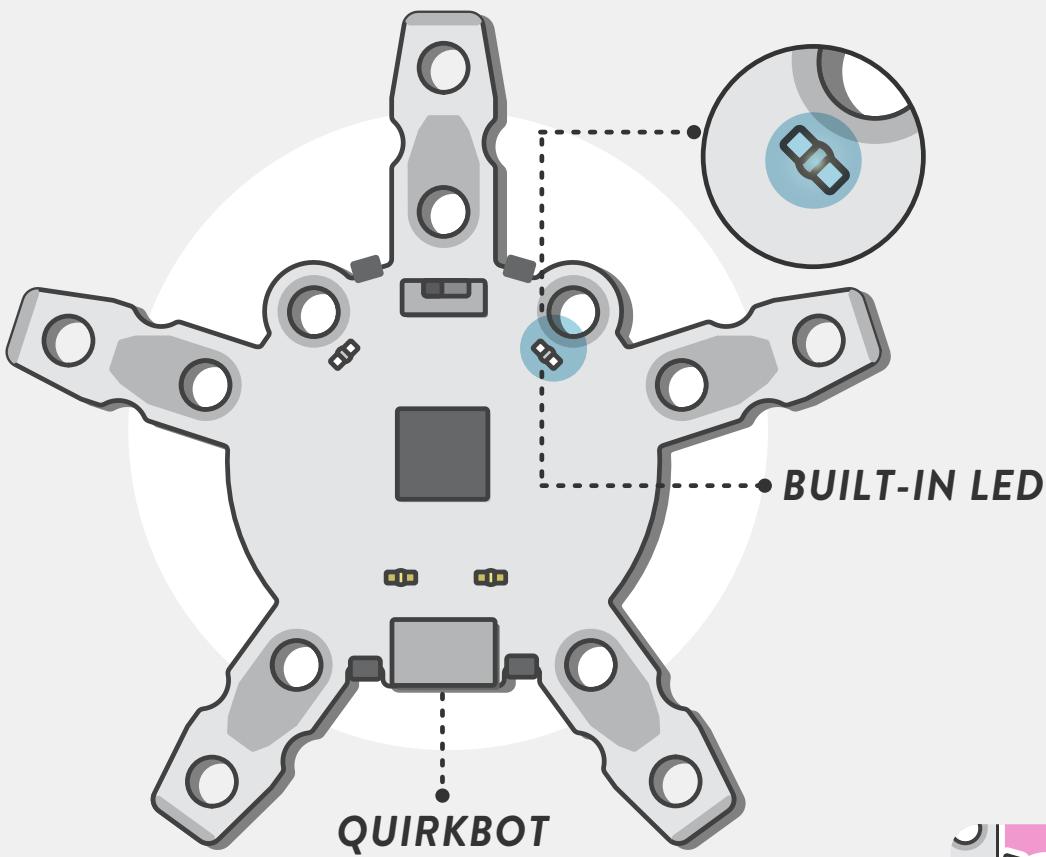




BLINK

```
when program starts
  forever
    set led [left eye v] light to [1]
    wait [1] seconds
    set led [left eye v] light to [0]
    wait [1] seconds
  
```

YOU WILL NEED

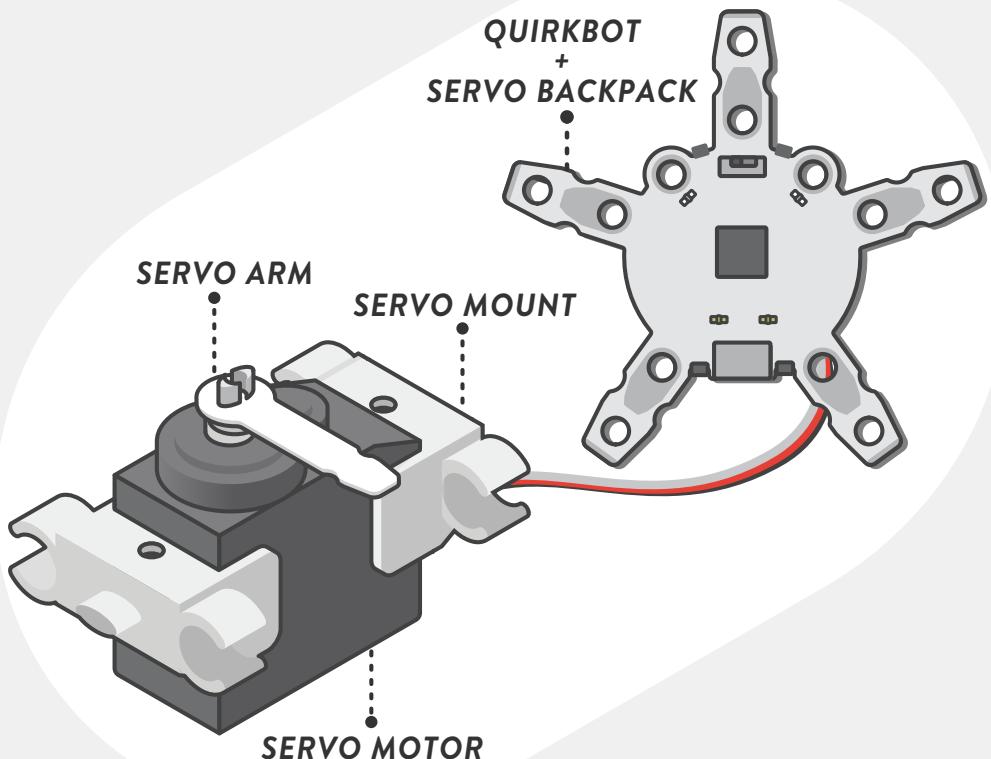


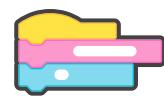


BACK AND FORTH

```
when program starts
  forever
    set servo [1] position to [1]
    wait [1] seconds
    set servo [1] position to [0]
    wait [1] seconds
  
```

YOU WILL NEED

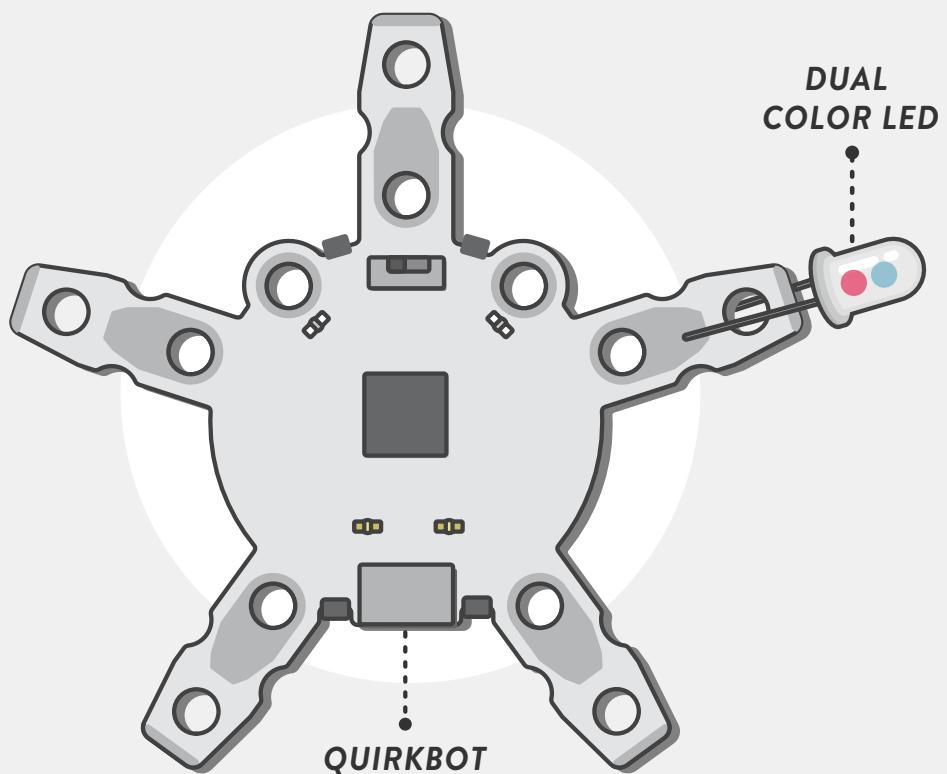




SWITCHING COLORS

```
when program starts
set dual color led [left arm ▾] light to 1
forever
  set dual color led [left arm ▾] color to 1
  wait [0.5] seconds
  set dual color led [left arm ▾] color to 0
  wait [0.5] seconds
end
```

