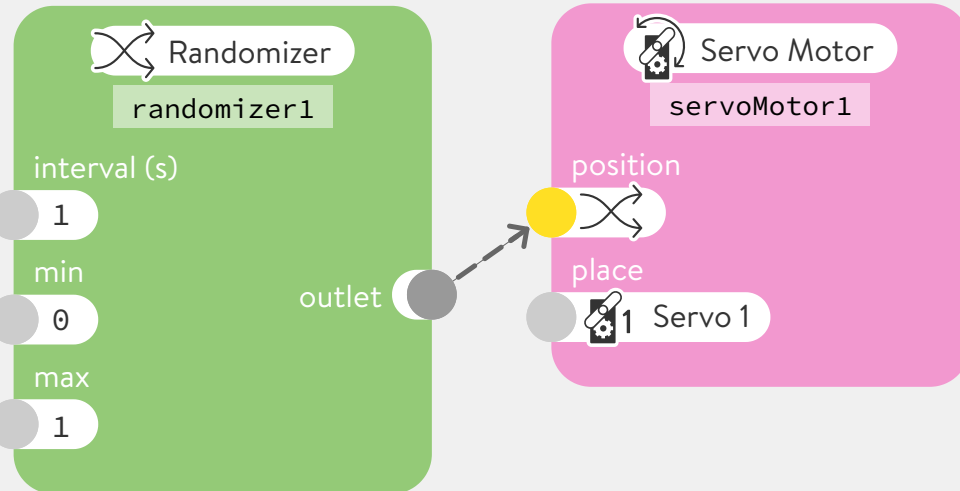
RANDOM COLOR



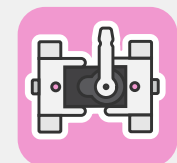
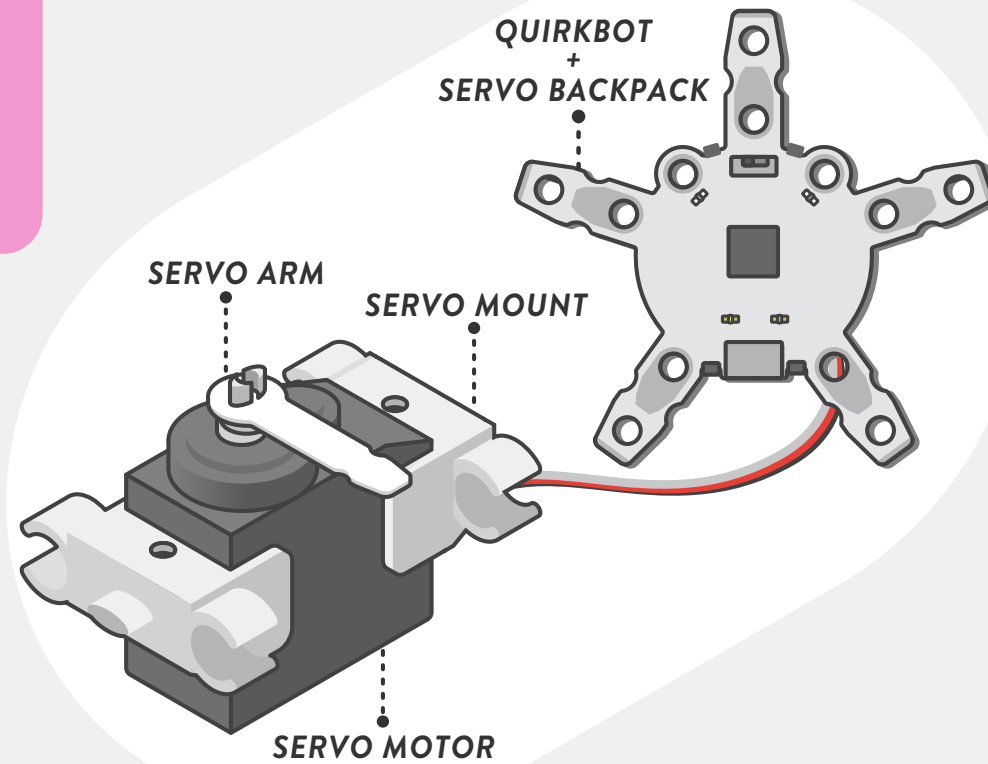
YOU WILL NEED



MOVE RANDOMLY



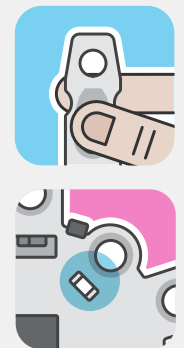
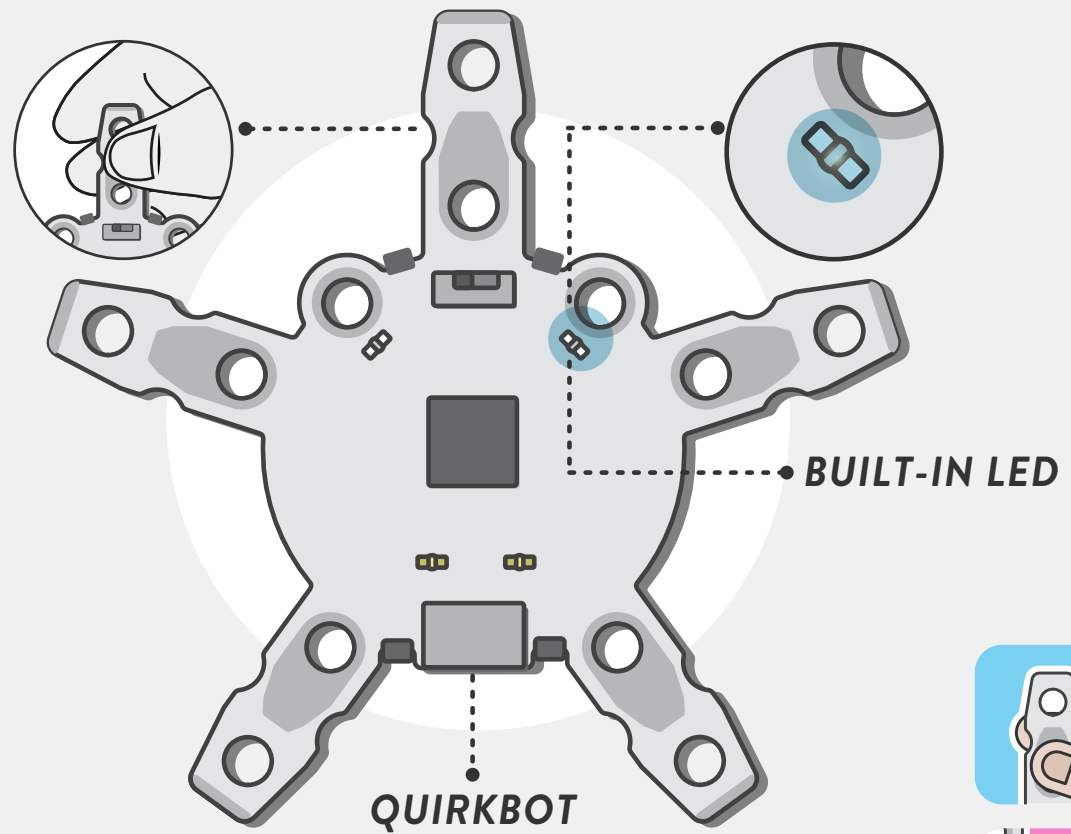
YOU WILL NEED



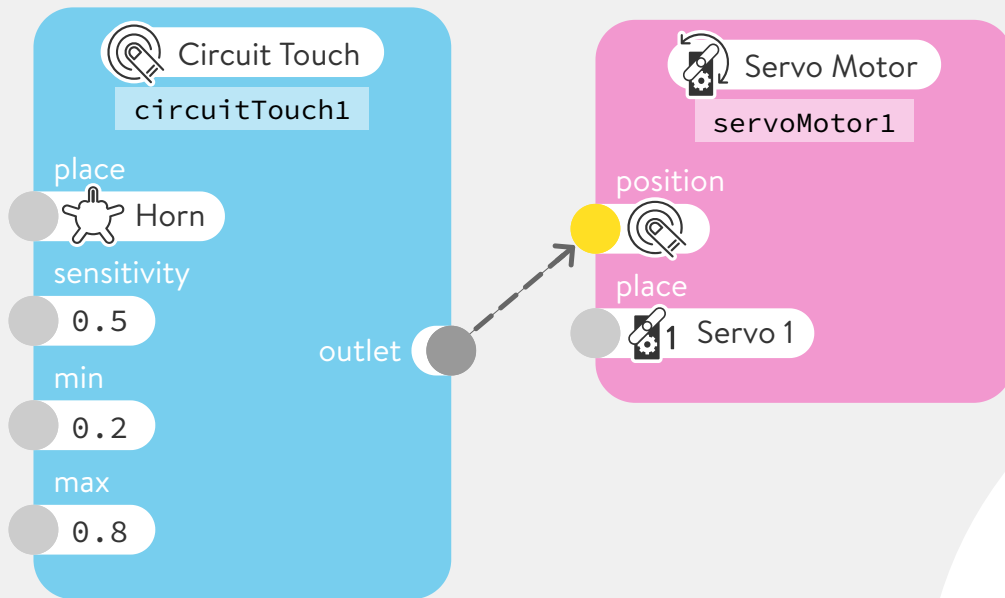
TOUCH TO LIGHT



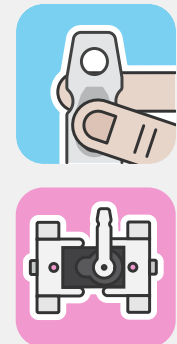
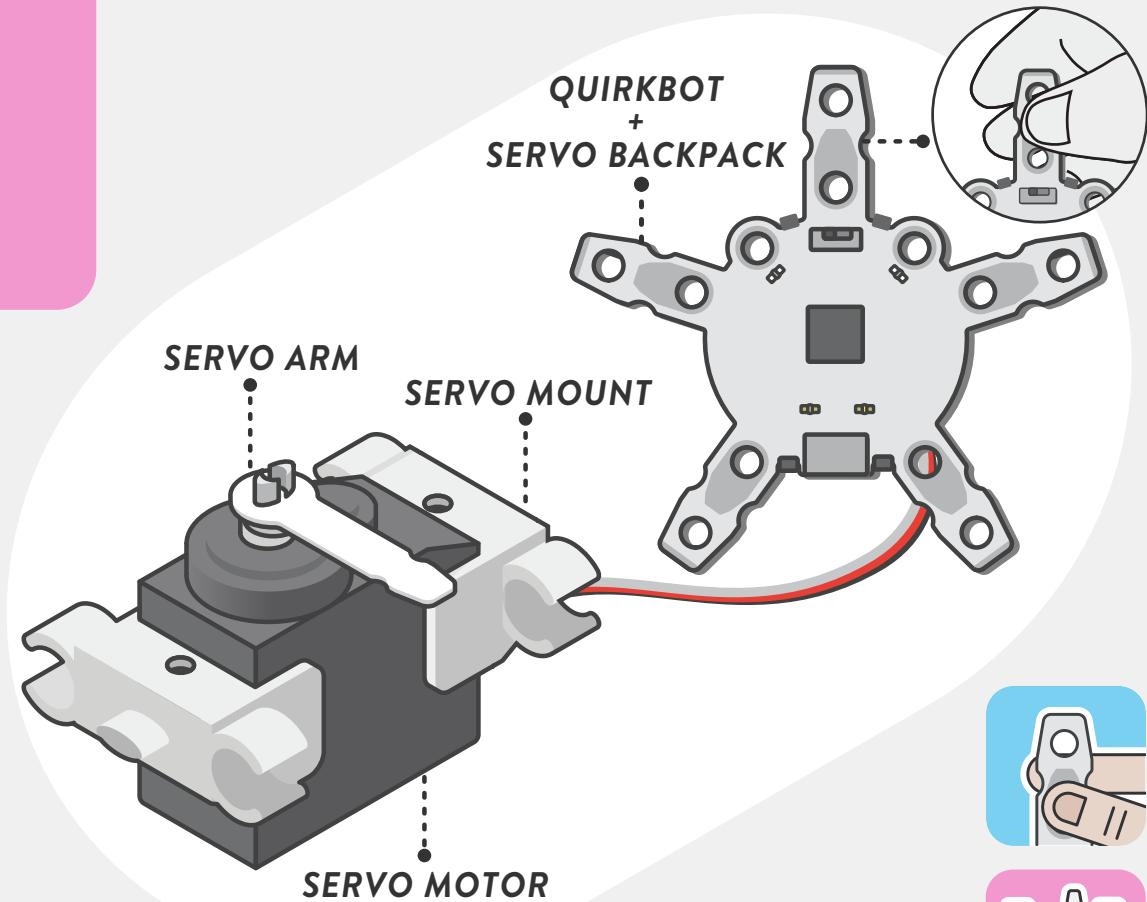
YOU WILL NEED



