

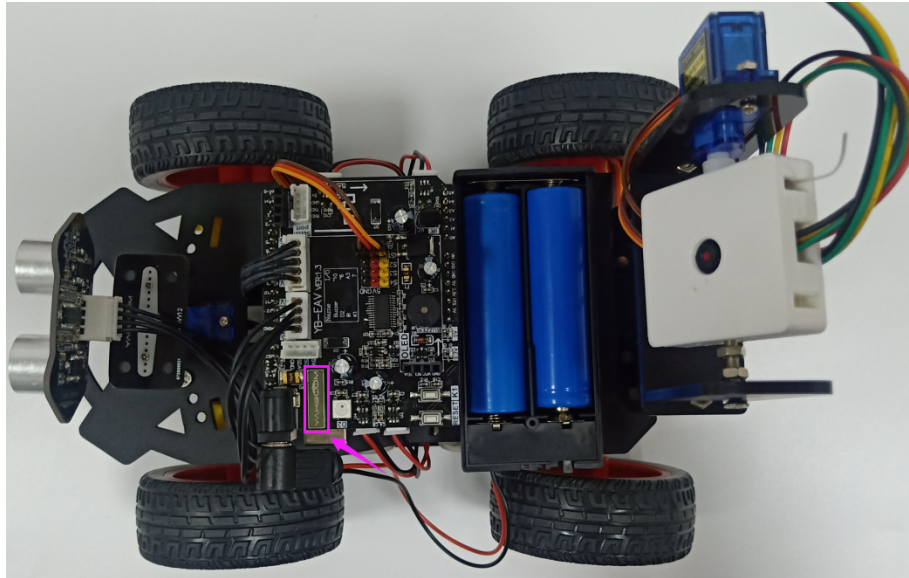
### Scratch course ---3. Logo Light

#### 1. Learning goal

In this lesson, we will learn how to control the Logo RGB light on the expansion board by graphically programming .

#### 2. Preparation

2.1 The position of the Logo on the robot car. As shown below.

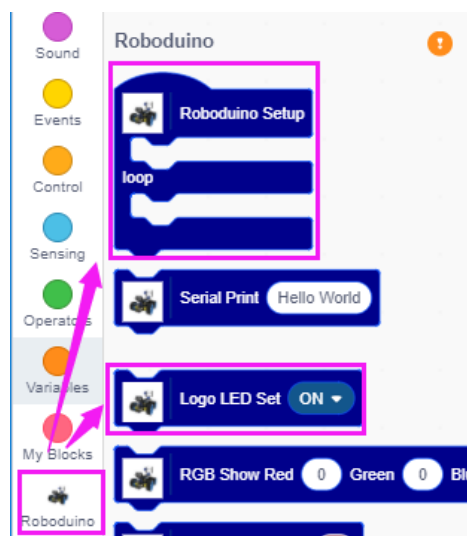


Two Blue LED light are embedded in here.

2.2 Learn how to use Logo LED 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, the Logo light will from off to on, and keep on.