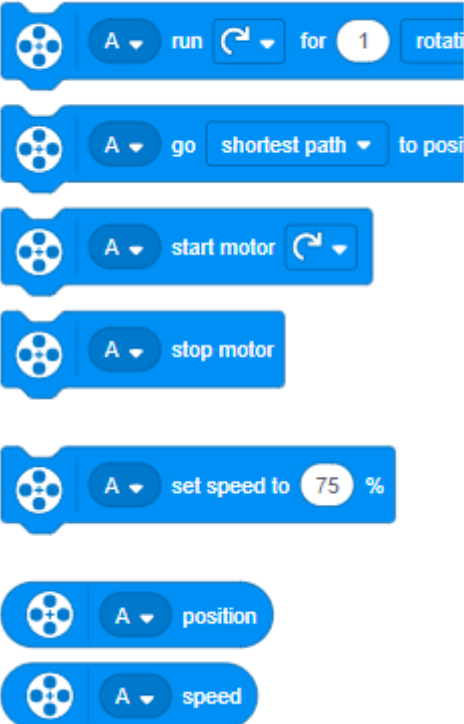

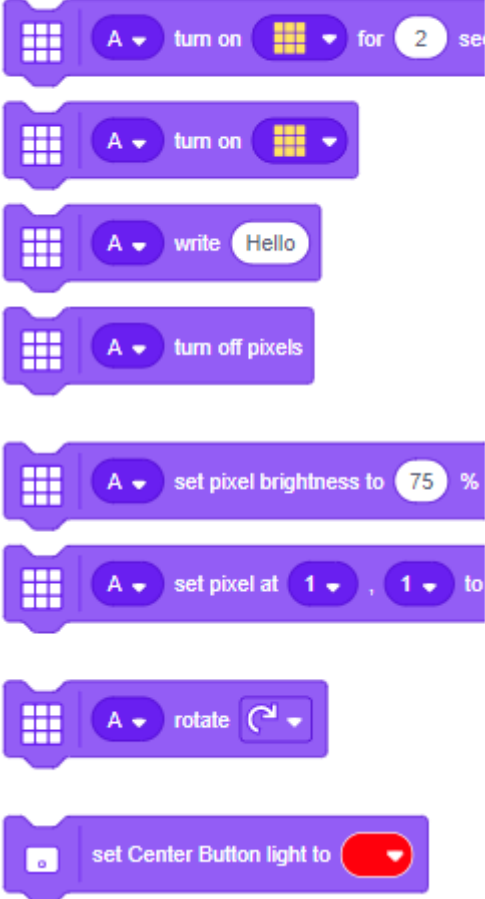


# LEGO SPIKE

## ΣΕΤ ΕΝΤΟΛΩΝ

ΚΙΝΗΤΗΡΕΣ	ΚΙΝΗΣΗ	ΦΩΤΙΣΜΟΣ HUB
<h3>Motors</h3>  <p>A palette of motor-related blocks for the LEGO SPIKE. It includes: a blue 'run' block with a dropdown 'A', a rotation icon, and a 'for 1' loop; a blue 'go shortest path to position' block with a dropdown 'A'; a blue 'start motor' block with a dropdown 'A' and a rotation icon; a blue 'stop motor' block with a dropdown 'A'; a blue 'set speed to 75%' block with a dropdown 'A'; a blue 'position' block with a dropdown 'A'; and a blue 'speed' block with a dropdown 'A'.</p>	<h3>Movement</h3>  <p>A palette of movement-related blocks for the LEGO SPIKE. It includes: a pink 'move' block with a dropdown 'A', an arrow icon, 'for 10', and 'cm'; a pink 'start moving' block with an arrow icon; a pink 'move right: 30 for 10 cm' block with a dropdown 'A', 'right: 30', 'for 10', and 'cm'; a pink 'start moving right: 30' block with 'right: 30'; a pink 'stop moving' block; a pink 'set movement speed to 50%' block with a dropdown 'A' and '50%'; and a pink 'set 1 motor rotation to 13.5 cm' block with a dropdown 'A', '13.5', and 'cm'.</p>	<h3>Light</h3>  <p>A palette of light-related blocks for the LEGO SPIKE. It includes: a purple 'turn on' block with a dropdown 'A', a light icon, 'for 2', and 'seconds'; a purple 'turn on' block with a dropdown 'A' and a light icon; a purple 'write Hello' block with a dropdown 'A'; a purple 'turn off pixels' block with a dropdown 'A'; a purple 'set pixel brightness to 75%' block with a dropdown 'A' and '75%'; a purple 'set pixel at 1, 1 to' block with dropdowns '1', '1', and 'to'; a purple 'rotate' block with a dropdown 'A' and a rotation icon; and a purple 'set Center Button light to' block with a dropdown 'A' and a red light icon.</p>