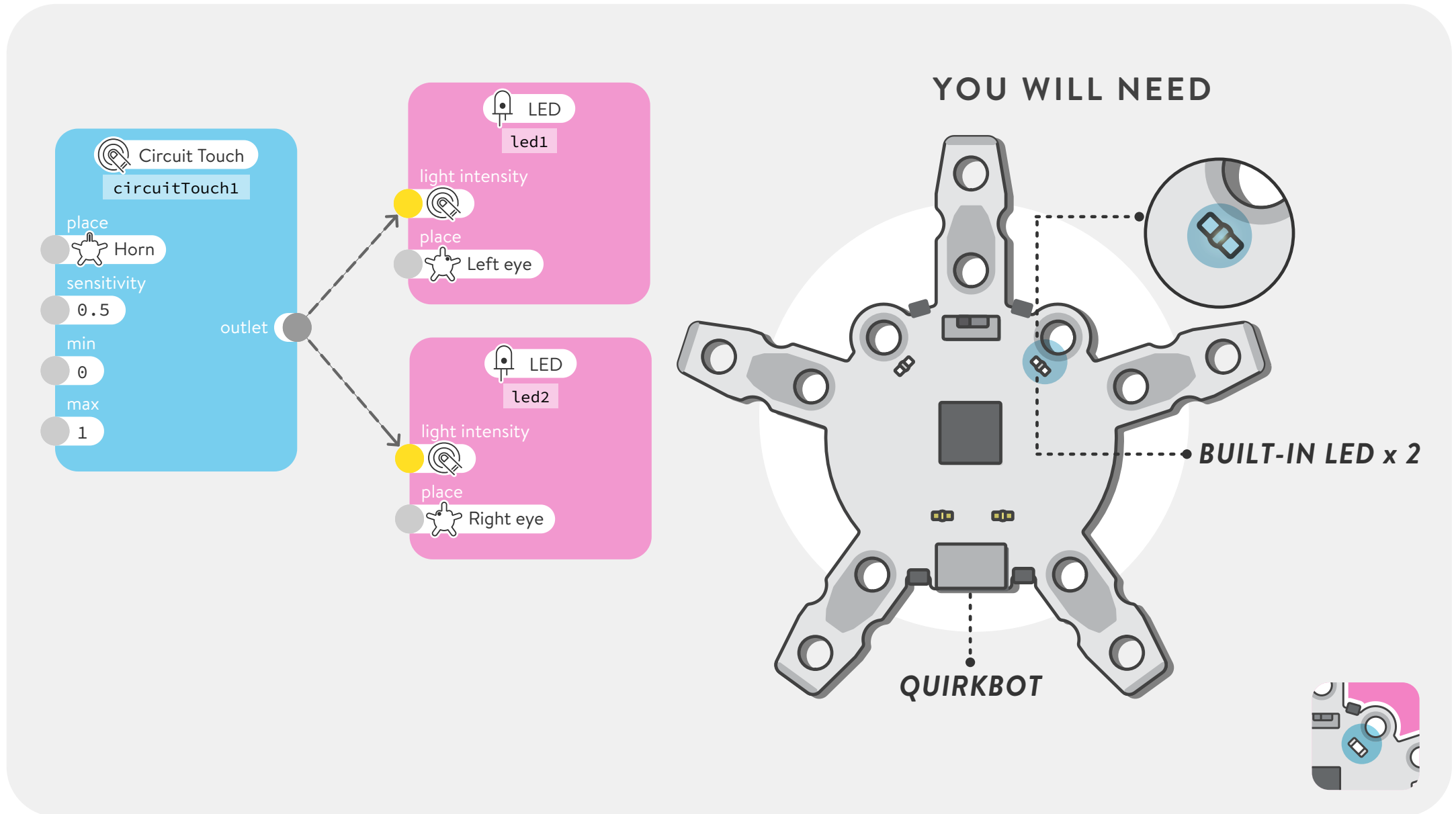
TOUCH TO MOVE



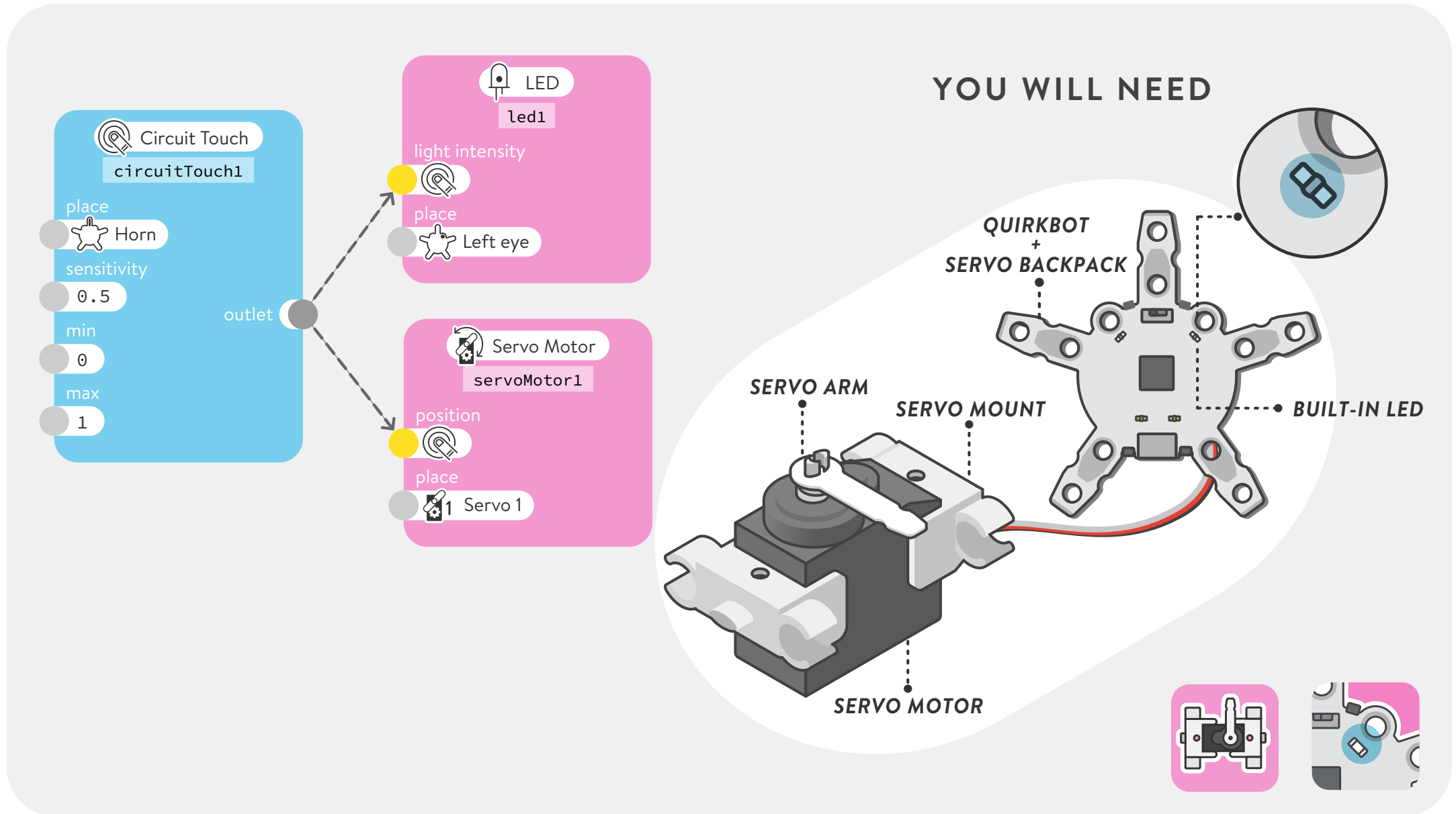
YOU WILL NEED



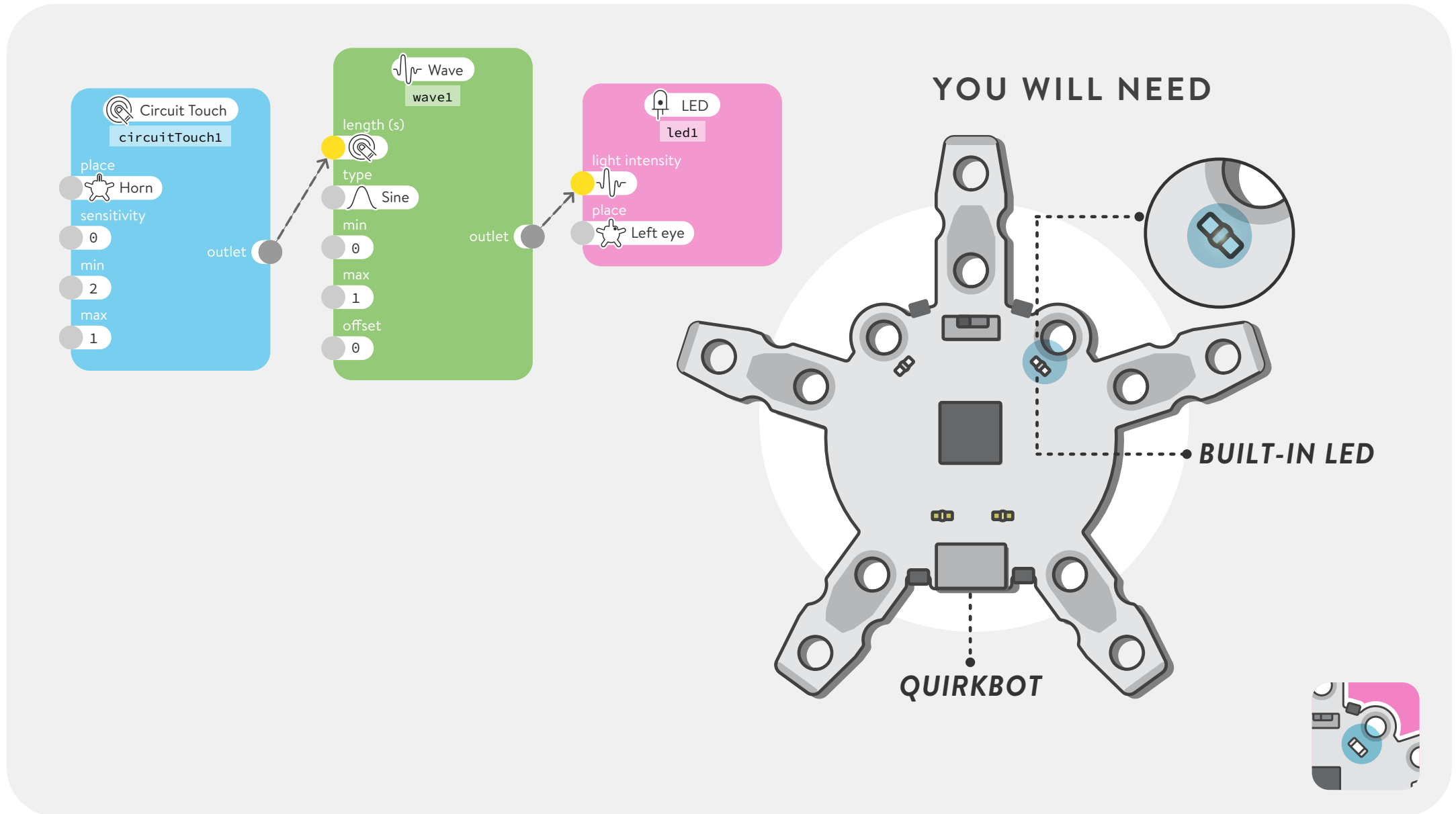
CONTROL 2 LEDS



CONTROL MOTOR AND LED

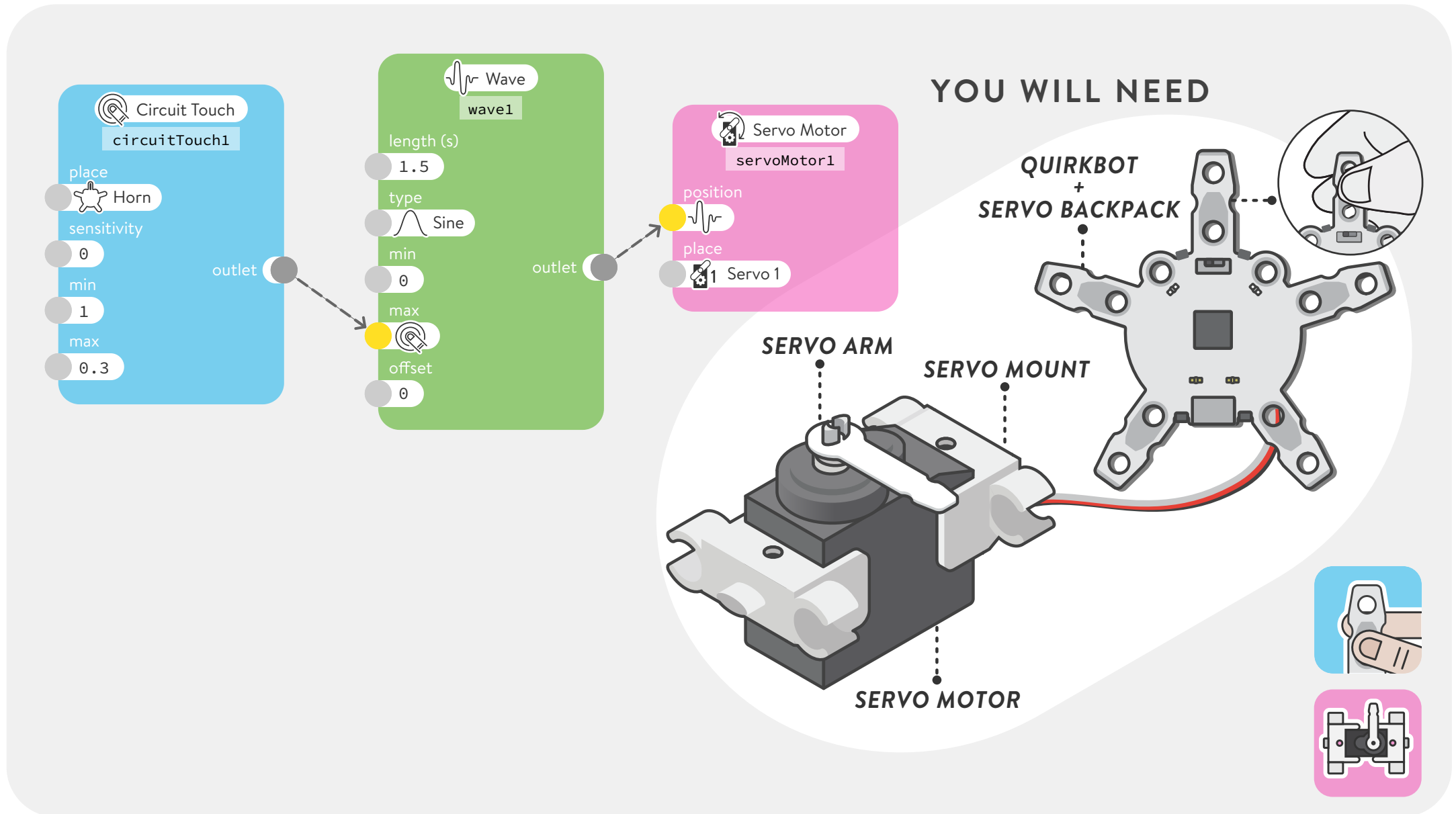


CHANGE FADE SPEED



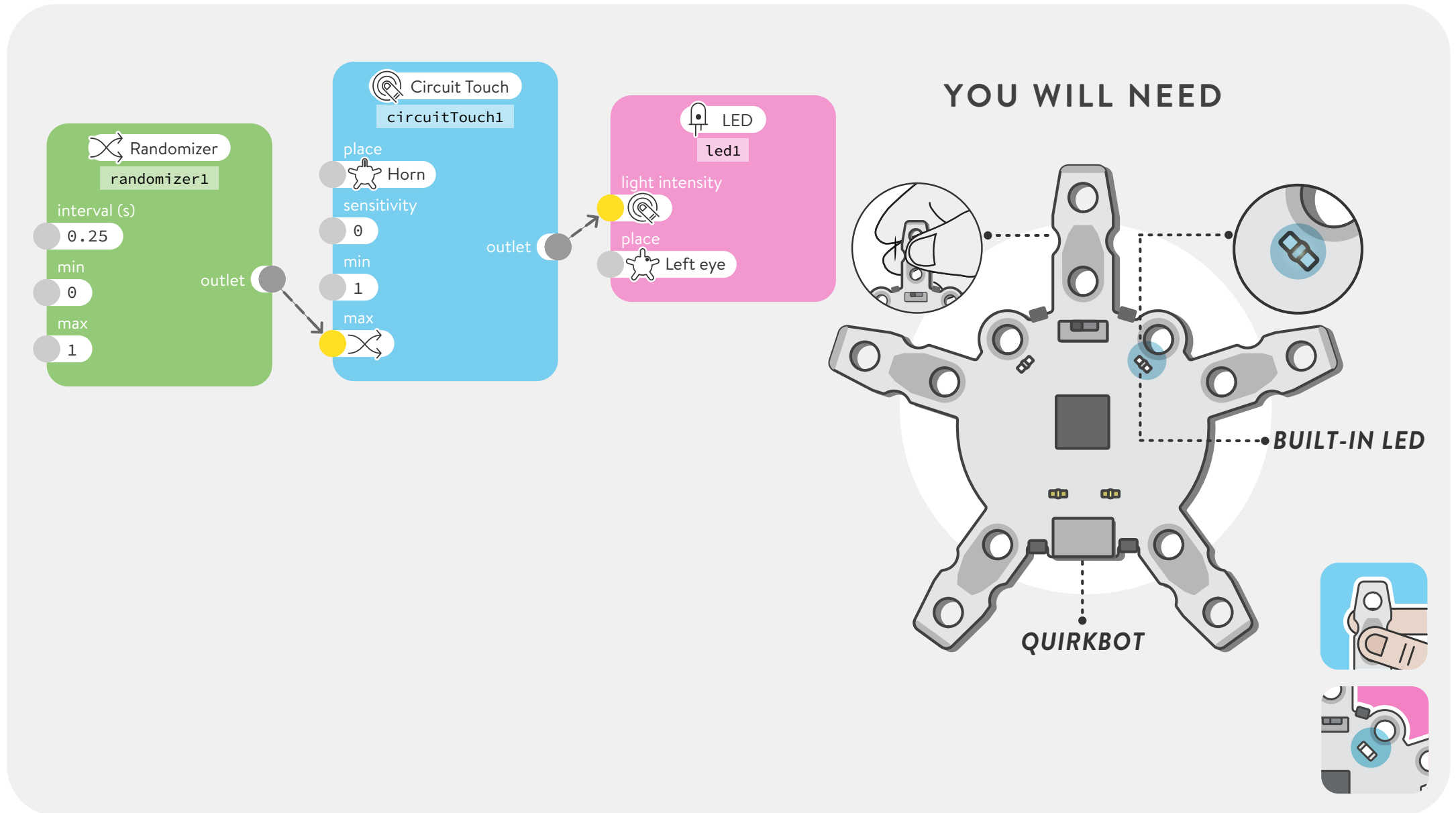


CHANGE MOVEMENT AMPLITUDE



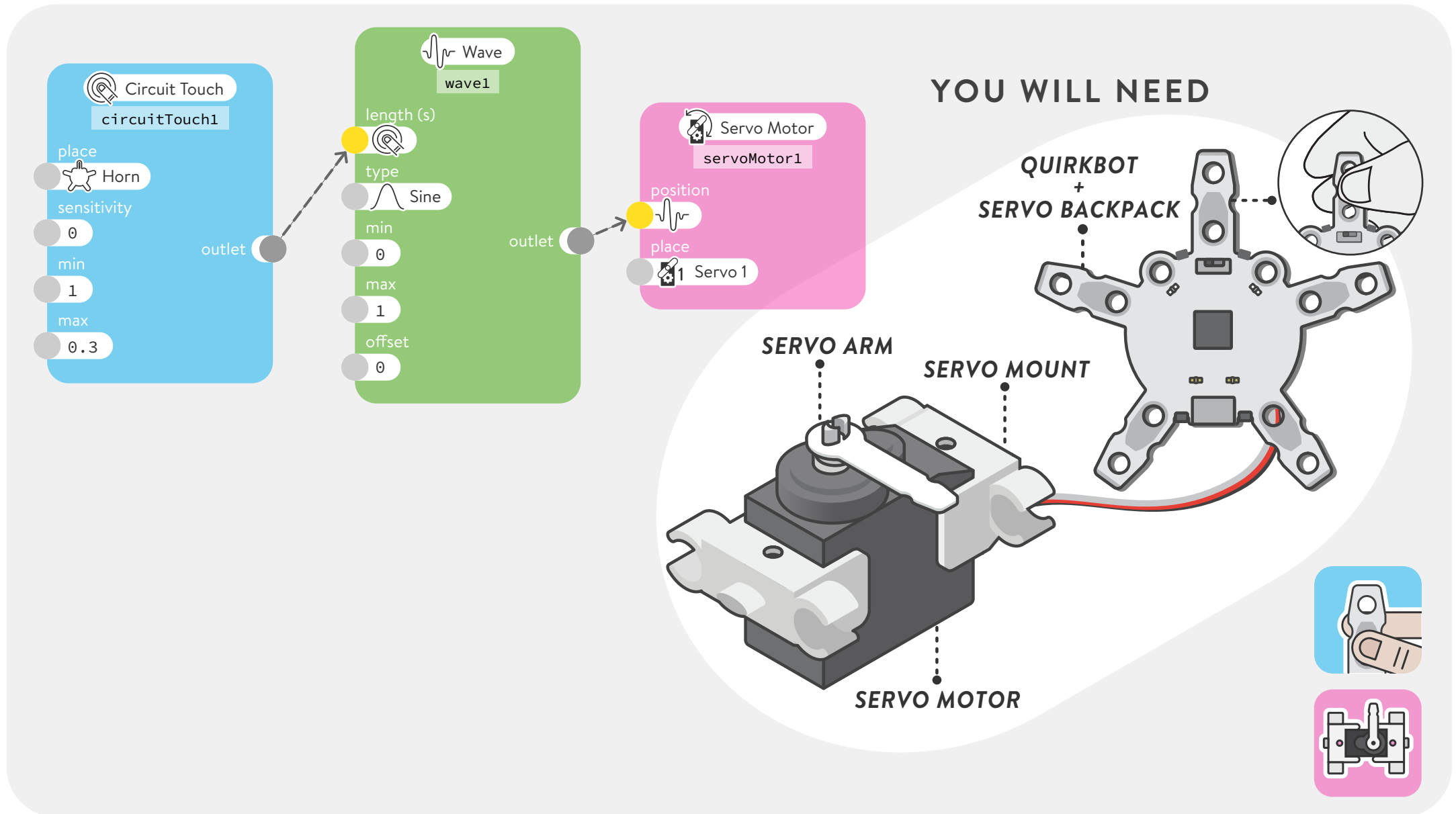


SWITCH STEADY AND RANDOM LIGHT

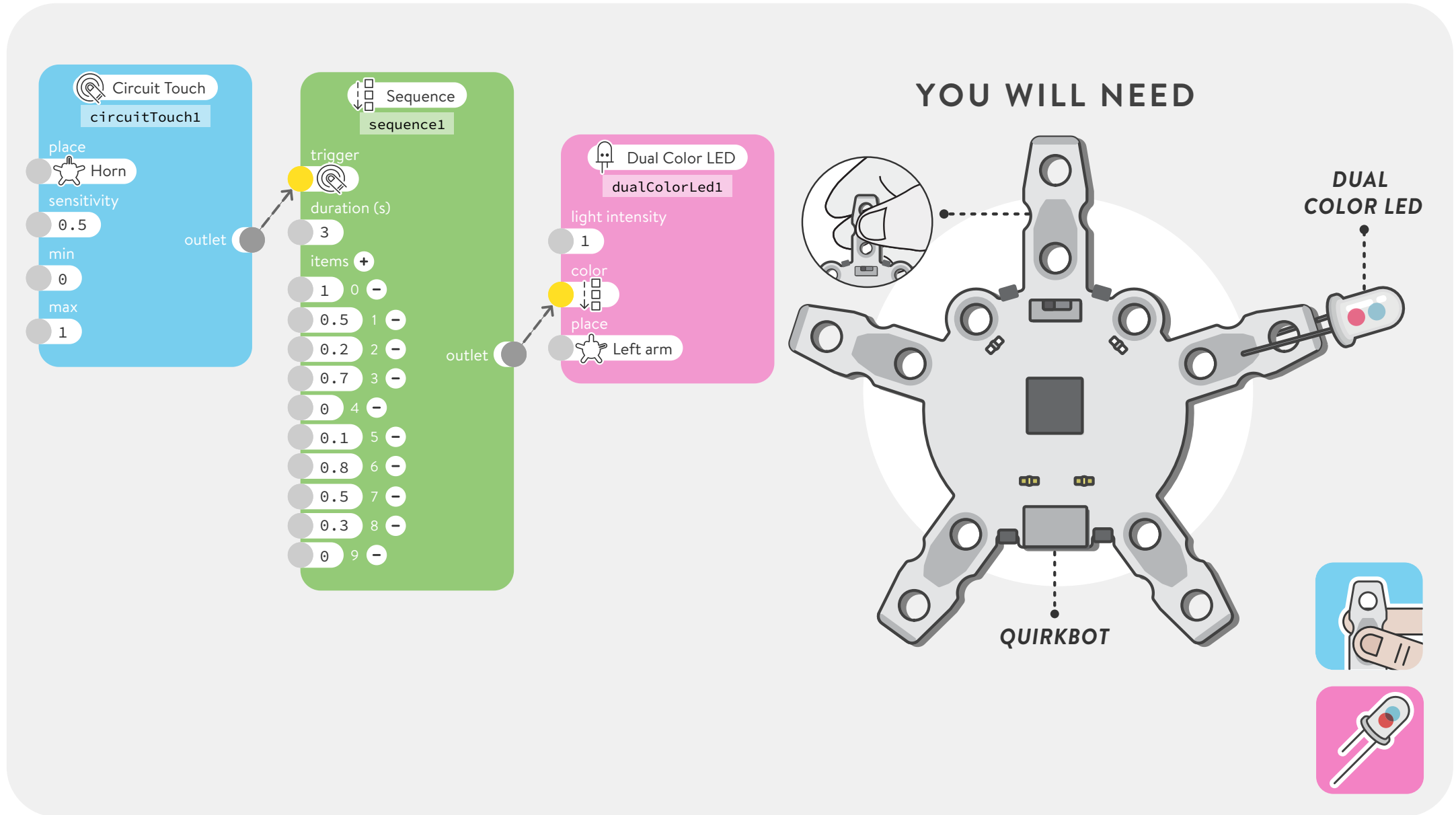




SWITCH FAST AND SLOW MOVEMENT

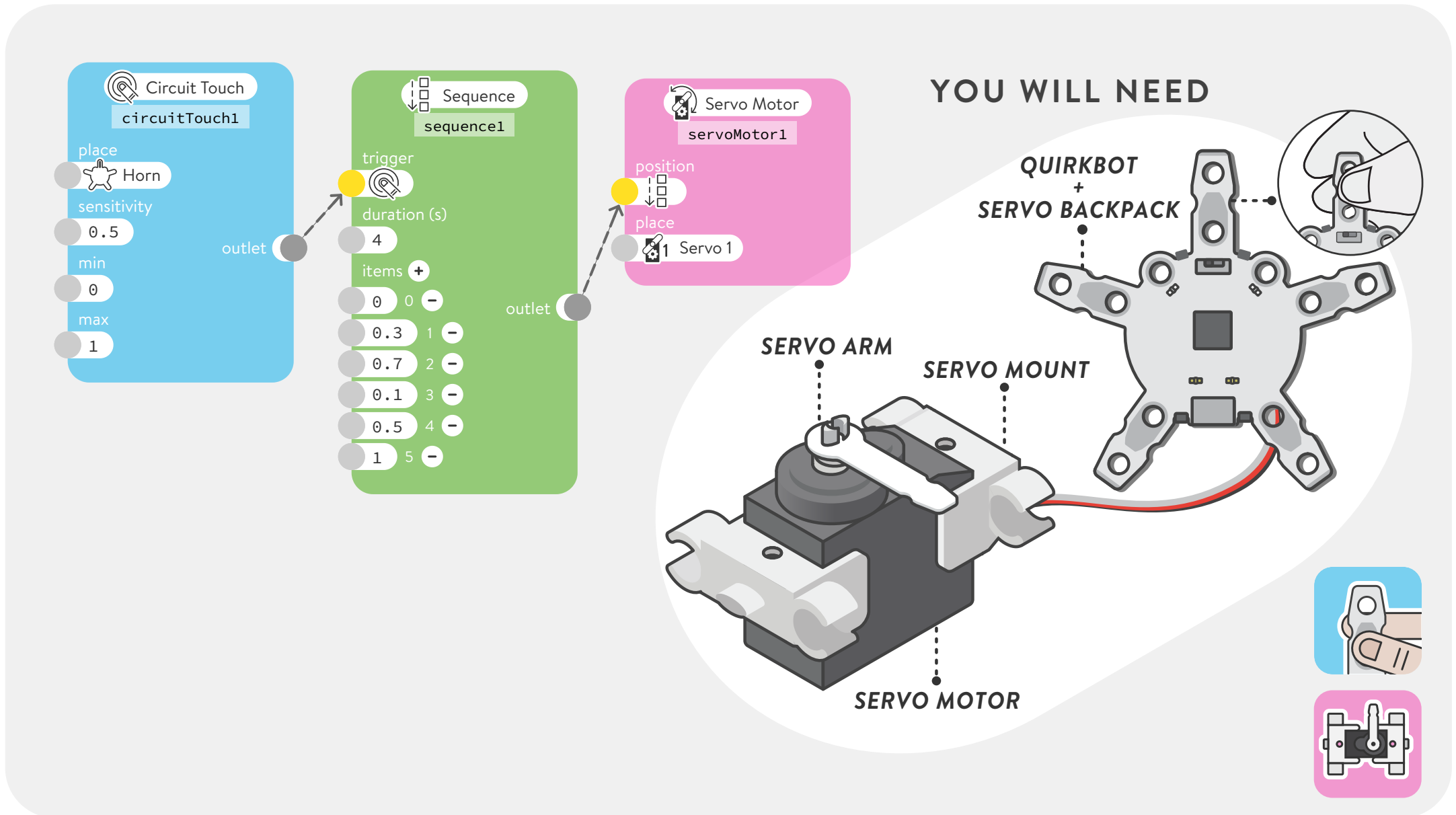


TOUCH TO CHANGE COLOR 10 TIMES



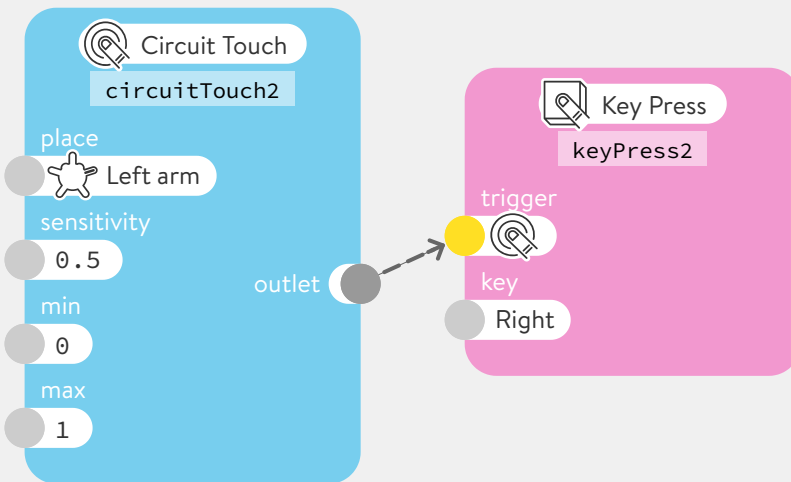
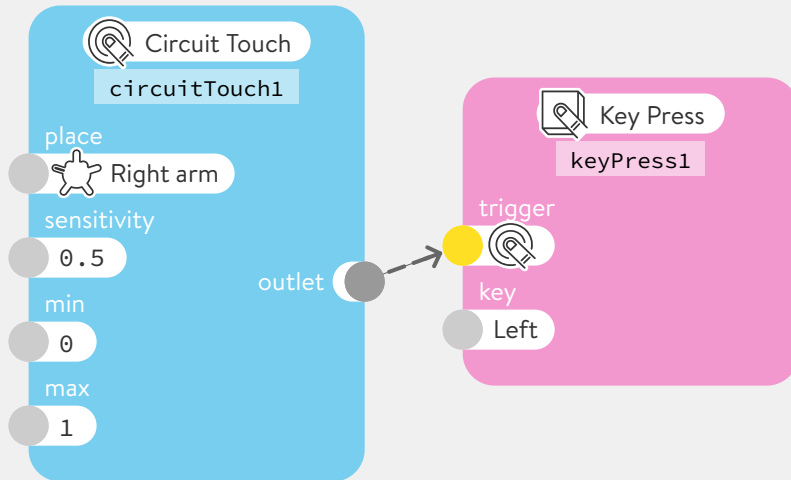


