
Cubelets Blockly Build Challenge

Set motor direction with Rotate

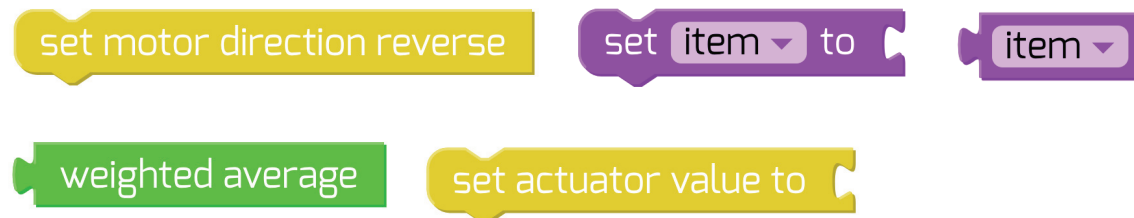
This worksheet is designed to support Create with Cubelets Episode 9.5.



Program Goal.

Build a program that **sets the motor direction to reverse**, but otherwise mimics the Default Rotate Personality.

Blocks you will use.



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Hints.



**Always
remember
to reset your
Cubelet to
Default when
you are done
playing!**

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1. Start by writing down a description of your program using “pseudo code” or plain English. This will help you organize your thoughts.
 2. Always remember to define your variables at the top of your program.
 3. One element doesn't need to run every time your program cycles, so it can be placed in the “Setup do” loop. This loop runs only once when the Cubelet is powered on.