

# Hip To Be Square

## Introduction

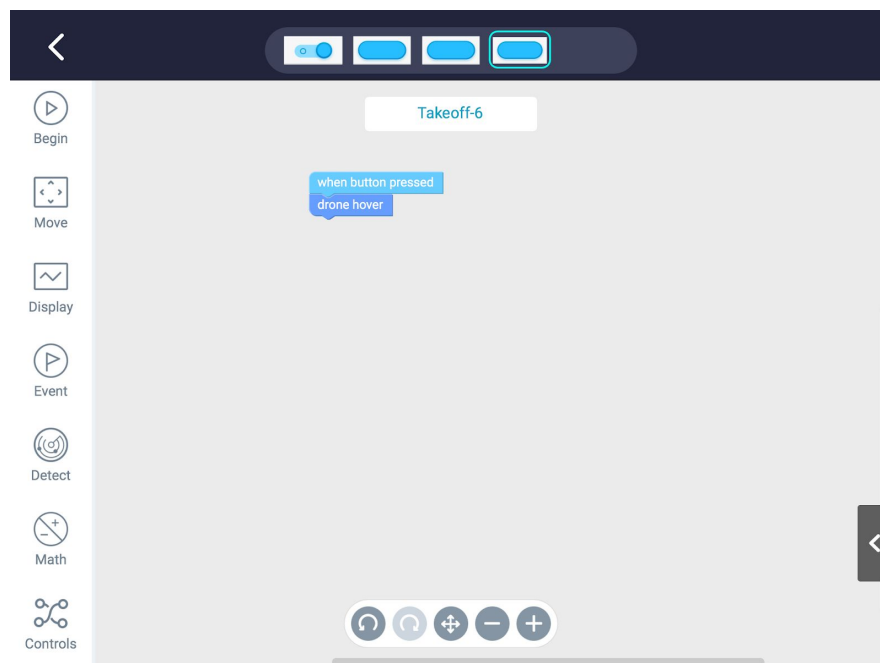
In this activity, you will program Makeblock's Airblock drone to fly in a square. This activity reinforces design thinking and problem-solving skills while teaching coding concepts in a block-based coding environment.

## Guided Practice

- Construct the Airblock in "Air Mode" as shown



- Open the Makeblock App and program the Airblock to fly in a square using the CREATE tab as shown. In this example, a new block named "Takeoff" was created - the block to lift off is the Hover block in the Move section. The "Triangle" block was modified to form a square.



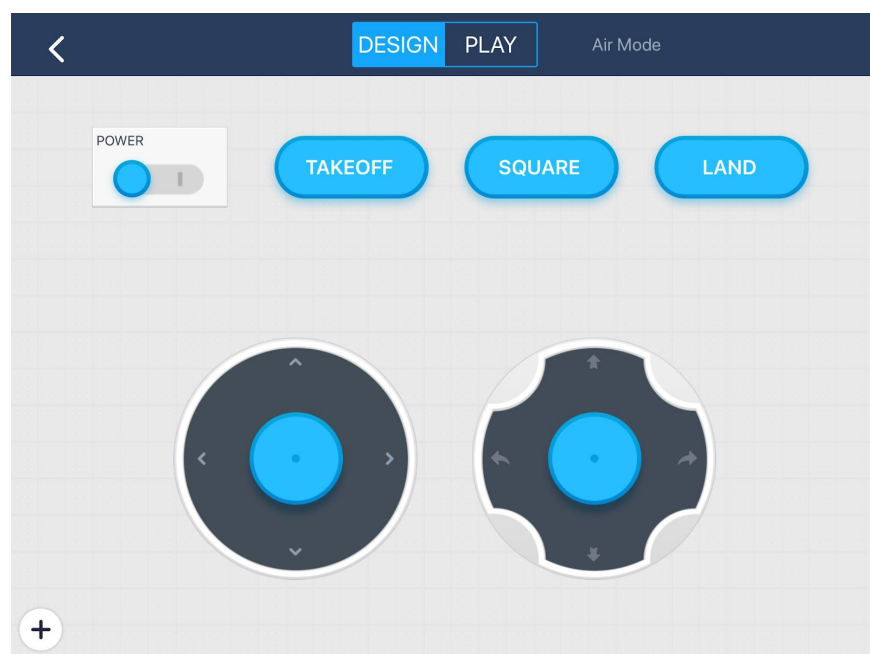
Rev. 2018-12-06 | Makeblock App



```

when button pressed
  drone forward for 1 s
  wait 1 s
  drone turn left to degree 90
  wait 2 s
  drone forward for 1 s
  wait 1 s
  drone turn left to degree 90
  wait 2 s
  drone forward for 1 s
  wait 1 s
  drone turn left to degree 90
  wait 2 s
  drone forward for 1 s
  
```

The screenshot shows the Makeblock App interface in design mode. A sequence of code blocks is visible, starting with a 'when button pressed' event. The sequence consists of: 'drone forward for 1 s', 'wait 1 s', 'drone turn left to degree 90', 'wait 2 s', 'drone forward for 1 s', 'wait 1 s', 'drone turn left to degree 90', 'wait 2 s', 'drone forward for 1 s', 'wait 1 s', 'drone turn left to degree 90', 'wait 2 s', and 'drone forward for 1 s'. The sequence is titled 'Square-2'. The interface includes a left sidebar with icons for Begin, Move, Display, Event, Detect, Math, and Controls. At the top, there are several blue buttons, one of which is highlighted. At the bottom, there are navigation icons for undo, redo, zoom in, zoom out, and refresh.



## Independent Practice

- Add additional movements or actions. Try a flip! It's FUN.
- Extend the size of the square.