TRIGGER MOVEMENT PATTERN

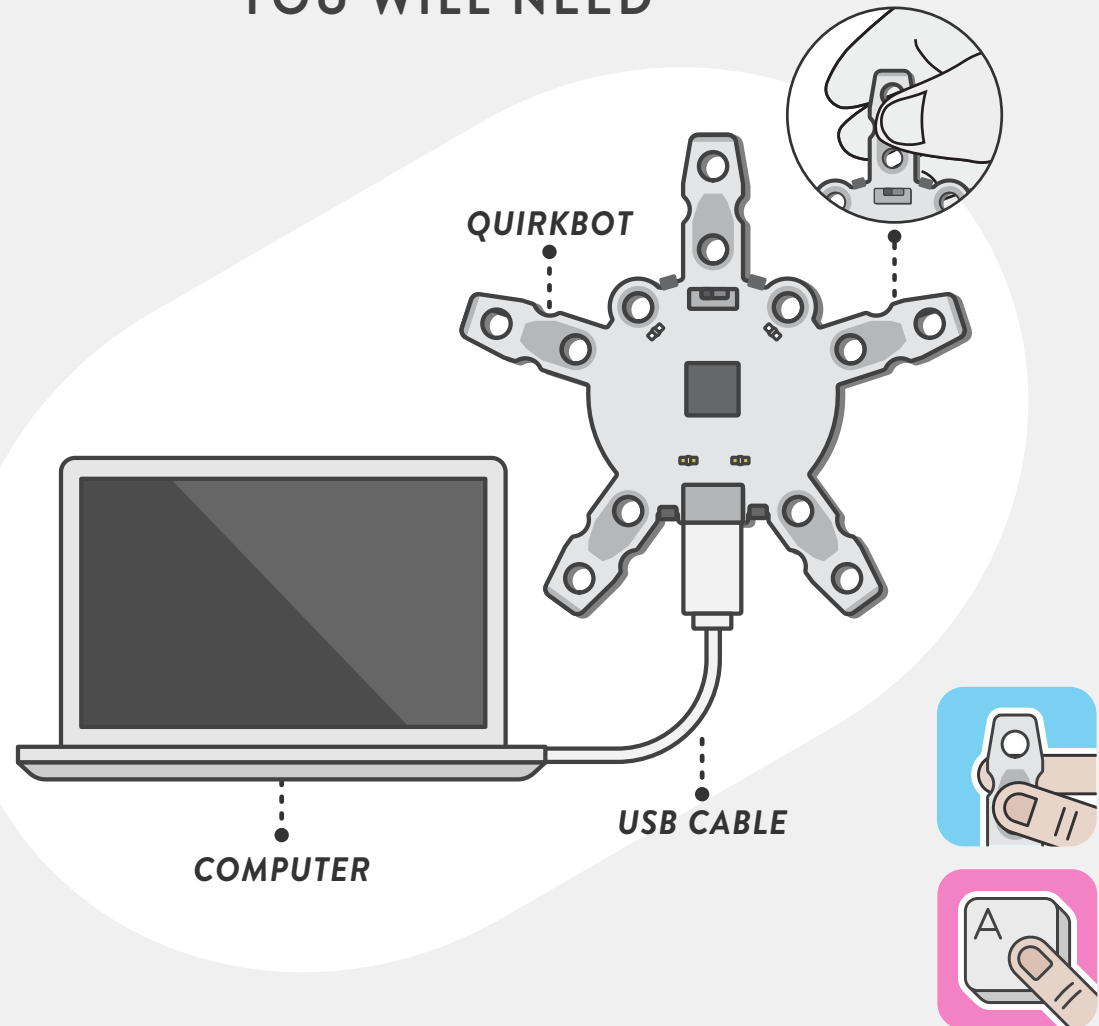




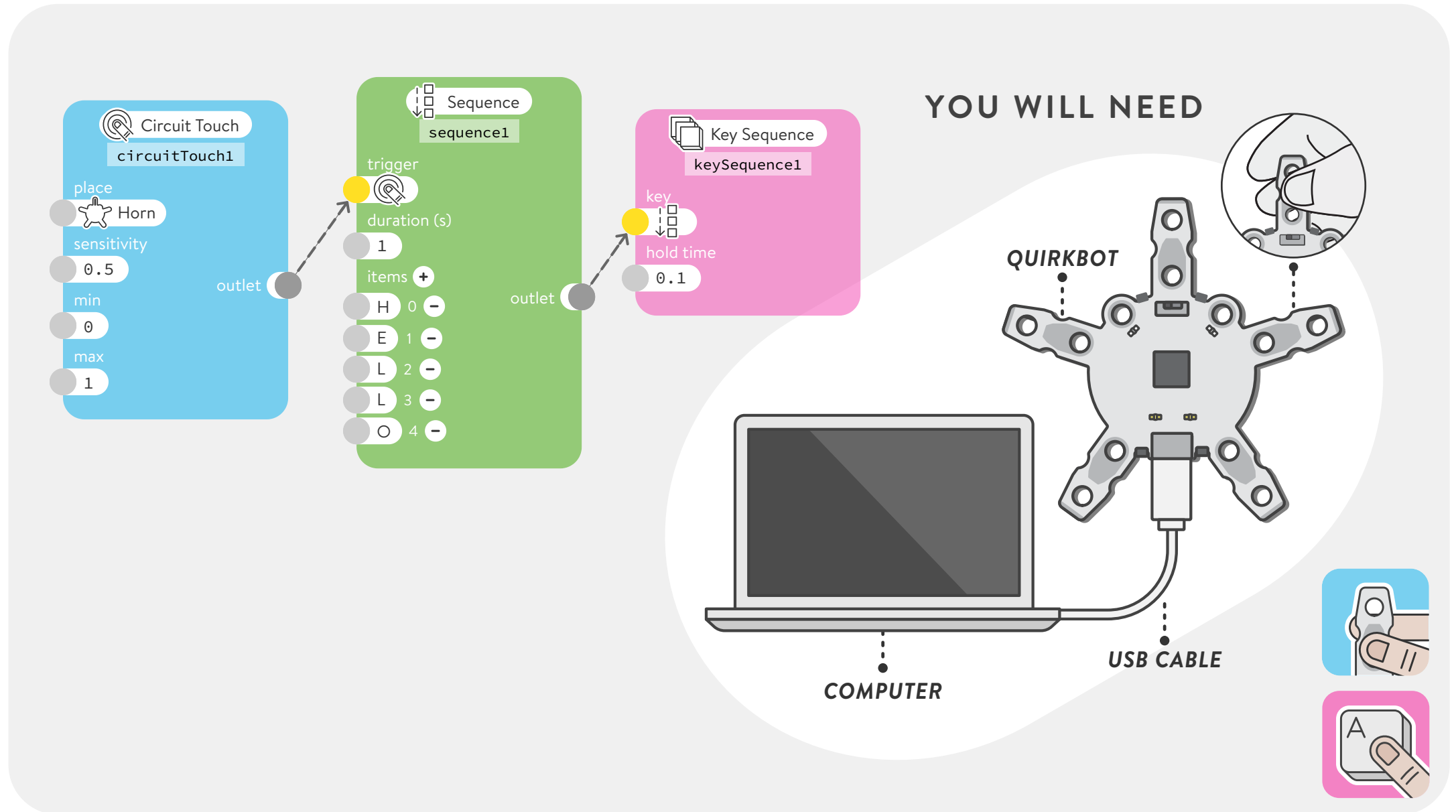
PRESS LEFT AND RIGHT KEYS



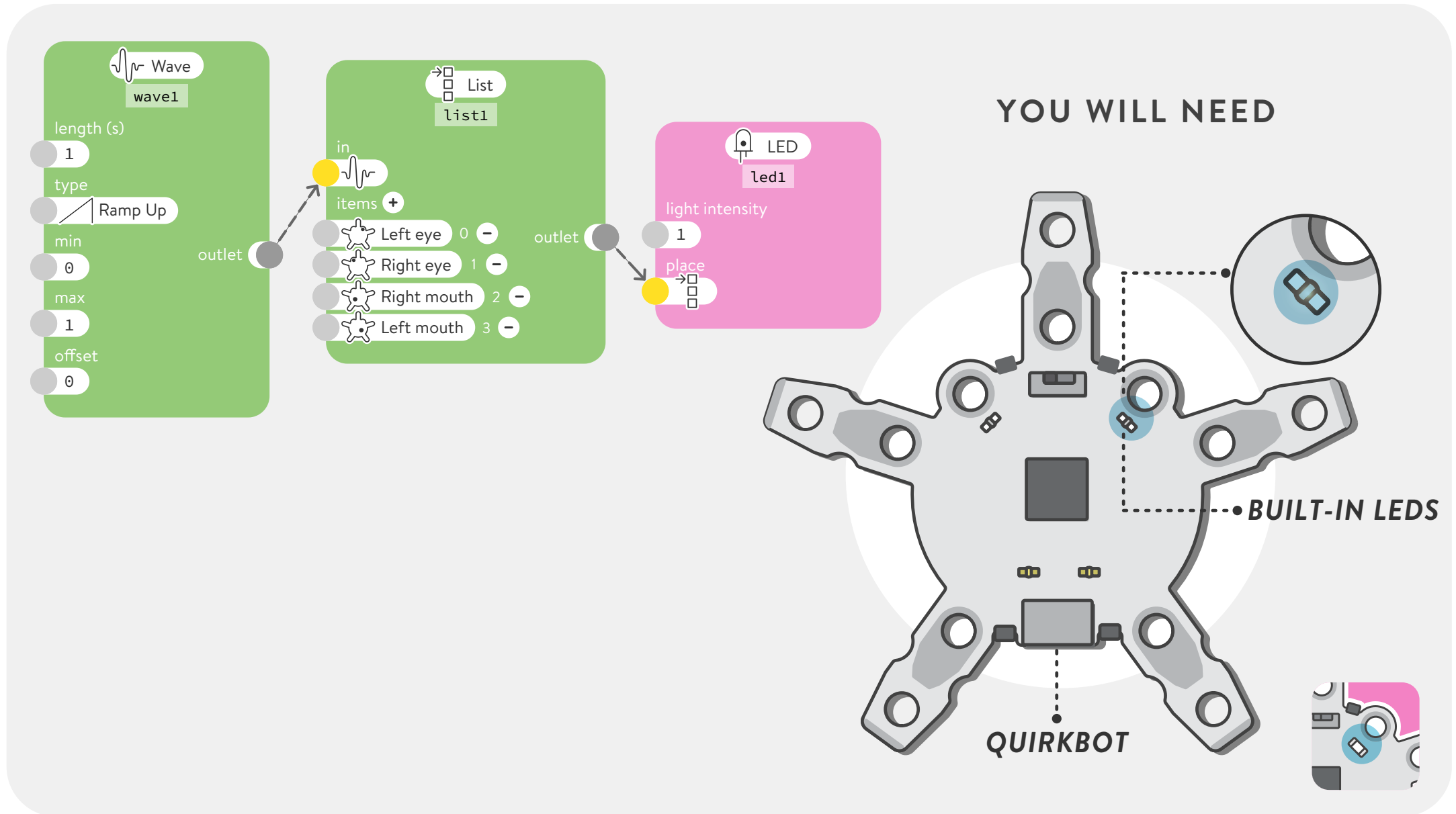
YOU WILL NEED



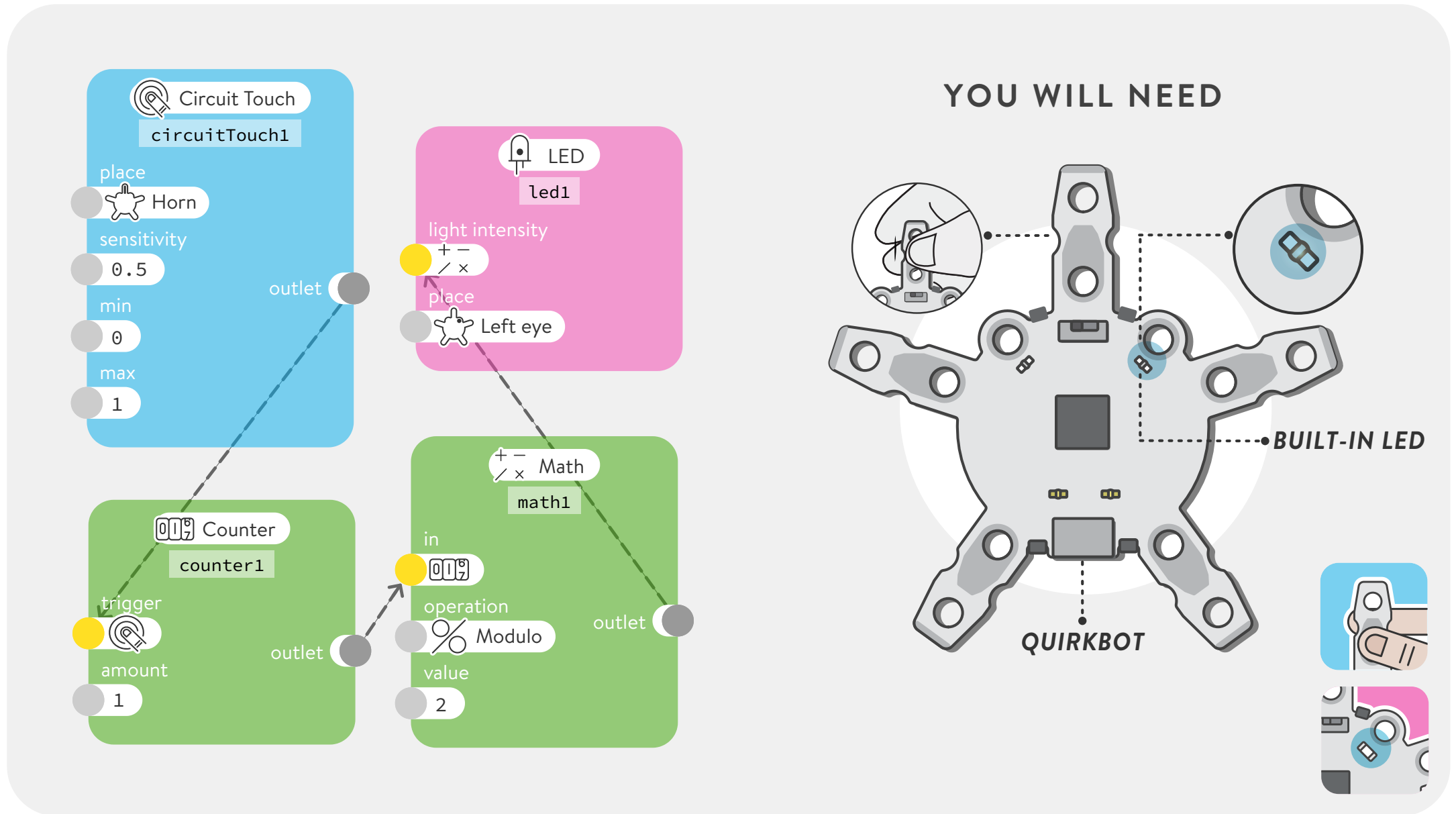
WRITE 'HELLO' IN ONE SECOND



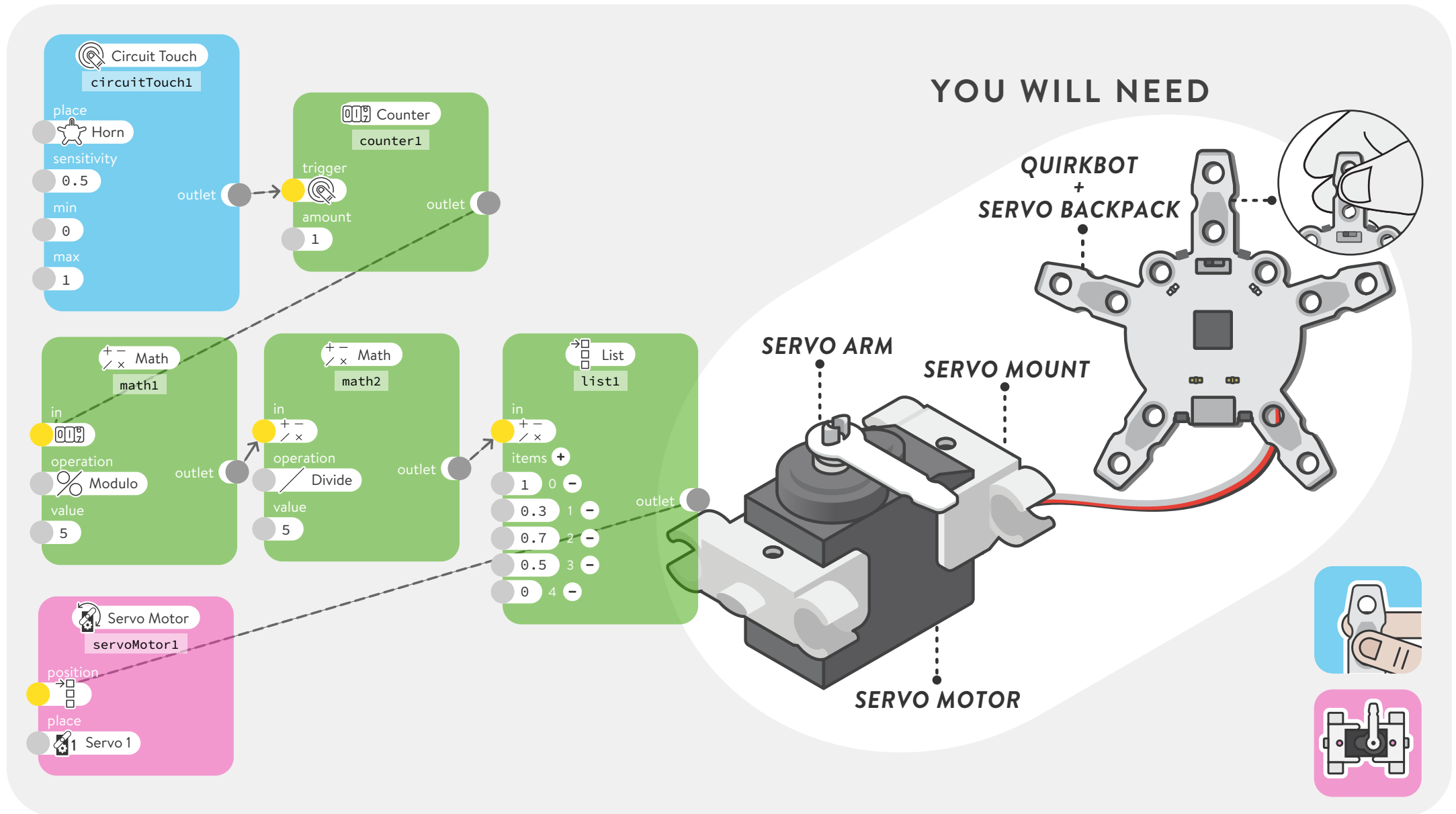