### HΧΟΣ

#### Sound

play sound **Cat Meow 1** until done

start sound **Cat Meow 1**

stop all sounds

change **pitch** effect by **10**

set **pitch** effect to **100**

clear sound effects

change volume by **-10**

set volume to **100** %

volume

### ΣΥΜΒΑΝΤΑ

#### Events

when program starts

**A** when color is **red**

when tilted **up**

when **front** is up

when **shaken**

when **loudness** > **10**

when

when I receive **message1**

broadcast **message1**

broadcast **message1** and wait

### ΕΛΕΓΧΟΣ

#### Control

wait **1** seconds

repeat **10**

forever

if  then

if  then

else

wait until

repeat until

stop other stacks

stop **all**

## ΑΙΣΘΗΤΗΡΕΣ

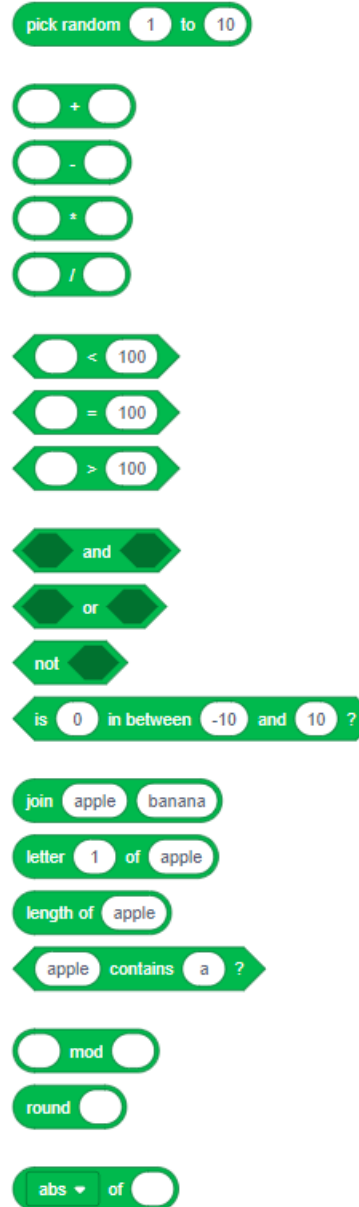
### Sensors



A collection of Scratch sensor blocks. The top row includes a 'color' sensor block with a dropdown 'A', the text 'is color', a red color swatch, and a question mark. Below it are 'color' and 'reflected light' blocks. The next row features a 'reflection' block with a dropdown 'A', a less-than sign, a '50' value, and a percentage sign. This is followed by another 'reflected light' block. The bottom section contains 'is tilted' (with an up arrow), 'is front up?', 'is shaken', and 'pitch angle' blocks. At the bottom are 'set yaw angle to 0', 'loudness', 'timer', and 'reset timer' blocks.

## ΤΕΛΕΣΤΕΣ

### Operators



A collection of Scratch operator blocks. It starts with a 'pick random' block set to '1' to '10'. Below are arithmetic blocks for '+', '-', '\*', and '/'. Comparison blocks include '< 100', '= 100', and '> 100'. Logical blocks include 'and', 'or', and 'not'. A 'range' block is set to 'is 0 in between -10 and 10?'. Text blocks include 'join apple banana', 'letter 1 of apple', 'length of apple', and 'apple contains a?'. Finally, there are 'mod', 'round', and 'abs of' blocks.

## ΜΕΤΑΒΛΗΤΕΣ – ΜΠΛΟΚ ΕΝΤΟΛΩΝ

### Variables

Make a Variable

Make a List

### My Blocks

Make a Block