YOU WILL NEED

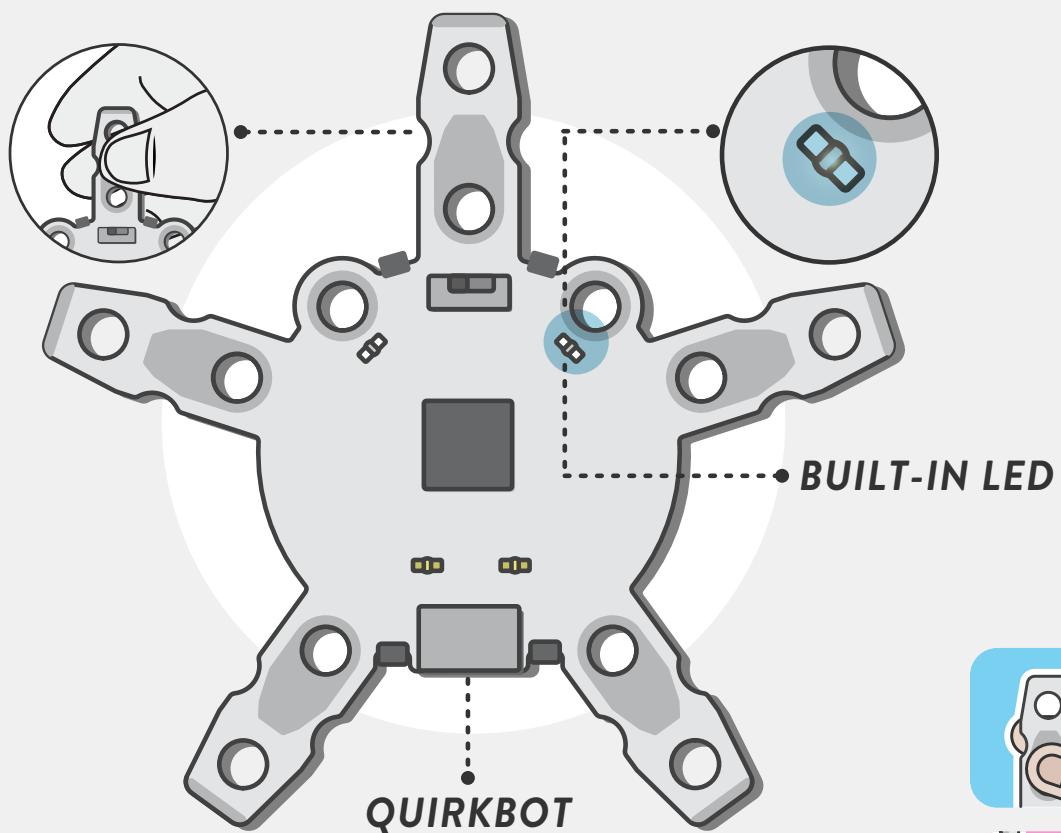




TOUCH AND WINK

```
when program starts
forever
  if horn is touched then
    set led left eye light to 0
    wait 0.25 seconds
    set led left eye light to 1
  end if
end forever
```

YOU WILL NEED

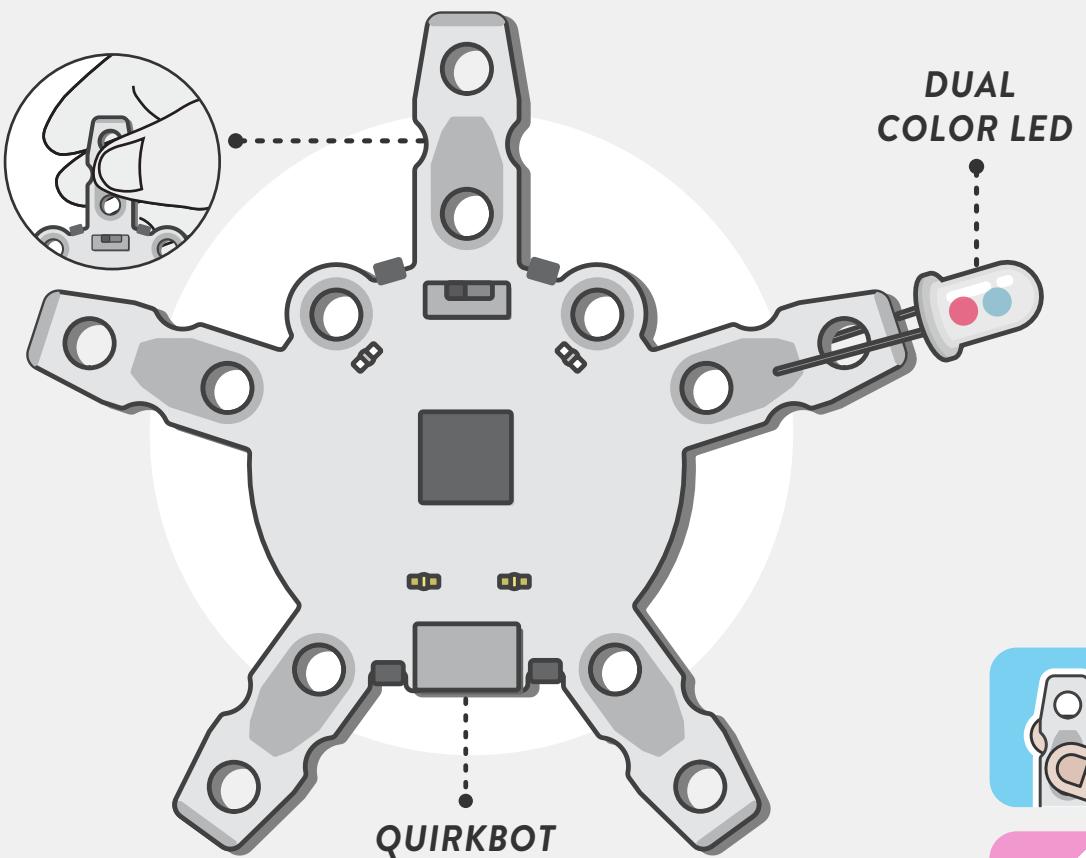




TOUCH TO SIREN LIGHT

```
when program starts
forever
  if horn is touched then
    set dual color led [left arm v] light to 1
    set dual color led [left arm v] color to 1
    wait [0.1] seconds
    set dual color led [left arm v] color to 0
    wait [0.1] seconds
  else
    set dual color led [left arm v] light to 0
  end
```

YOU WILL NEED

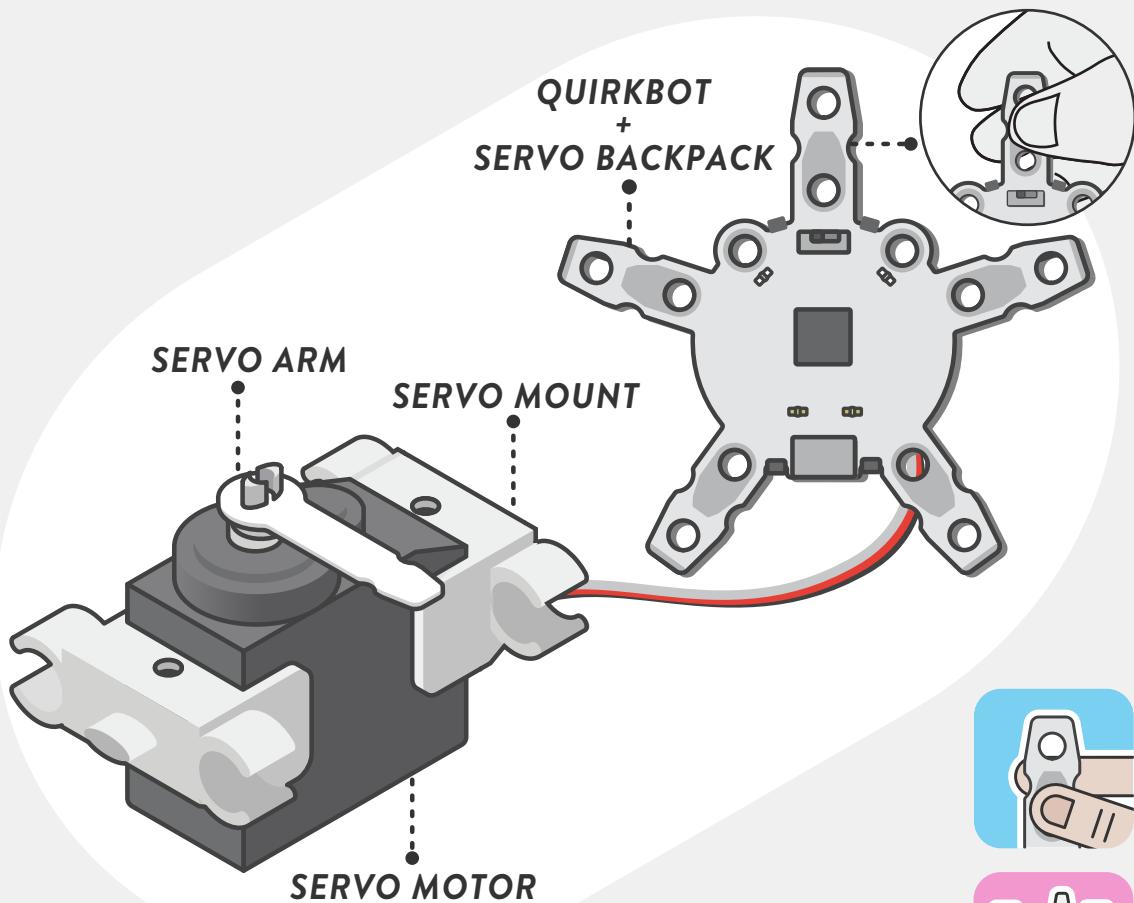




TOUCH AND TRAP

```
when program starts
set servo 1 position to 0
forever
  if horn is touched then
    set servo 1 position to 1
  end
```

YOU WILL NEED

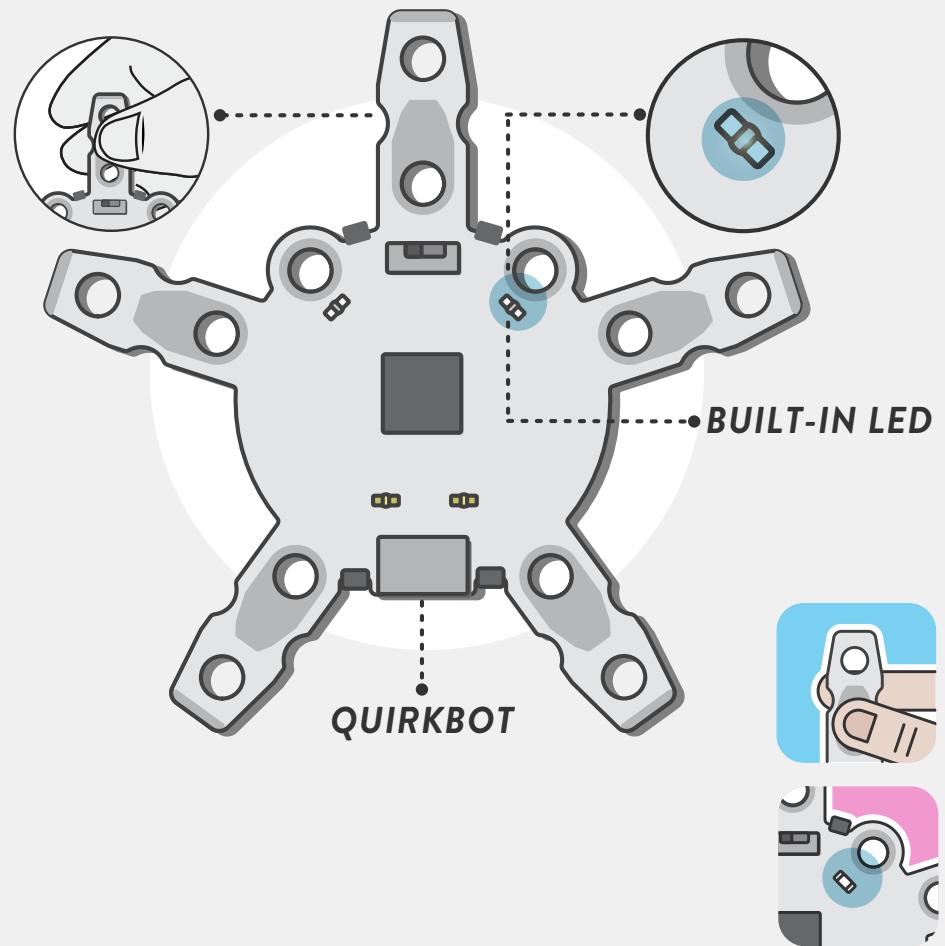




TOUCH TO SHINE

```
when program starts
forever
  set led [left eye v] light to [value of circuit touch horn v]
```

YOU WILL NEED

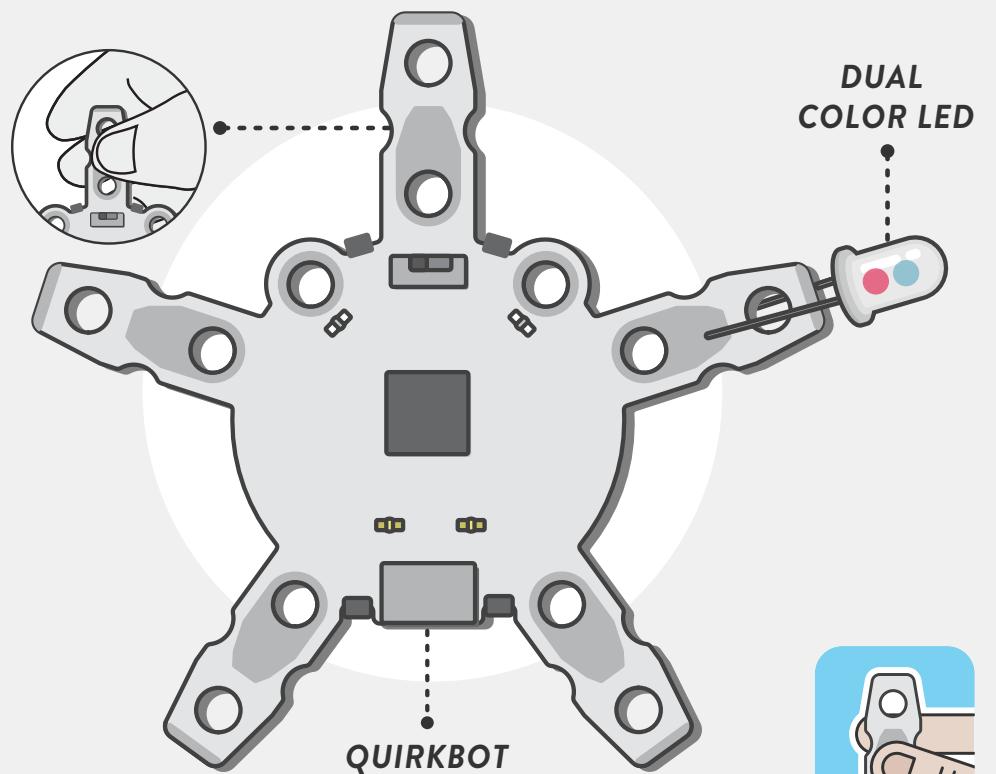




TOUCH TO CHANGE COLOR

```
when program starts
forever
  set dual color led [left arm v] light to [1]
  set dual color led [left arm v] color to [value of circuit touch horn v]
  wait [0.01] seconds
end
```

