

# Objectives

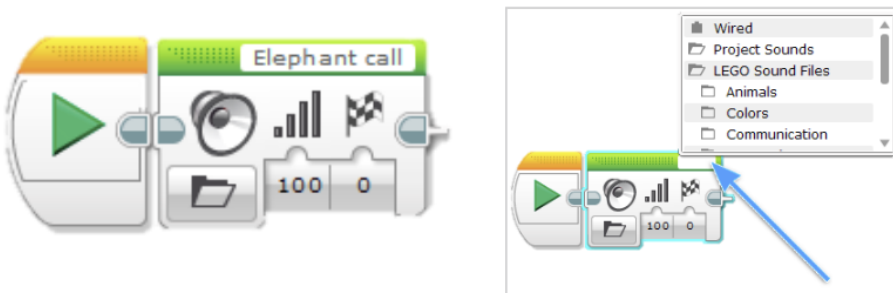
- Download and run some basic code on the robot.
- Control lights, display, and sounds
- Clicking on a block gives more options
- The wait block delays the operation of the code
- With a wait block in front, the code will perform the previous block until some time has passed

## "Test It" & "Modify It"

- Display this section on a projector screen

### Part 1:

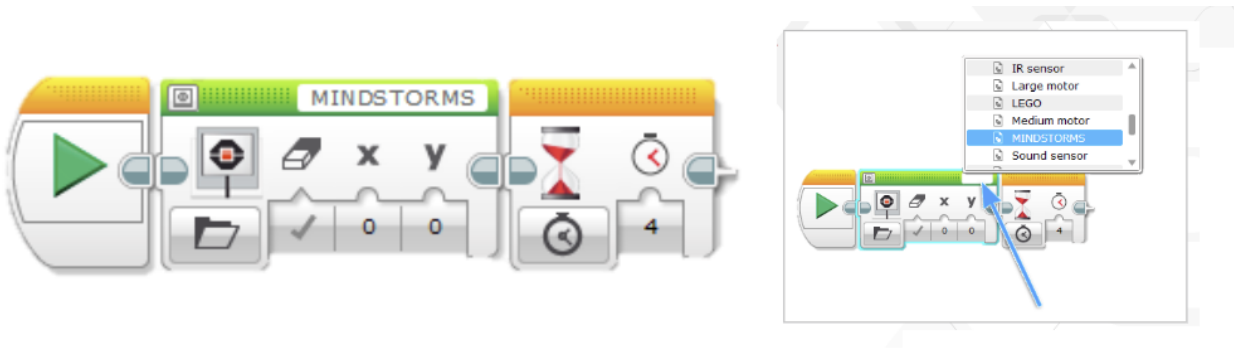
- **Test** the code below to make the robot play an elephant call



- **Modify** the program to make the robot play another cool sound

## Part 2:

- **Test** the code below to make the robot display "MINDSTORMS" in the EV3 Brick Display



- **Modify** the code to make the robot display an image or your own text

## Part 3:

- **Test** the code below to make the robot flash the Brick Status Light

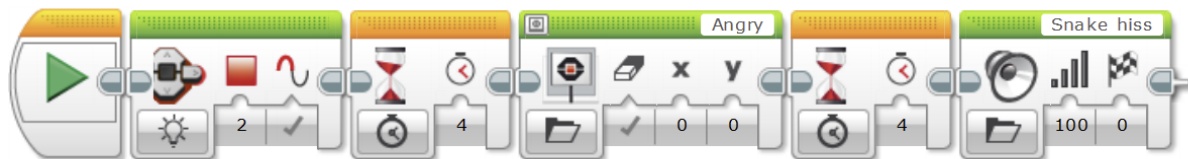


- **Modify** the Code to make the Brick Status Light flash another colour

# Challenge

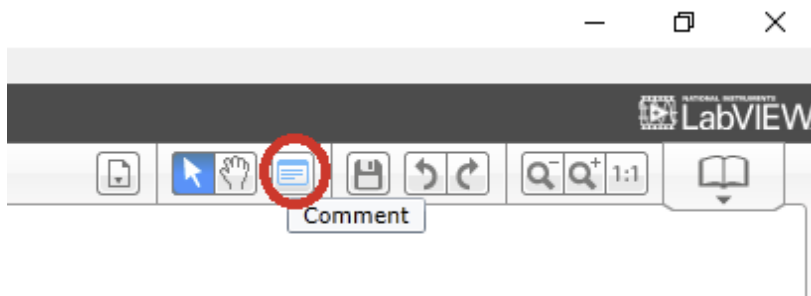
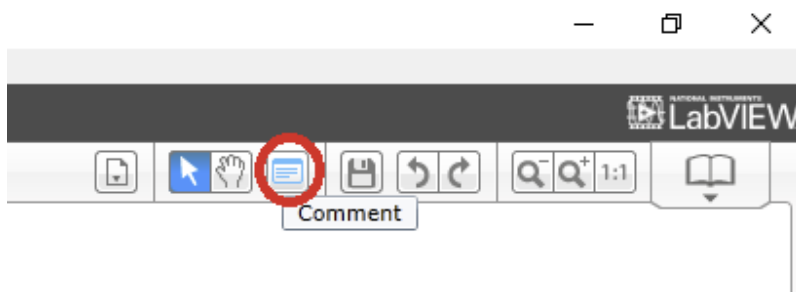
- Combine the 3 modified parts above to get your robot to do them in order
- This is called creating a sequence

## Sample Solution:



# Commenting

- Comments can be added by pressing this button here:



- Ensure that each group takes the time to describe the robot's behavior in their own words, while running the program
- This encourages the students to reflect on what they see and how it relates to the programming blocks
- The comments should be presented to the educator before proceeding to the next section

## Extension Activity

- Change the wait blocks to get input from the buttons.
- This is accomplished by clicking on the wait block and then selecting “brick buttons”.

### Sample Solution:

