

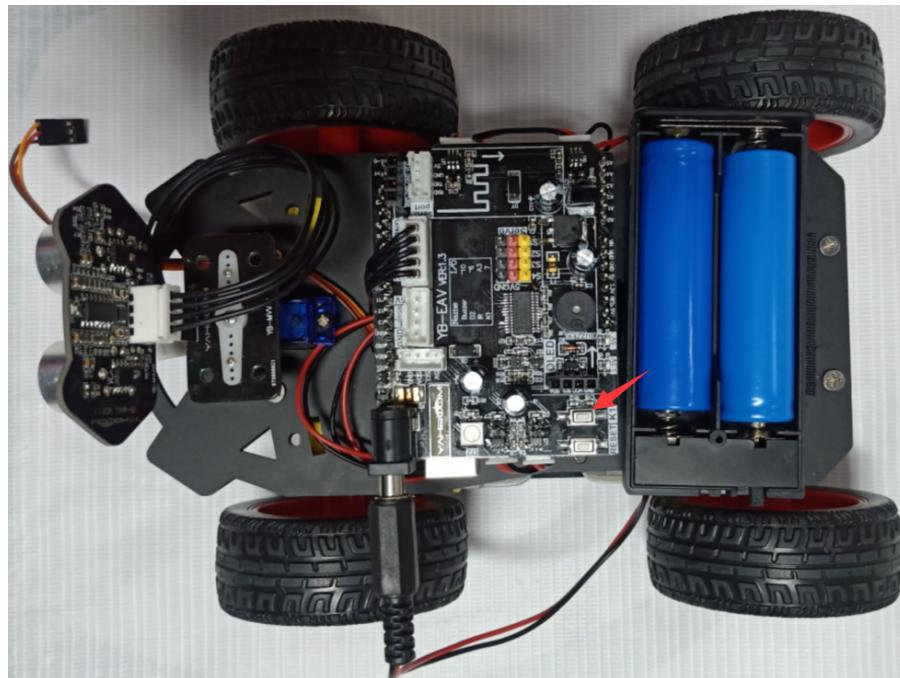
Scratch course ---6.Key control

1. Learning goal

In this lesson, we will learn how to use the key on the expansion board by graphically programming .

2. Preparation

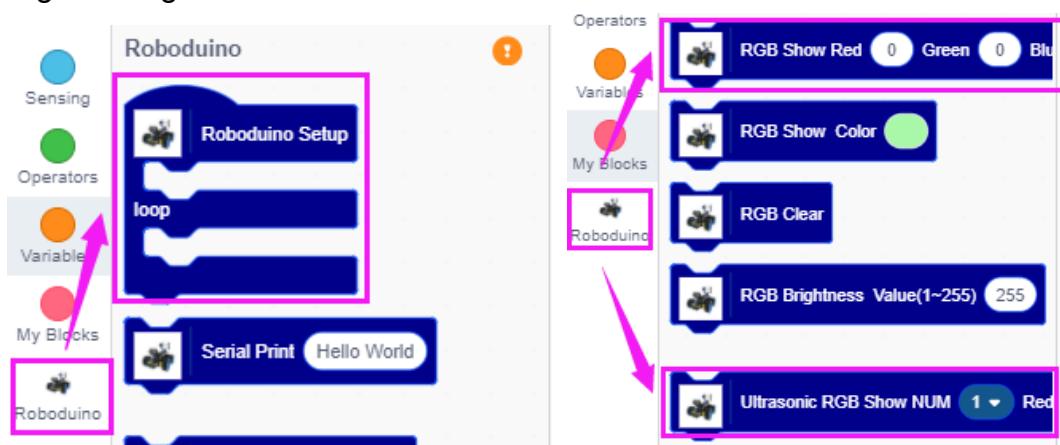
2.1 The position of the key(K1) on the expansion board. As shown below.

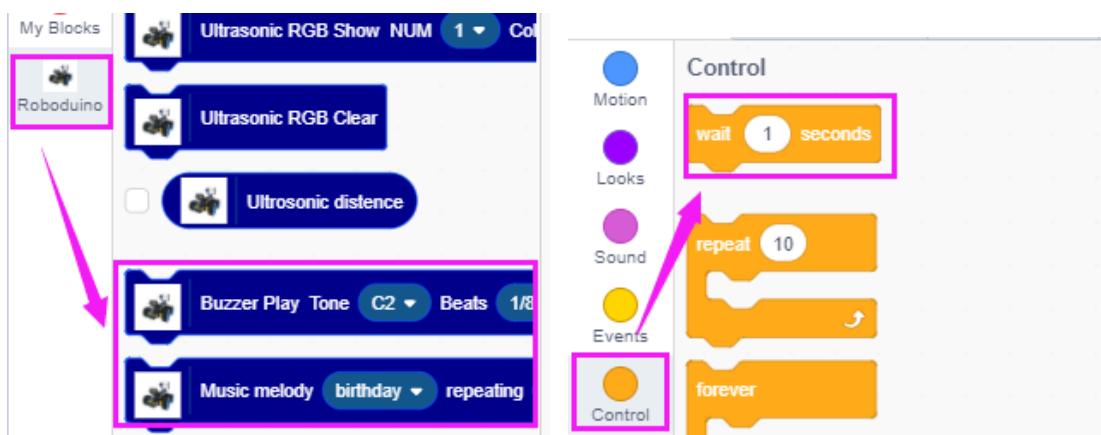


2.2 Learn how to use button graphically program building blocks.

3. Search for blocks

The following is the location of the building blocks required for this programming.





4. Combine blocks



5. Experimental phenomena

After the program is downloaded, when we press K1 on the expansion board, we can hear that buzzer will play four tone, then, we can see that On board RGB and Ultrasonic RGB will change color: red --> yellow --> green --> cyan--> OFF, time interval is 500 ms. Next, we will hear that buzzer will play music“Ode”.