YOU WILL NEED

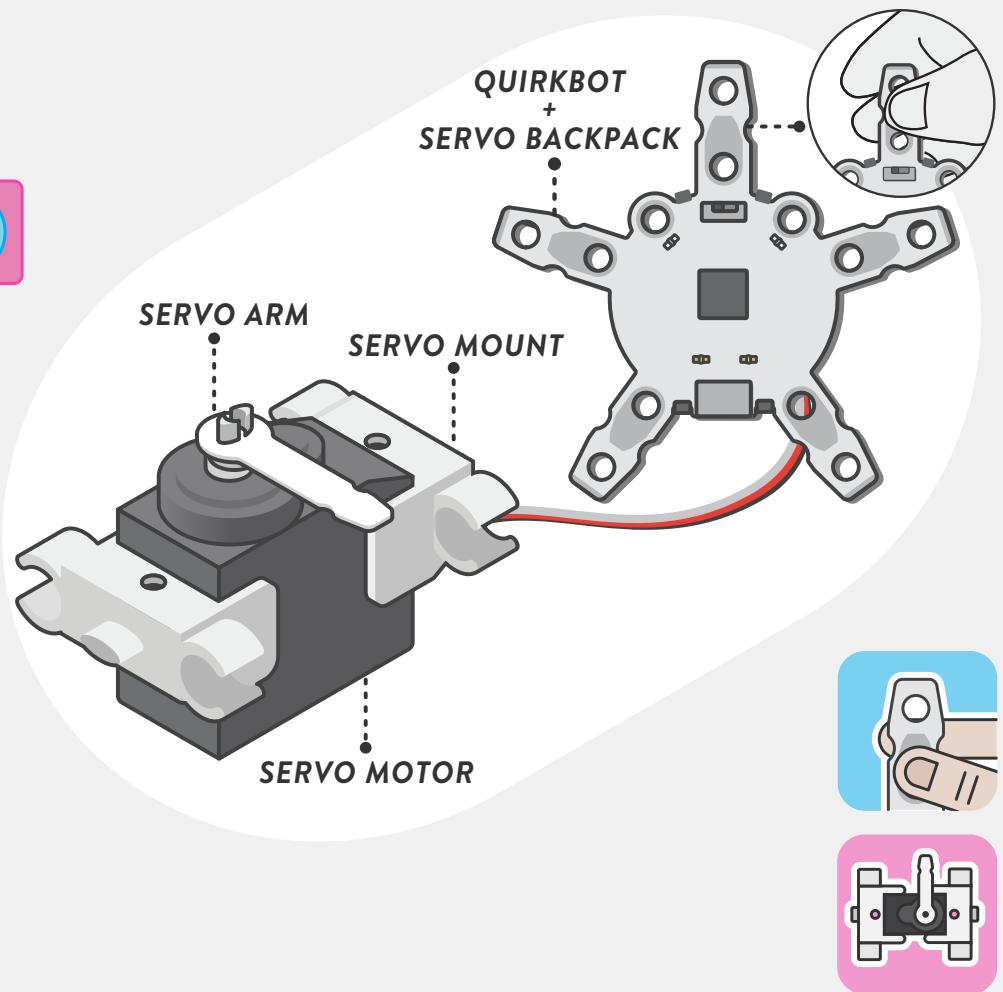




TOUCH AND HOLD POSITION

```
when program starts
  forever
    set servo 1 position to value of circuit touch horn
```

YOU WILL NEED

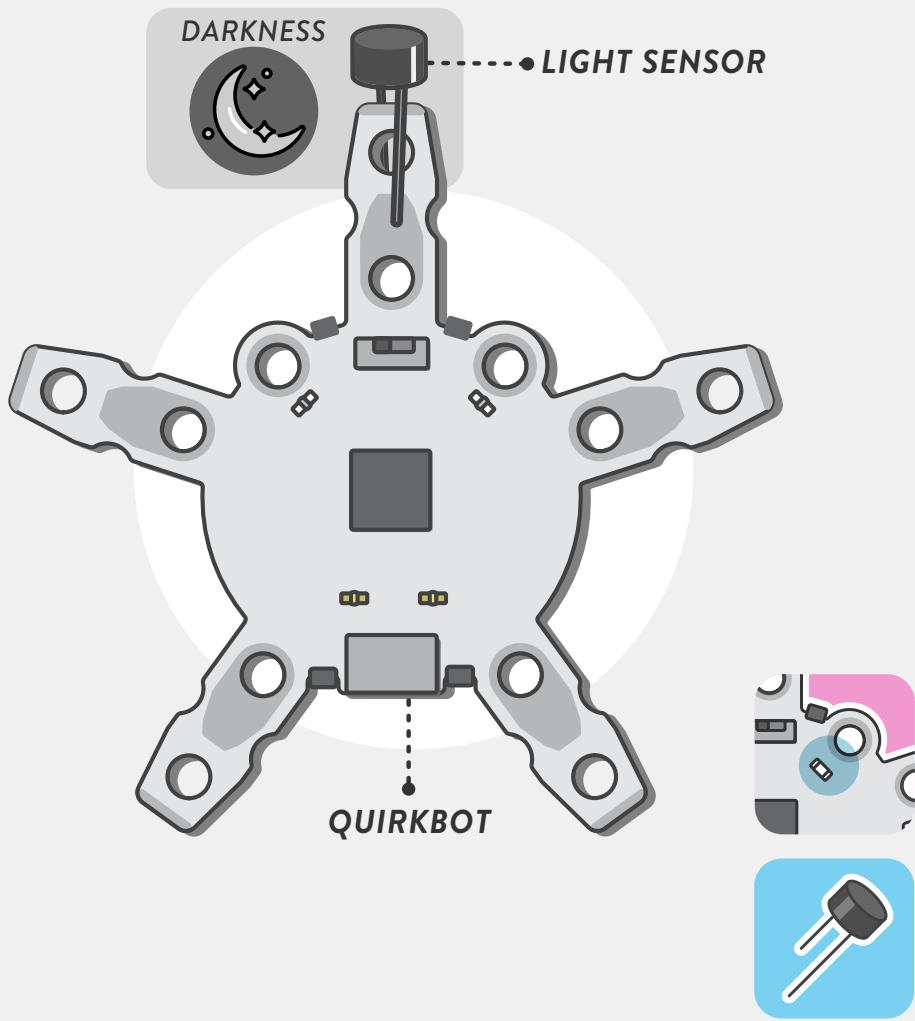




SHINE IN THE DARK

```
when program starts
forever
  if [value of light sensor < horn > 0.01] then
    set led [left eye v] light to 0
  else
    set led [left eye v] light to 1
  end
```

YOU WILL NEED



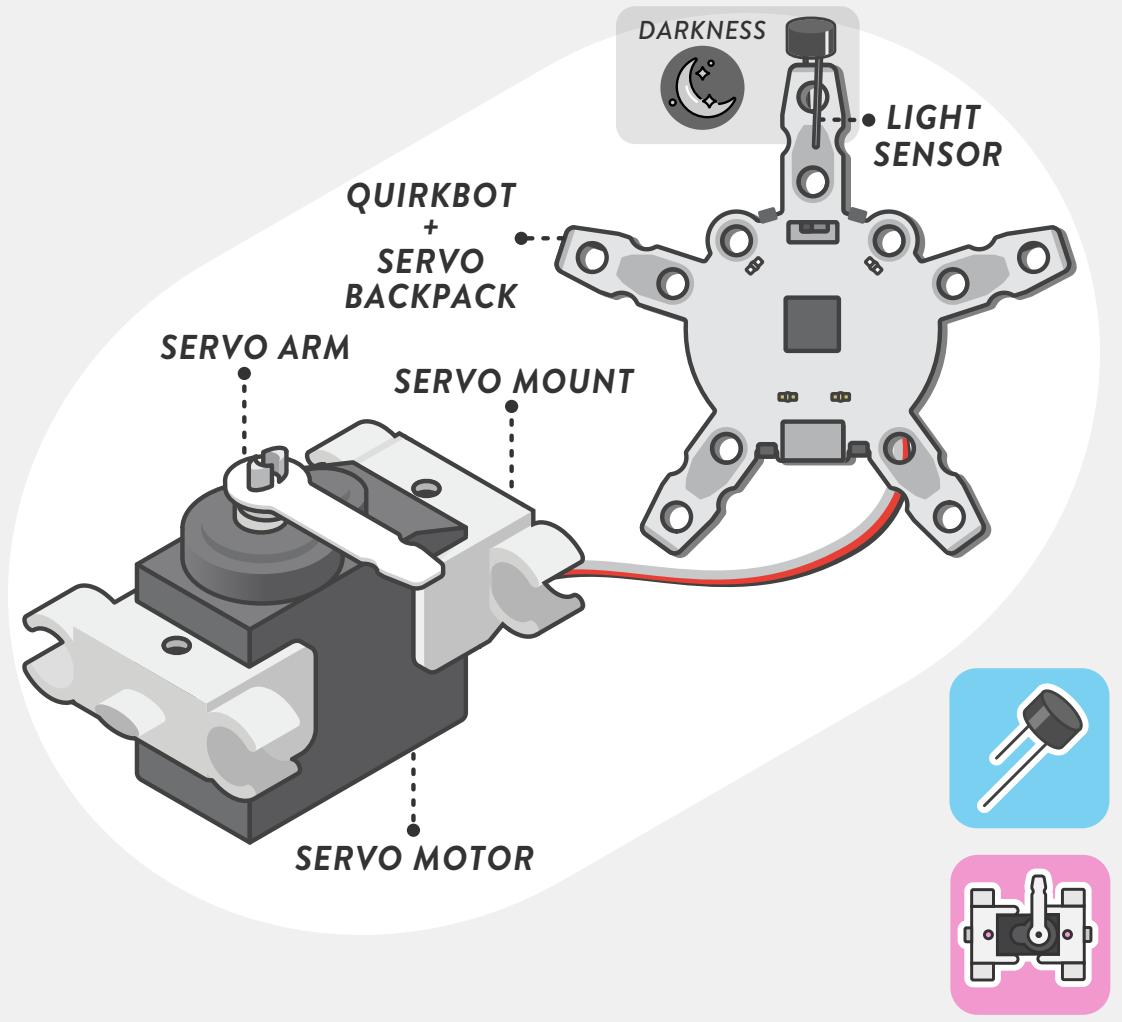


SHAKE IN THE DARK

```
when program starts
forever
  if value of light sensor [horn > 0.01] then
    set servo [1 position to 0.5]
  else
    set servo [1 position to pick random [0 to 1]]

```

YOU WILL NEED

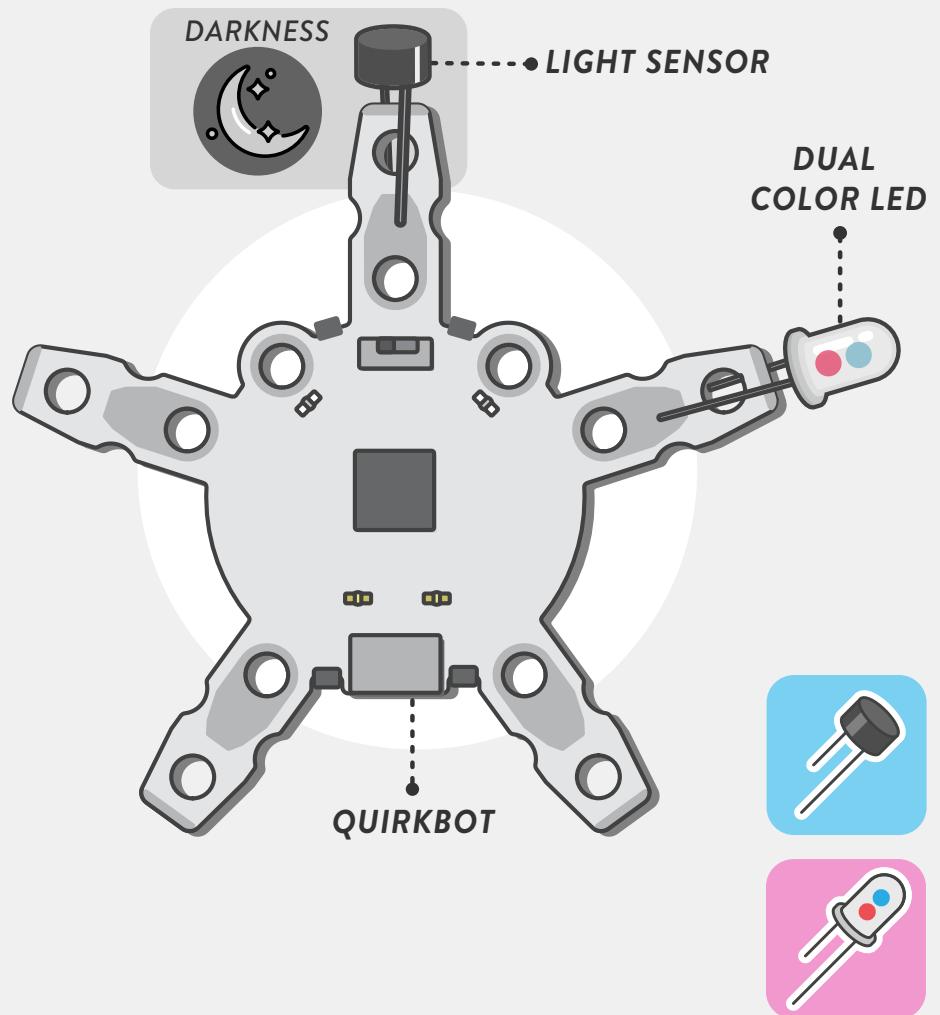




CHANGE COLOR IN THE DARK

```
when program starts
forever
    set dual color led [left arm ▾] light to 1
    if [value of light sensor [horn ▾] > 0.01] then
        set dual color led [left arm ▾] color to 0
    else
        set dual color led [left arm ▾] color to 1
    end
```