CIRCLE LEDS



TOUCH LIGHT SWITCH

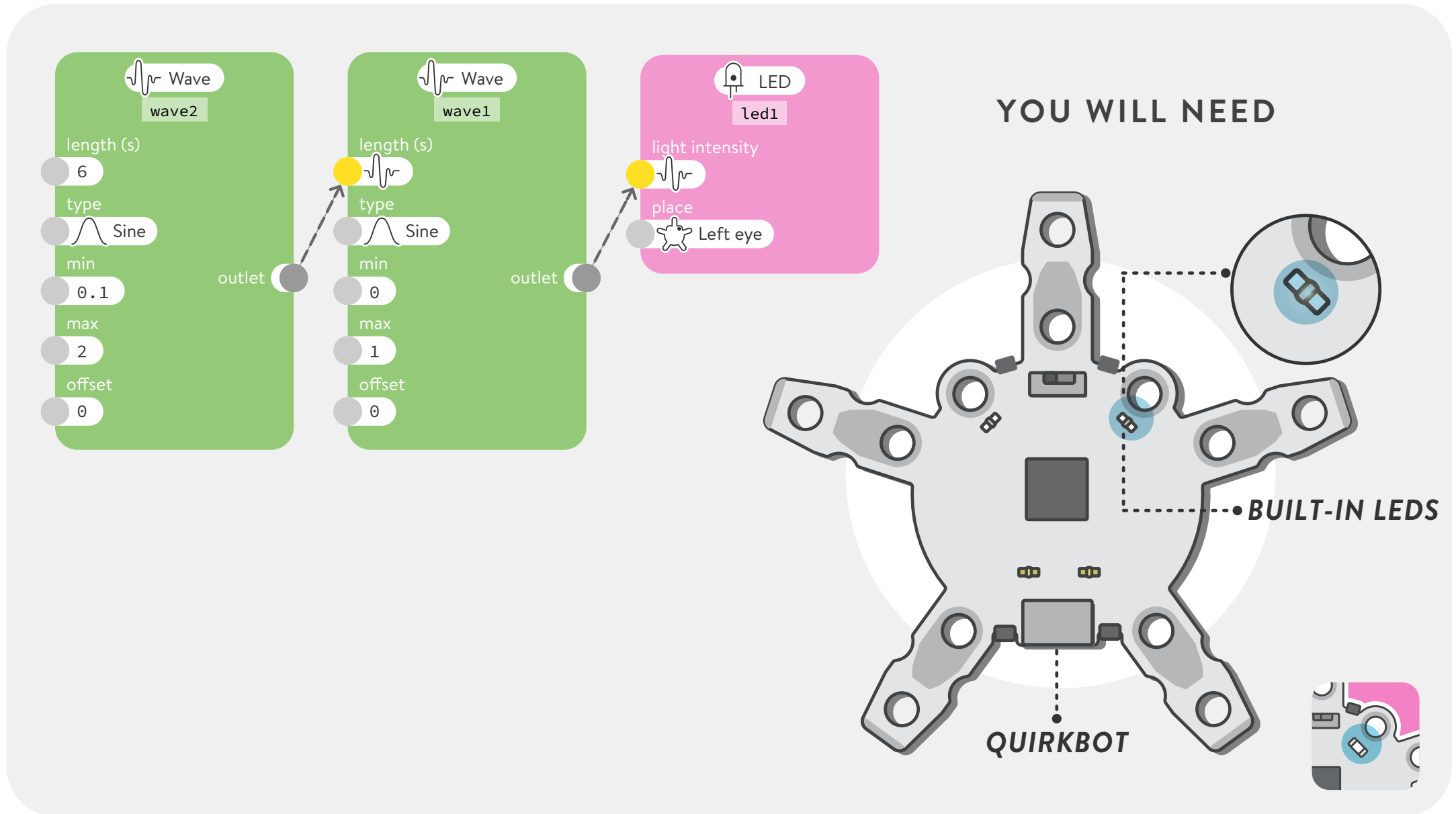


ADVANCE MOTOR POSITION

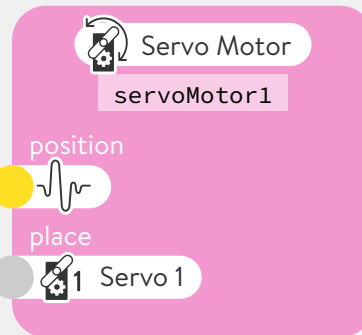
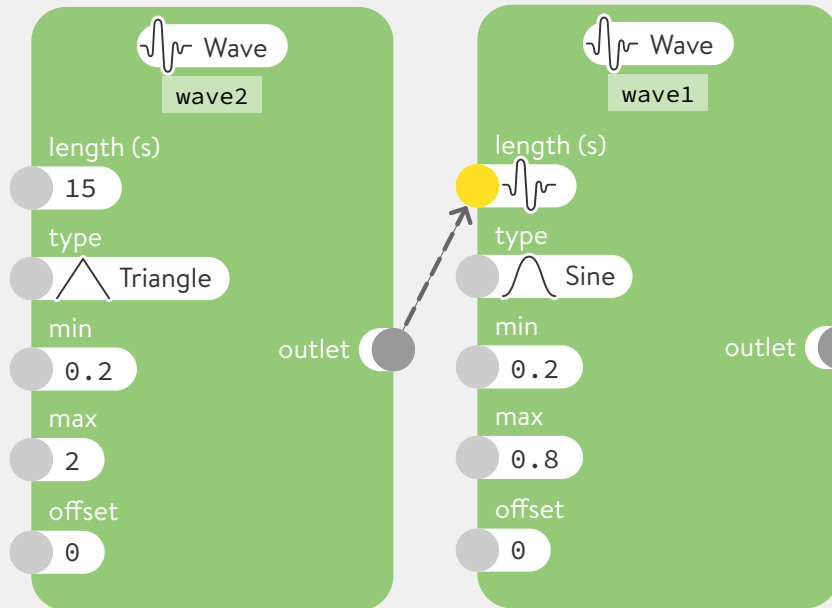




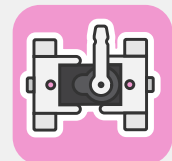
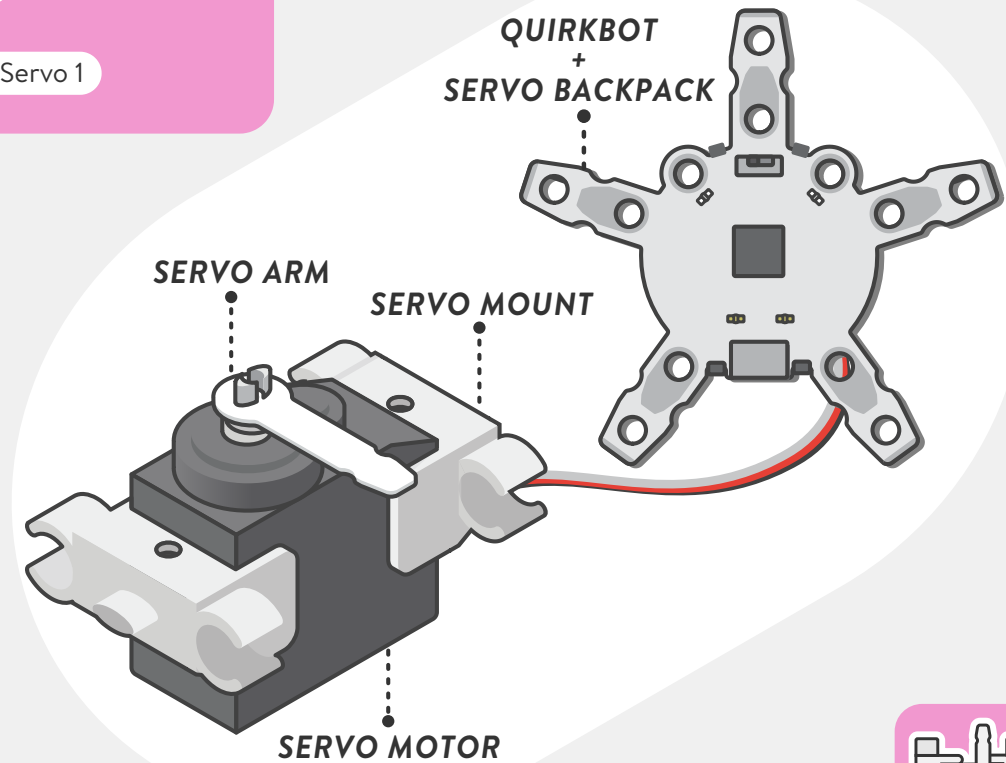
COMPLEX BRIGHTNESS CHANGE



WAVE QUICK AND SLOW



YOU WILL NEED





CHANGE BOTH COLOR AND BRIGHTNESS

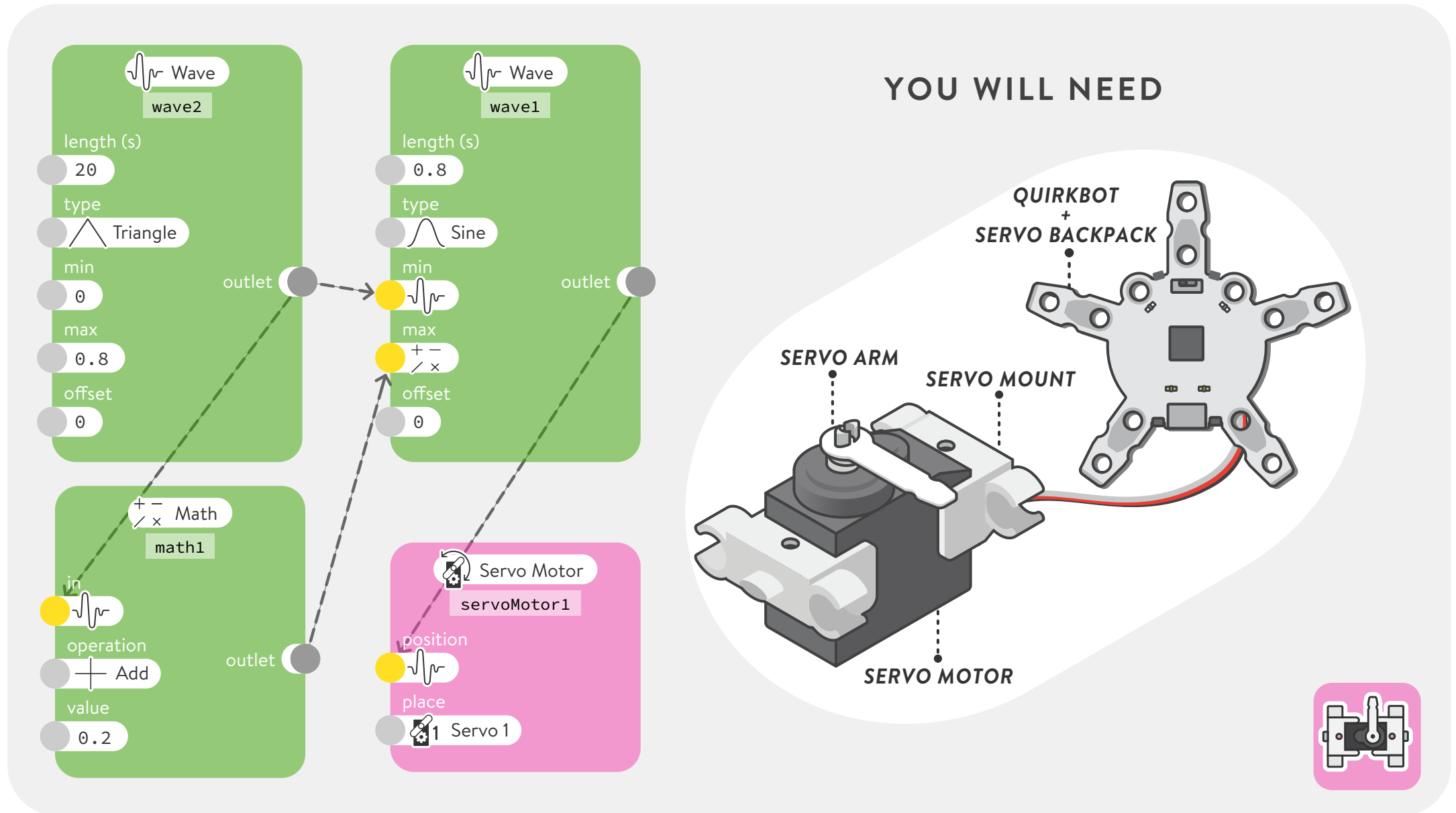
YOU WILL NEED

DUAL COLOR LED

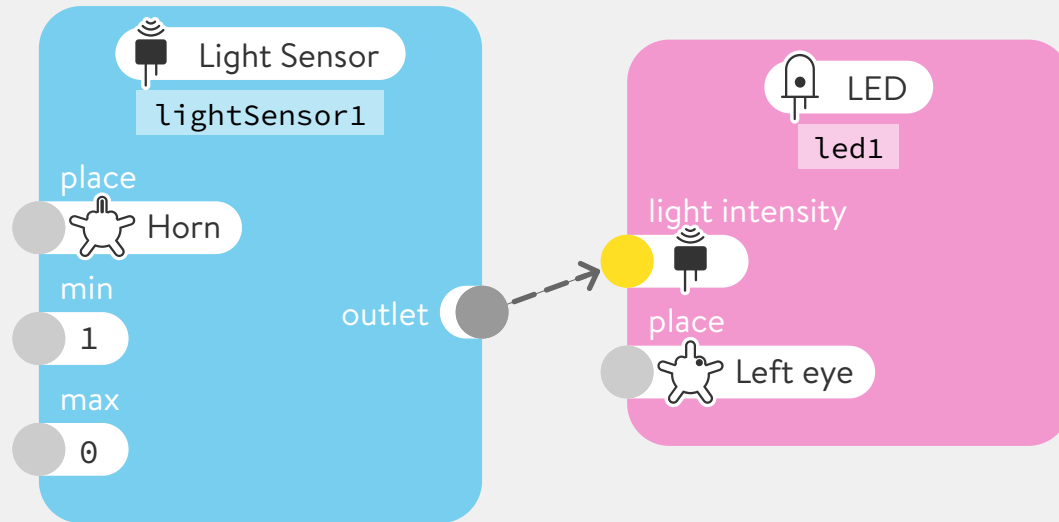
QUIRKBOT

code.strawbees.com

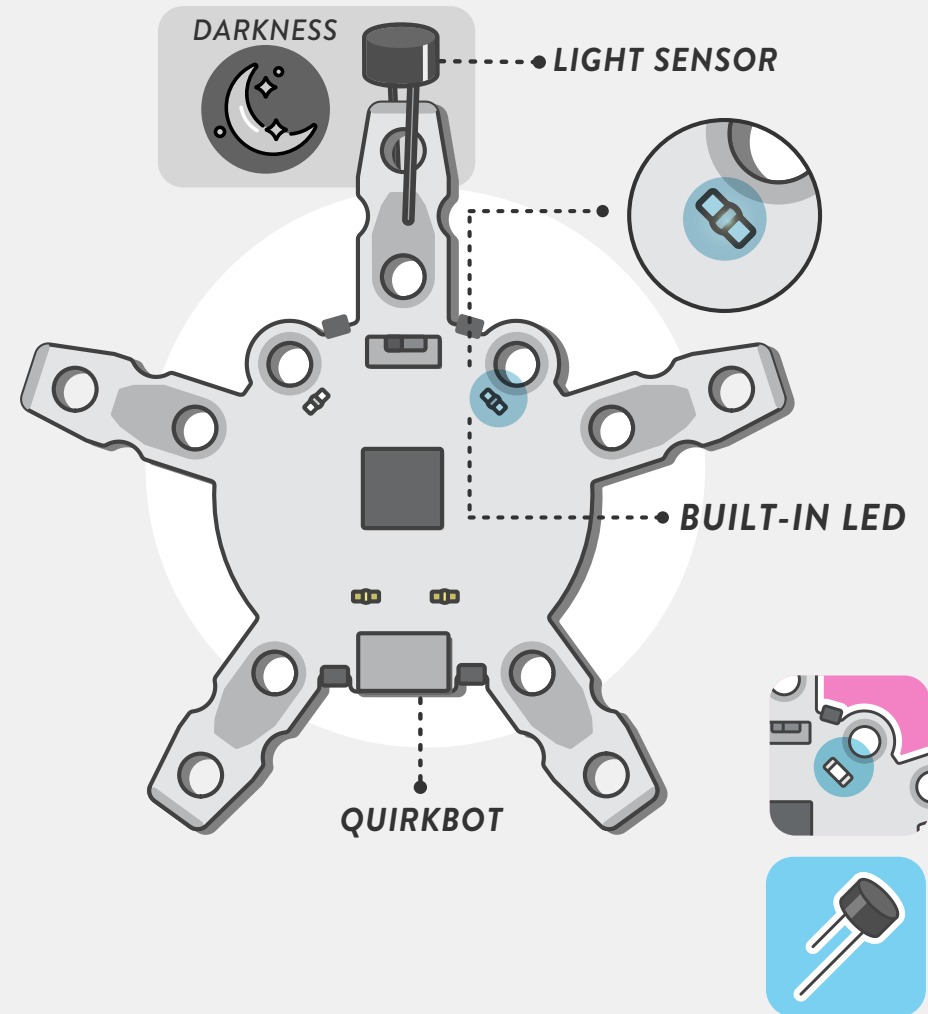
DOUBLE OSCILLATION



SHINE IN THE DARK



YOU WILL NEED



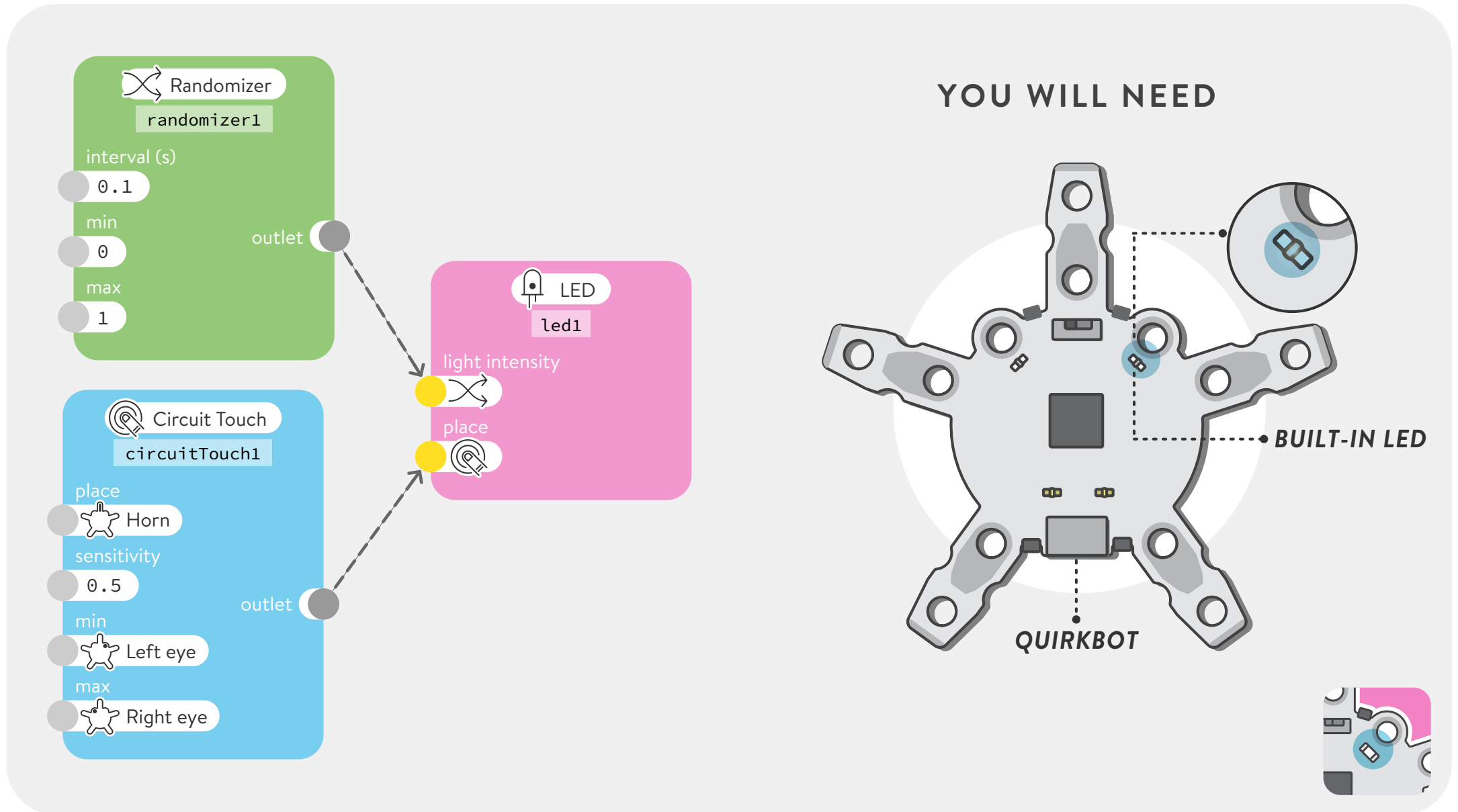
MOVE IN THE DARK

The image displays a Scratch code editor interface with four blocks: a Light Sensor block, a Comparison block, a Wave block, and a Servo Motor block. The Light Sensor block is connected to the Comparison block, which is set to 'Less' with a value of 0.3. The Comparison block is connected to the Wave block, which is set to 'Sine' with a length of 0.2, a min of 0.2, and a max of 0.8. The Wave block is connected to the Servo Motor block, which is set to 'Servo 1' with a position of 1. The Servo Motor block is connected to the Servo Motor hardware shown in the diagram.

YOU WILL NEED

- DARKNESS (represented by a moon icon)
- LIGHT SENSOR
- QUIRKBOT + SERVO BACKPACK
- SERVO ARM
- SERVO MOUNT
- SERVO MOTOR

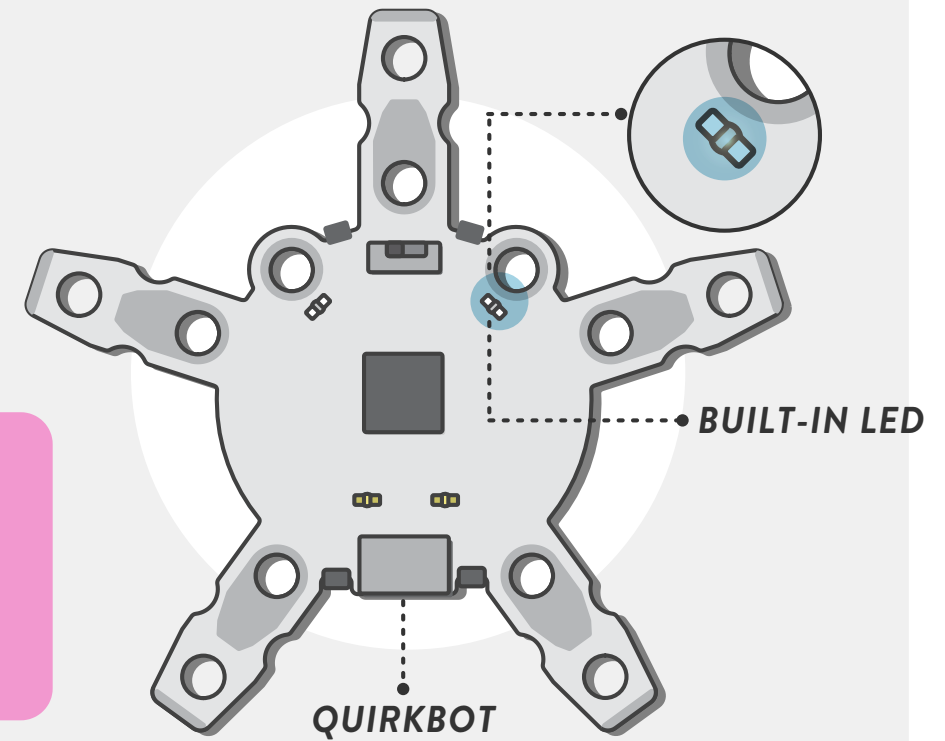
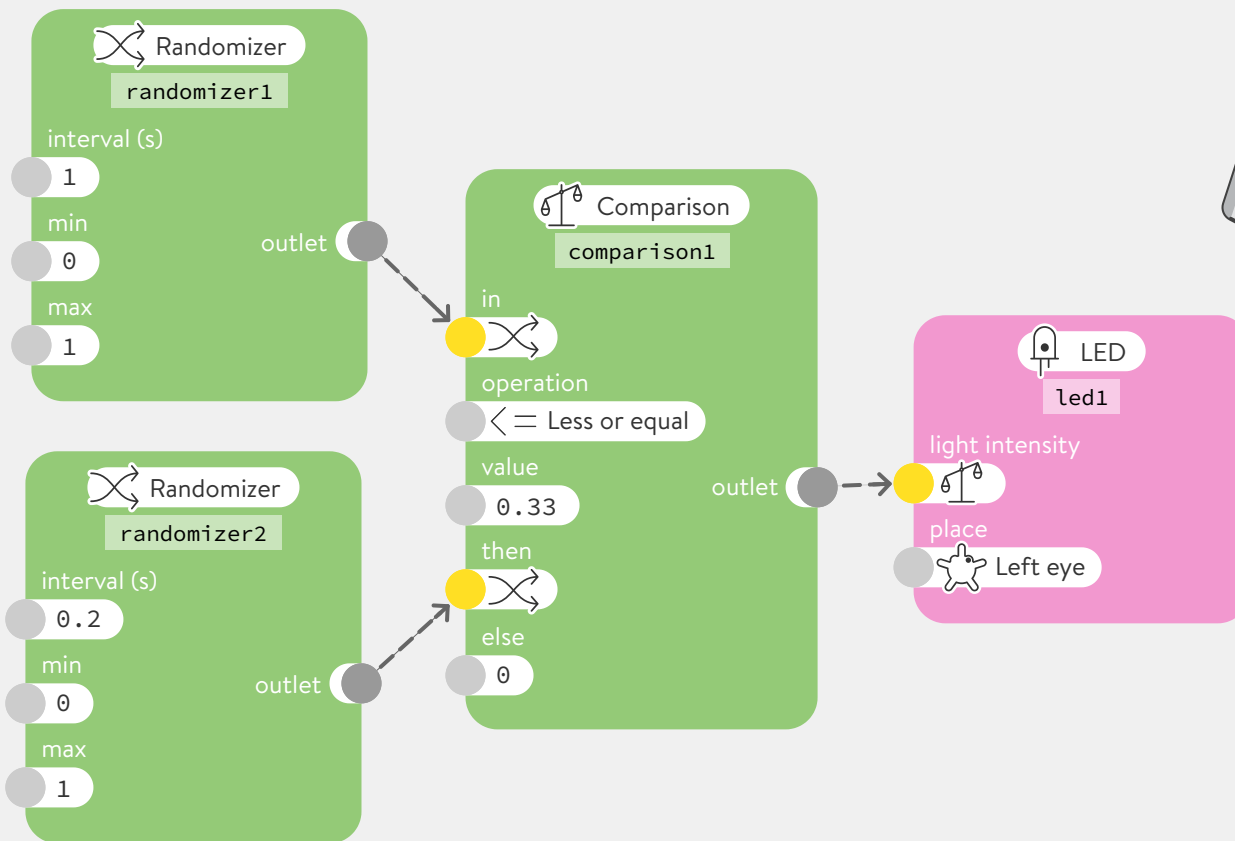
SWITCH TWINKLE EYE





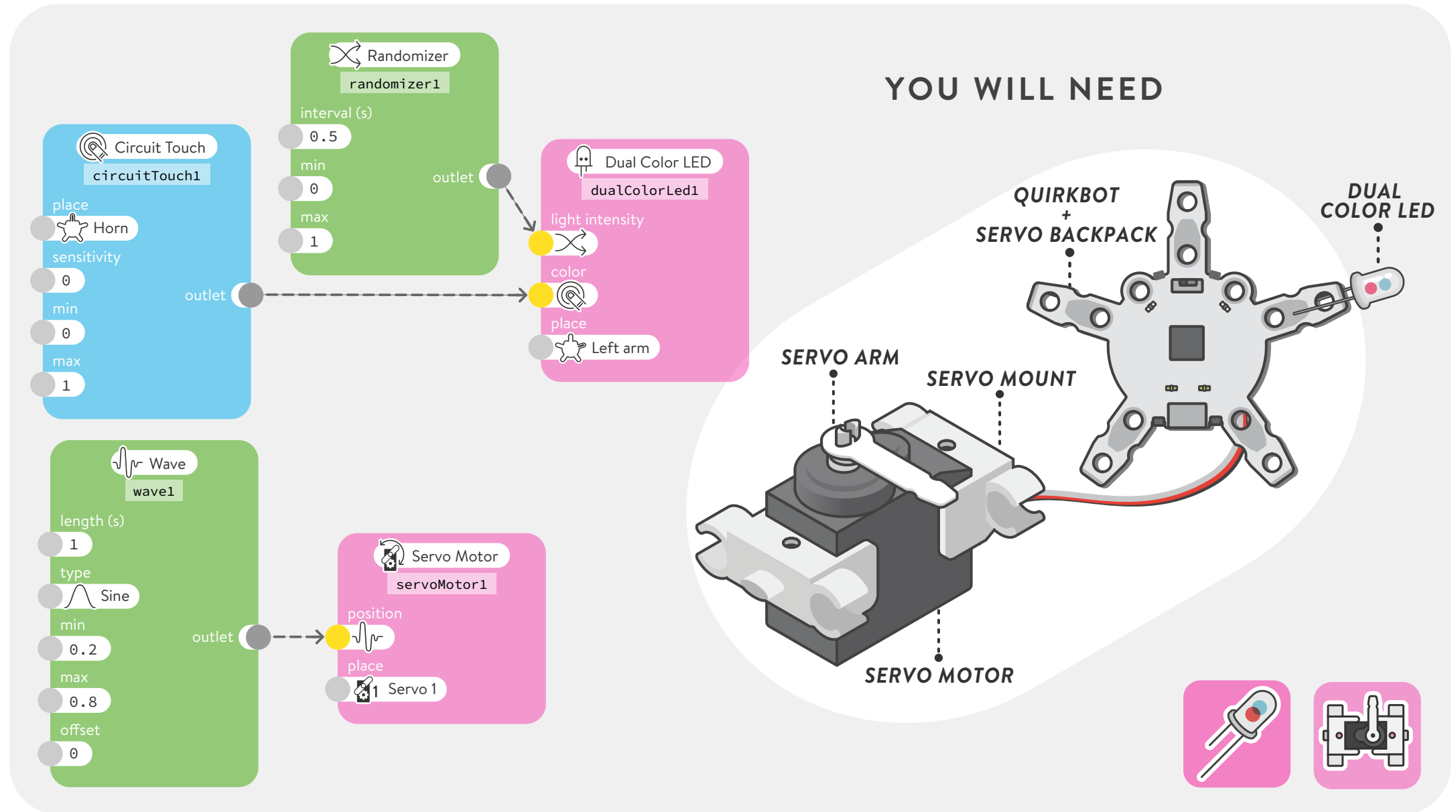
BLINK RANDOMLY 30% OF THE TIME

YOU WILL NEED





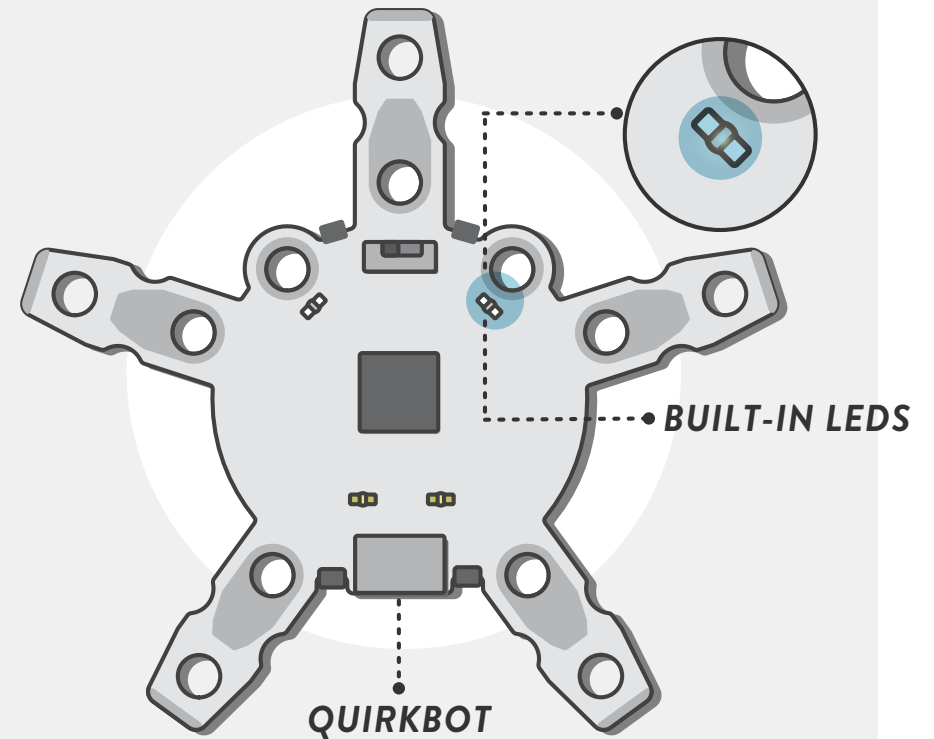
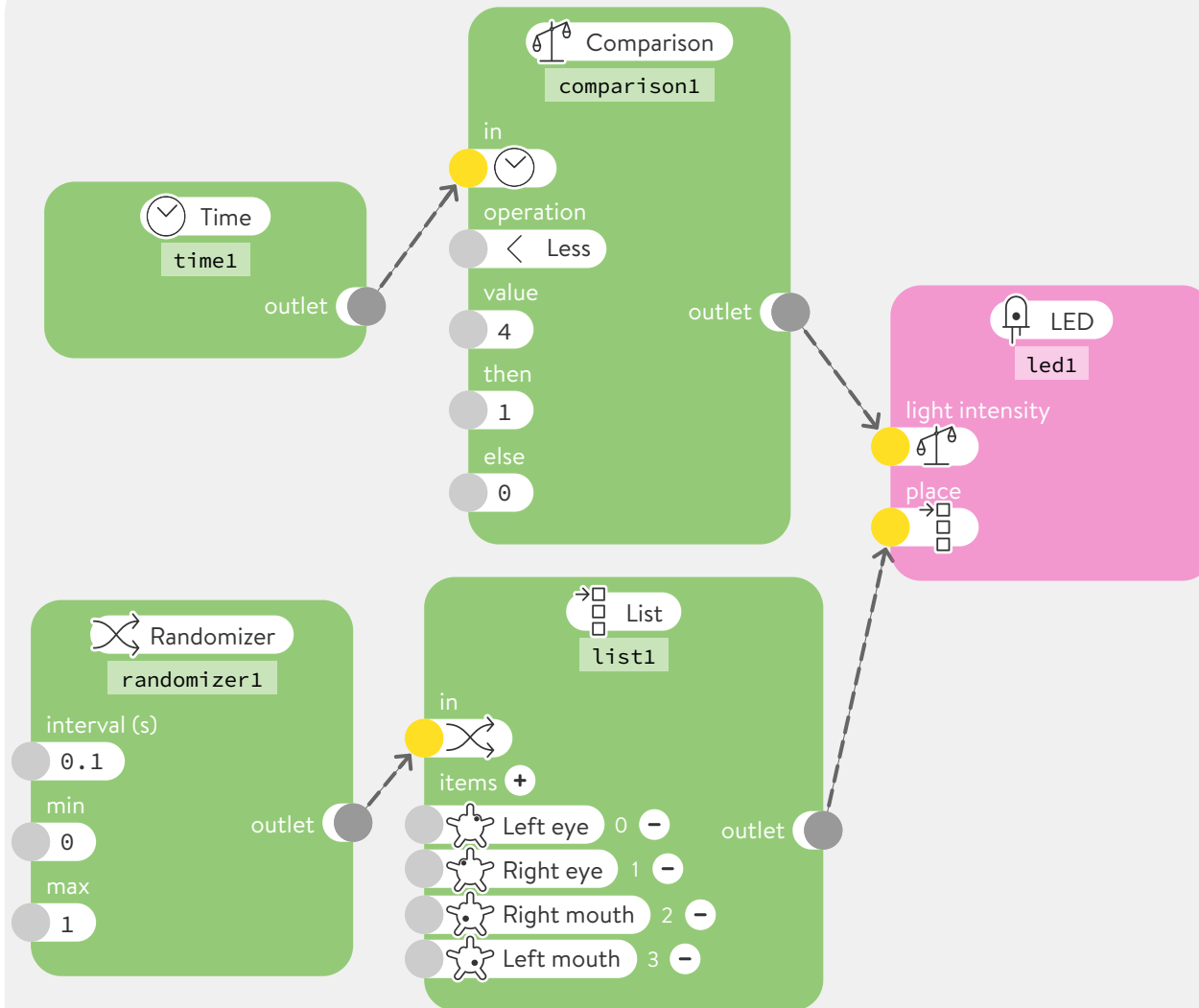
MOVE AND BLINK INDEPENDENTLY





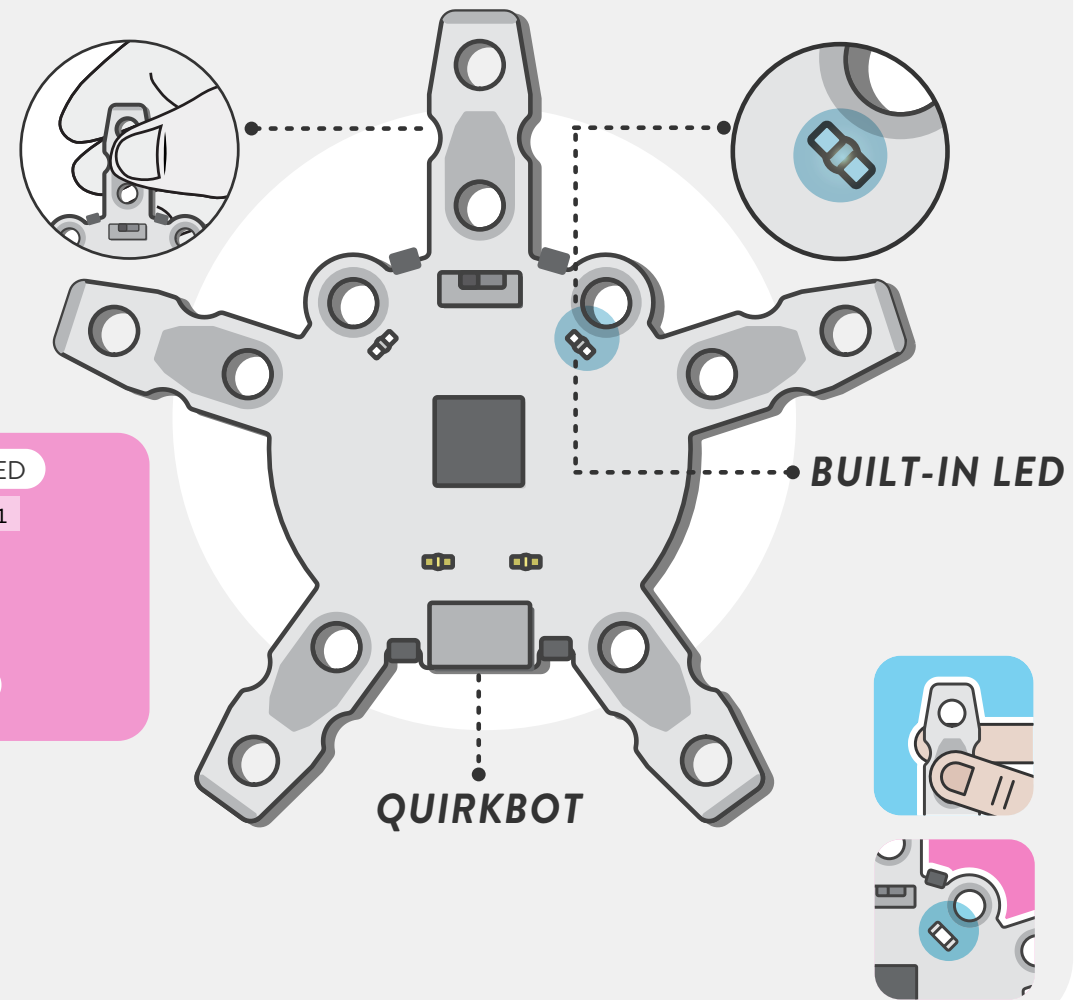
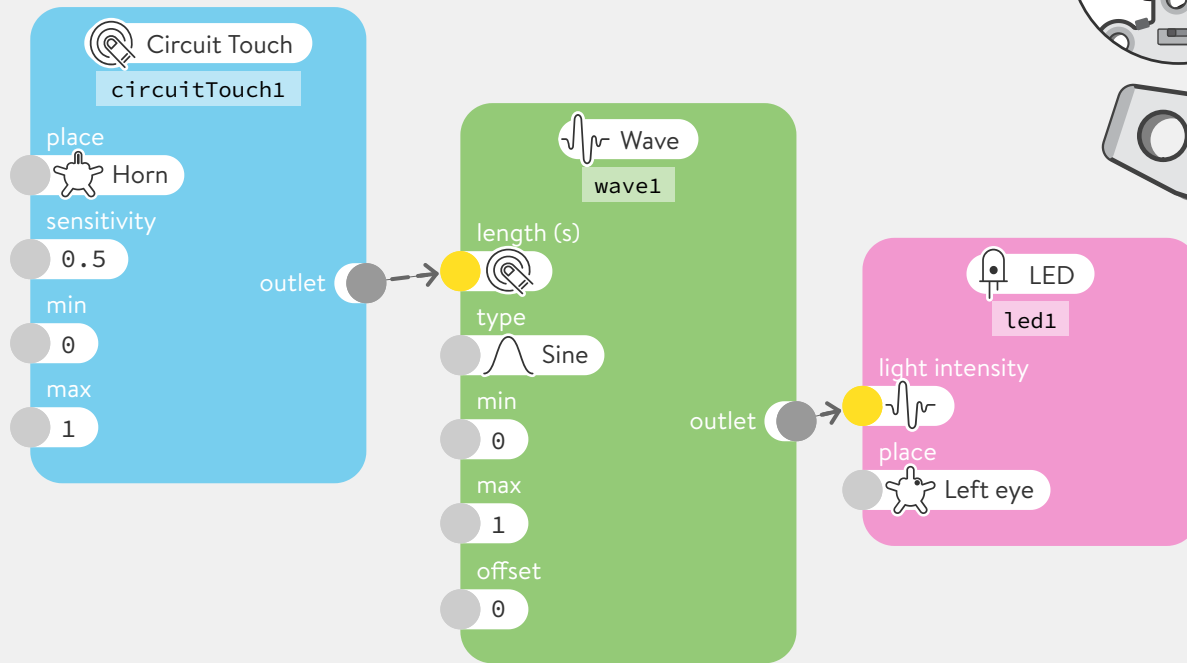
TWINKLE FOR 4 SECONDS AT STARTUP

