What Makes a Robot?

**Power**
- **Battery**
  Every robot needs power!

**Sense**
- **Brightness**
  A sense cube that detects the amount of light around it.
- **Distance**
  The distance cube senses how far away it is from objects it's pointed towards.
- **Knob**
  A sense cube with a knob letting you set the value.

**Act**
- **Rotate**
  One face of this cube rotates.
- **Drive**
  Wheels for driving around flat surfaces!
- **Flashlight**
  Translates input into a bright beam of white light.
- **Speaker**
  Great for building noisy robots.

Think Cubelets

Modify your robot's behavior using Thinks!

**Inverse**
- Flips the value it encounters - low values become high and high values become low.

**Passive**
- Transmits power and data like a wire, and can extend and stabilize robots.