YOU WILL NEED

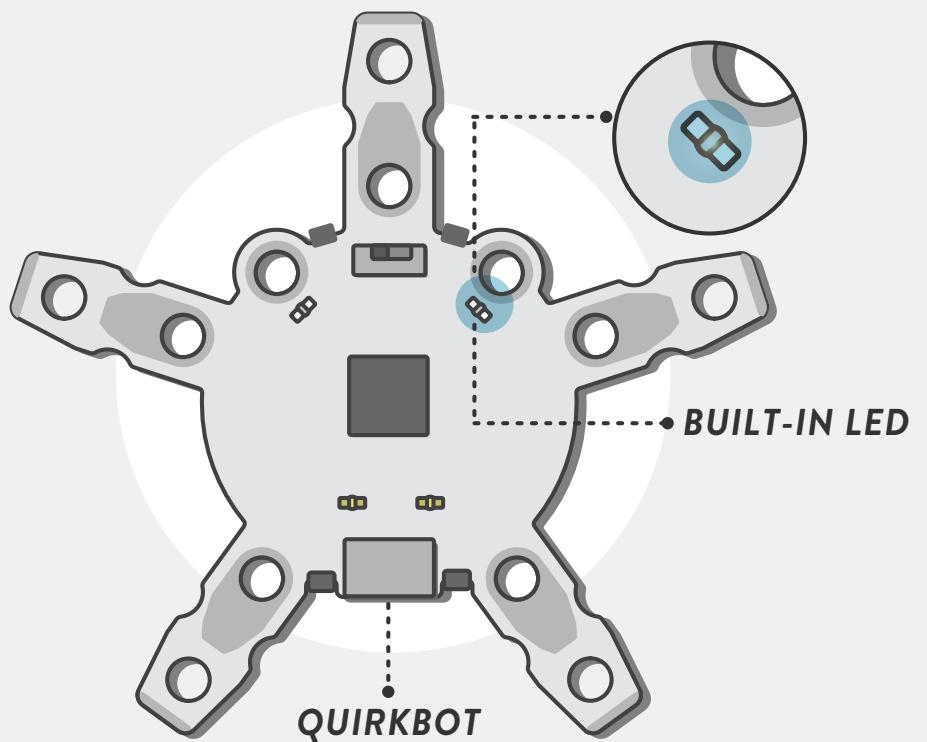




FLICKER

```
when program starts
forever
  set led [left eye v] light to (1)
  wait [pick random (0) to (0.1) seconds]
  set led [left eye v] light to (0)
  wait [pick random (0) to (0.1) seconds]
```

YOU WILL NEED

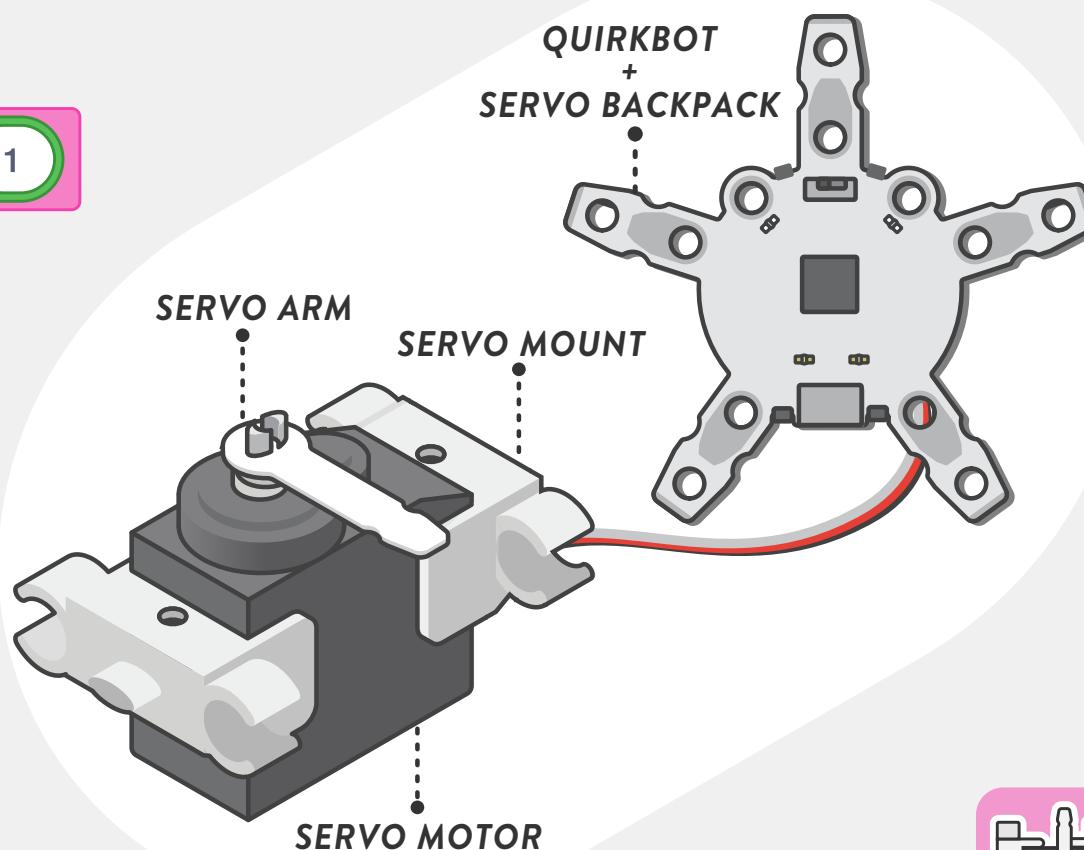




SHAKE

```
when program starts
forever
  set servo 1 position to pick random 0 to 1
```

YOU WILL NEED

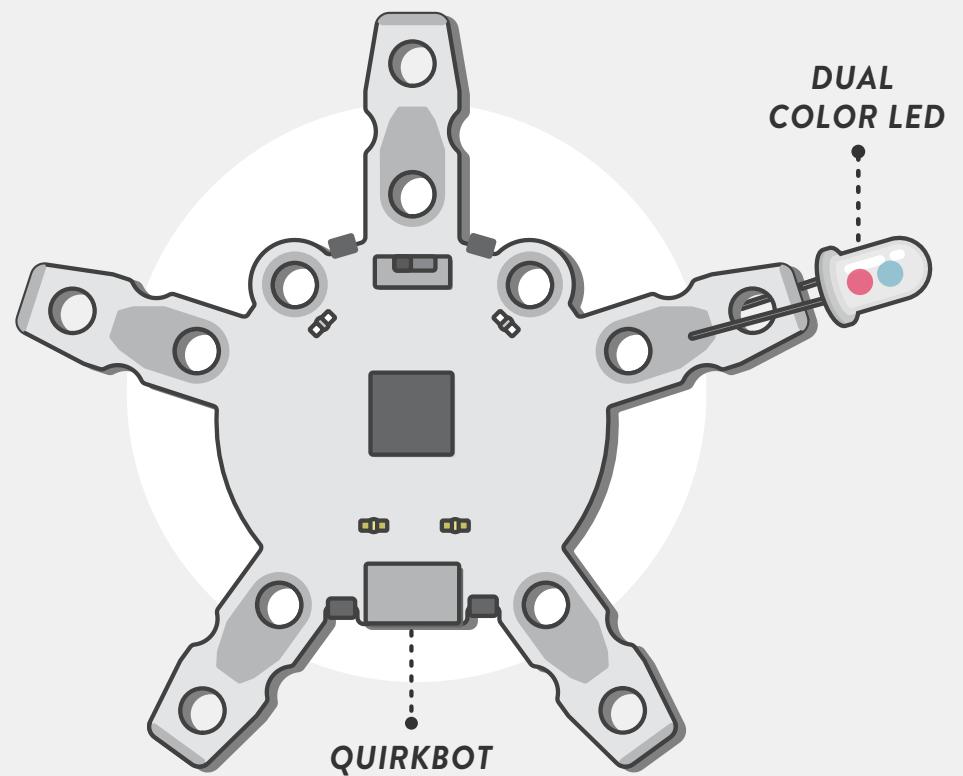




FLICKERING COLOR

```
when program starts
forever
  set dual color led [horn v] light to 1
  set dual color led [horn v] color to pick random 0 to 1
  wait [pick random 0 to 0.1 seconds]
```