YOU WILL NEED

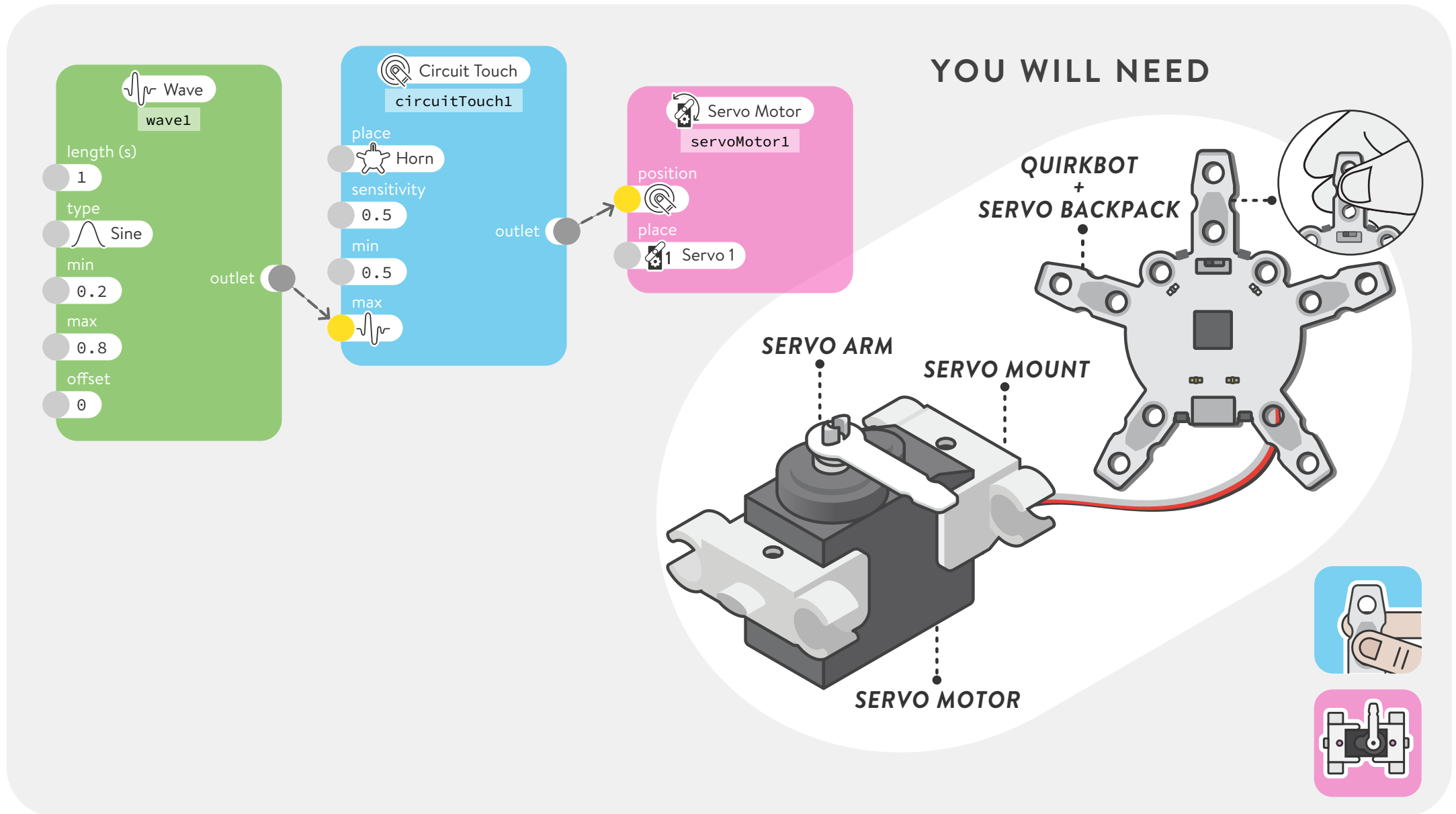


TOUCH TO WINK

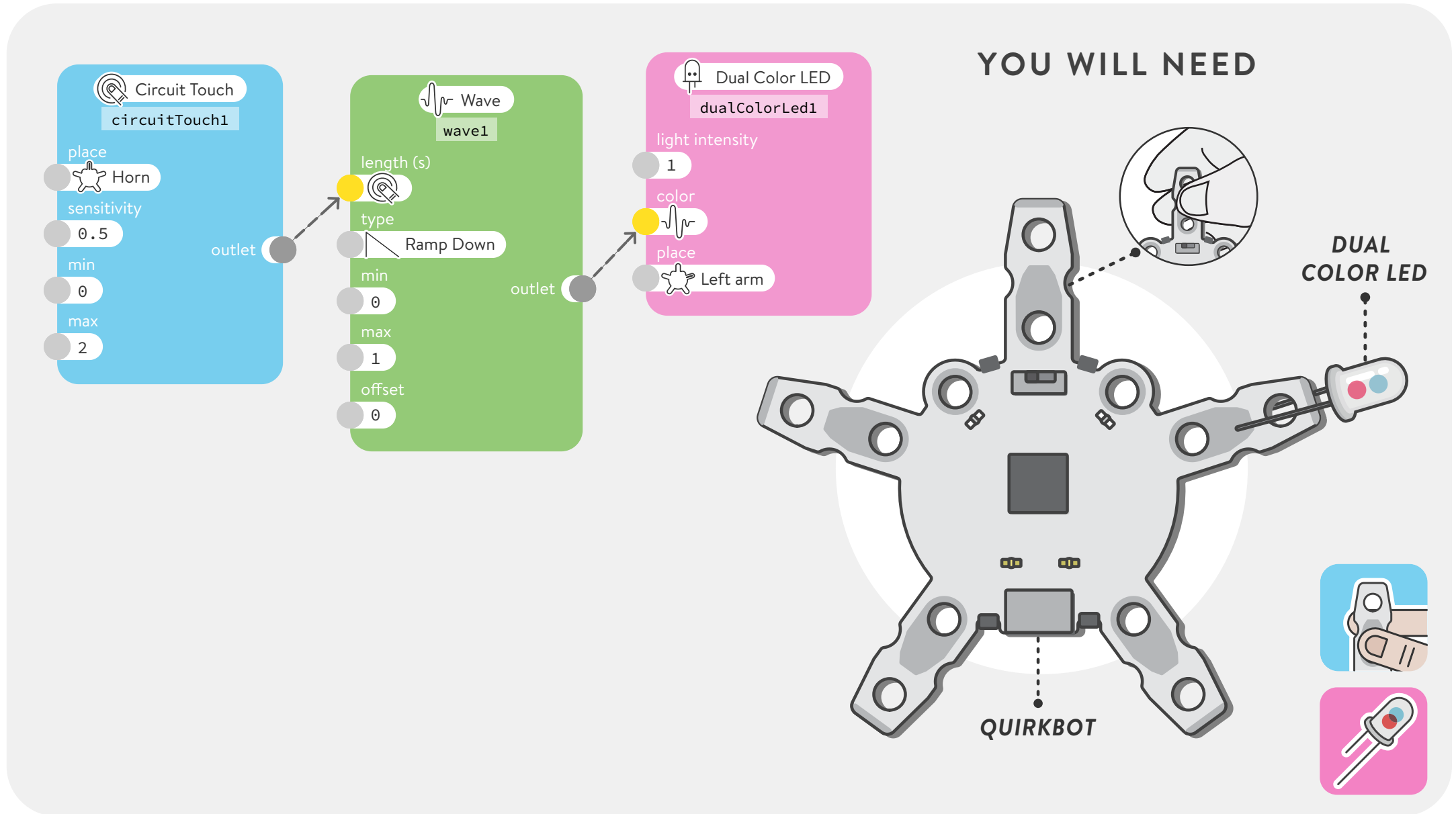
YOU WILL NEED



TOUCH TO WAVE

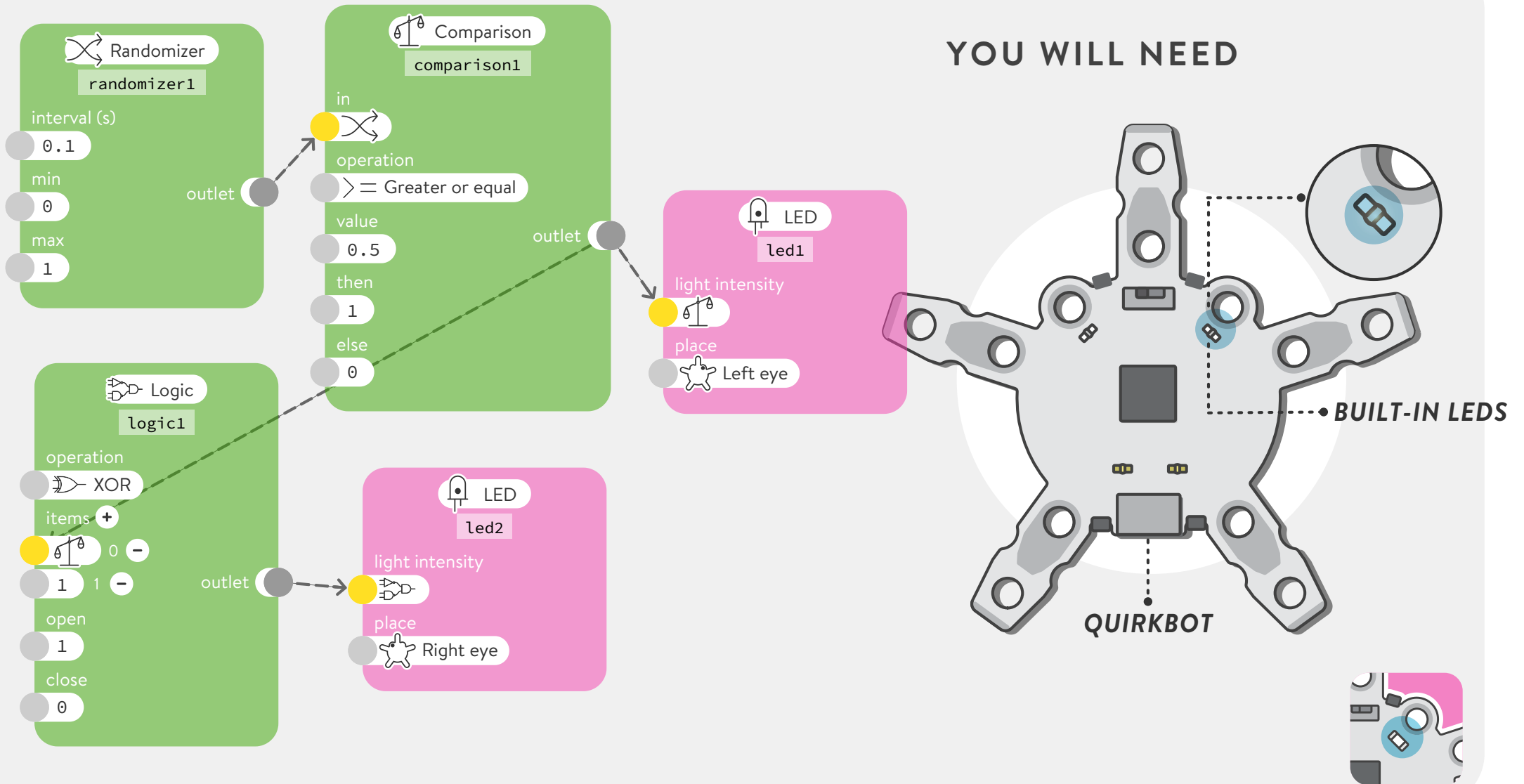


TOUCH TO SIREN LIGHT



FLICKER

YOU WILL NEED



SHAKE

Wave
wave2

length (s)
8

type
Pulse

min
0

max
0.1

offset
0

outlet

Wave
wave1

length (s)

type
Square

min
0.4

max
0.6

offset
0

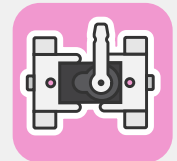
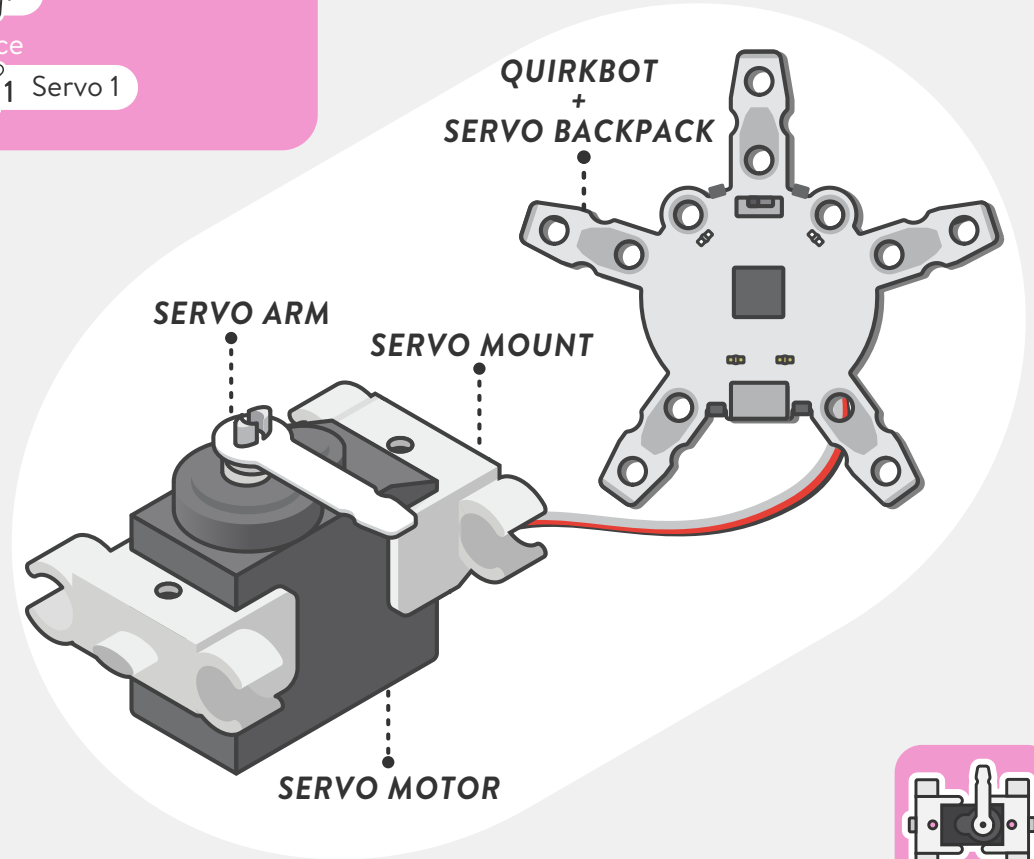
outlet

Servo Motor
servoMotor1

position

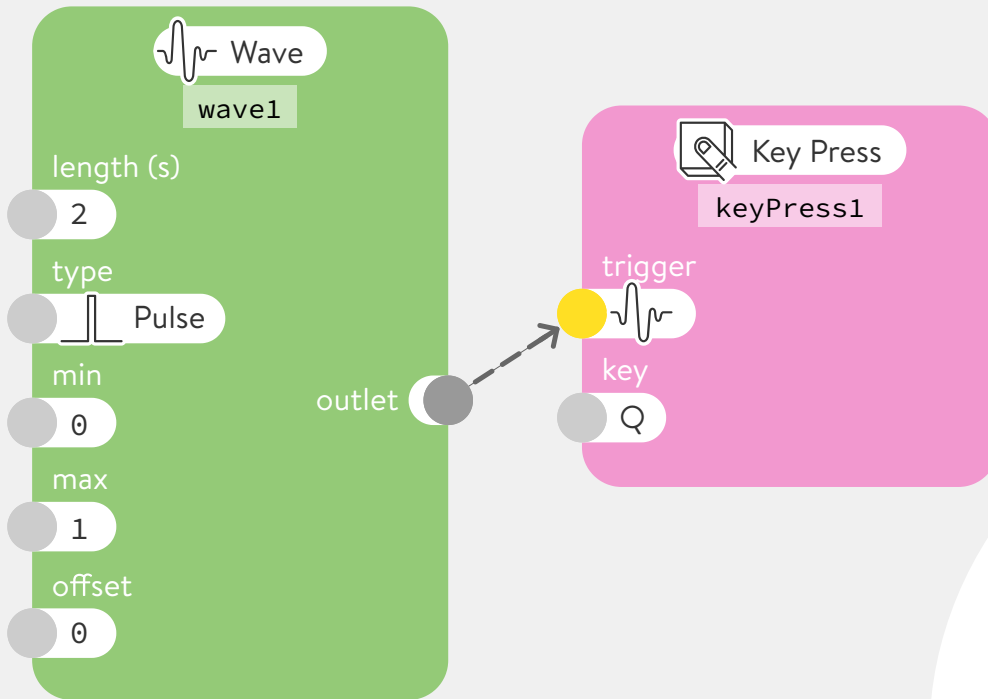
place
1 Servo 1

YOU WILL NEED

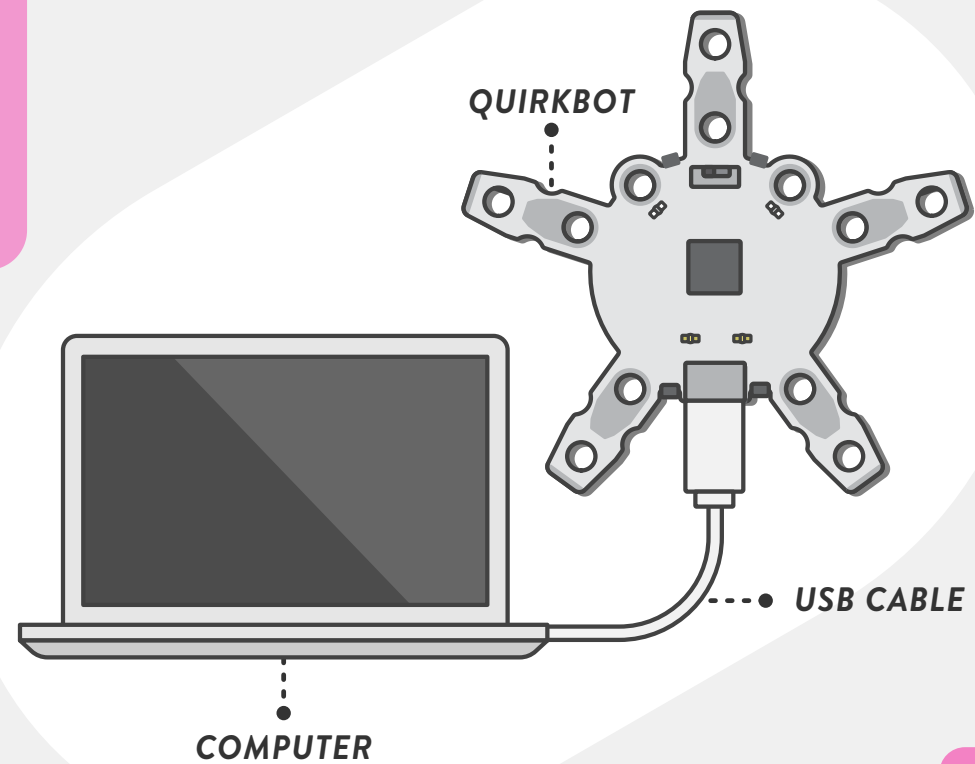




TYPE KEY OVER AND OVER



YOU WILL NEED





LIGHT TO DIFFERENT MOVEMENTS