YOU WILL NEED



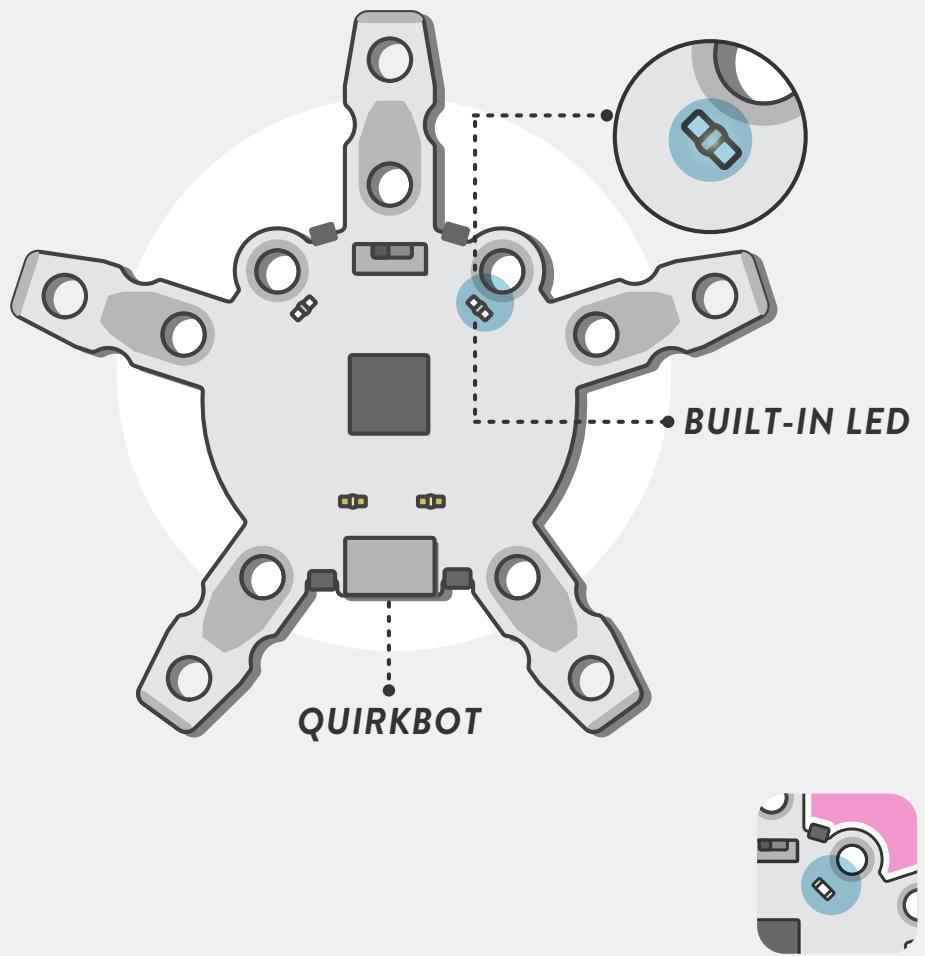


GLOW

```
when program starts
forever
  set brightness to 0
  repeat (100)
    change brightness by 0.01
    set led [left eye v] light to brightness
    wait (0.02) seconds
  end
end
```

CREATE A VARIABLE

YOU WILL NEED

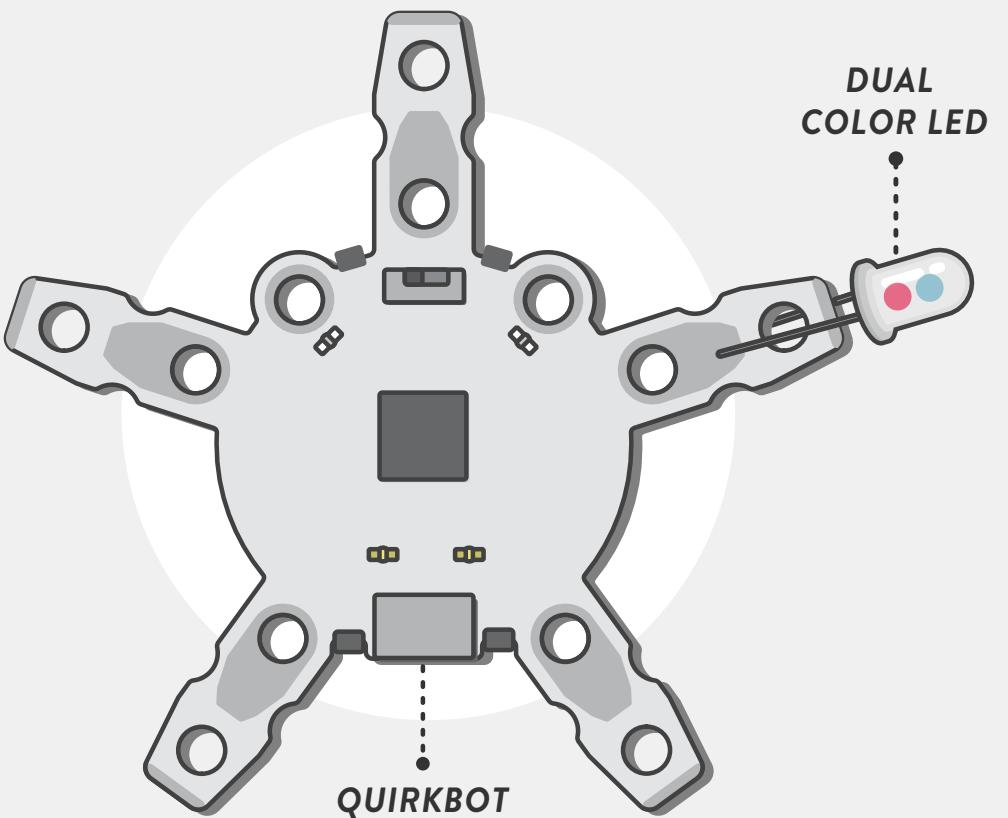




FADING COLORS

```
when program starts
forever
  set color to 0 ← CREATE A VARIABLE
  set dual color led [left arm] light to 1
  repeat (100)
    set dual color led [left arm] color to color
    change color by 0.01
    wait 0.01 seconds
  end
end
```

YOU WILL NEED



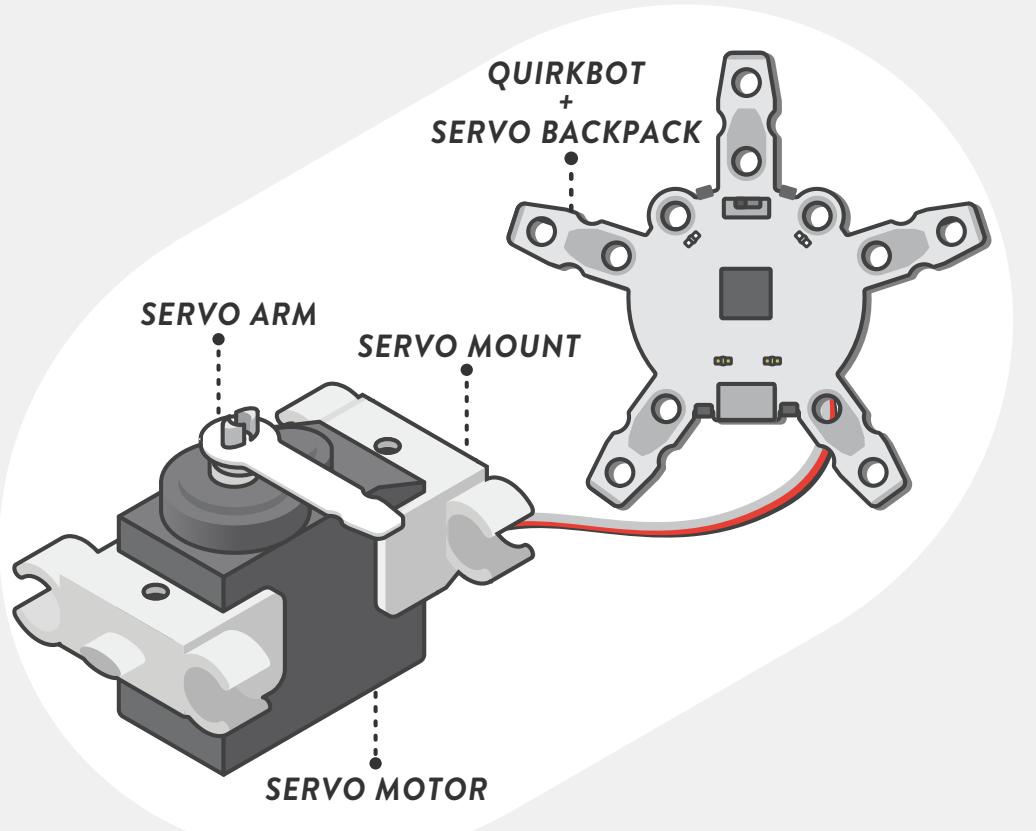


SWEET

```
when program starts
forever
  set position ▾ to 0
  repeat (100)
    change position ▾ by 0.01
    set servo 1 ▾ position to position
    wait (0.02) seconds
  end
end
```

CREATE A VARIABLE

YOU WILL NEED



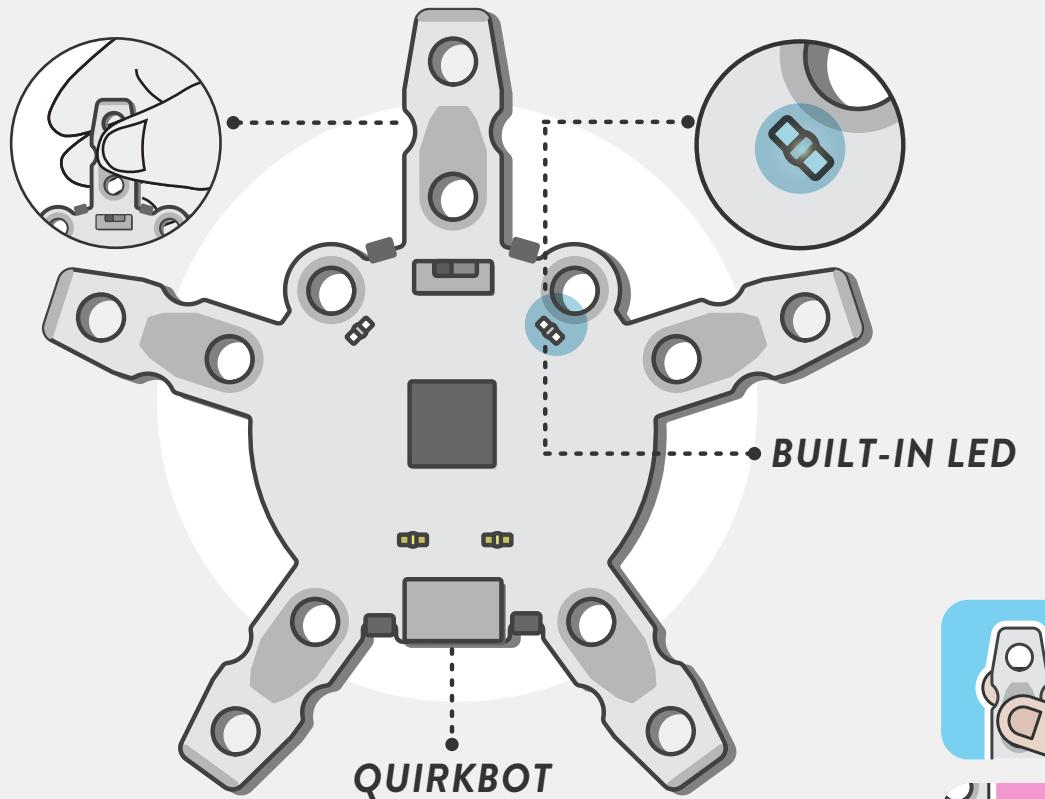


LIGHT SWITCH

```
when program starts
set [toggle v] to [0]
forever
  if [horn v is touched] then
    if [toggle > 0] then
      set [toggle v] to [0]
    else
      set [toggle v] to [1]
    set led [left eye v] light to [toggle]
    wait [0.3] seconds
end
```

CREATE A VARIABLE

YOU WILL NEED

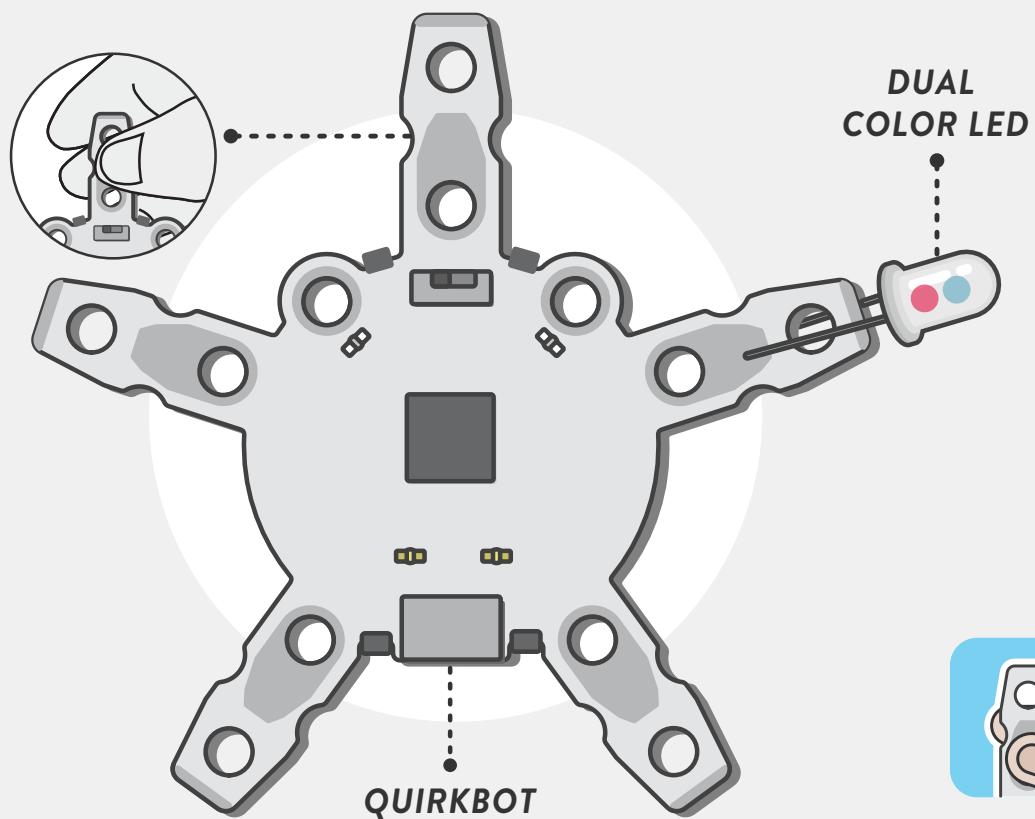




MOOD LIGHT SWITCH

```
when program starts
set [toggle ▾] to 0
CREATE A VARIABLE
set dual color led [left arm ▾] light to 1
forever
  if [horn ▾ is touched] then
    if [toggle > 0] then
      set [toggle ▾] to 0
    else
      set [toggle ▾] to 1
    set dual color led [left arm ▾] color to [toggle]
    wait [0.5] seconds
  end
end
```

YOU WILL NEED





TOUCH TO SWITCH POSITION

```
when program starts
set [toggle v] to [0] ← CREATE A VARIABLE
forever
  if [horn v] is touched then
    if [toggle > 0] then
      set [toggle v] to [0]
    else
      set [toggle v] to [1]
    set servo [1 v] position to [toggle]
    wait [1] seconds
  end if
end forever
```

YOU WILL NEED

