

**Lesson 3 partner work.** Names: \_\_\_\_\_

1. Plug in a circuit playground
2. Start the Code maker App
3. Log in through Clever and go to Unit 6 Lesson 3

**3-5** What happens if you enter this code and run the program? \_\_\_\_\_

Why? \_\_\_\_\_

Experiment, change the code, then explain what the difference is between blink and pulse. \_\_\_\_\_  
\_\_\_\_\_

```
led.on();
led.blink(200);
led.pulse(200);
led.off();
```

**3-7.** You are given this code:

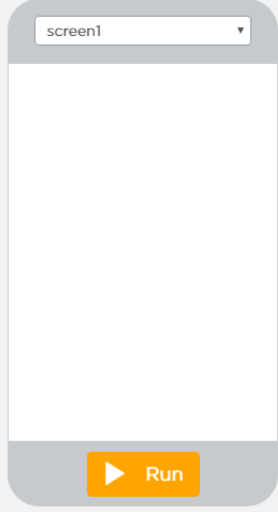
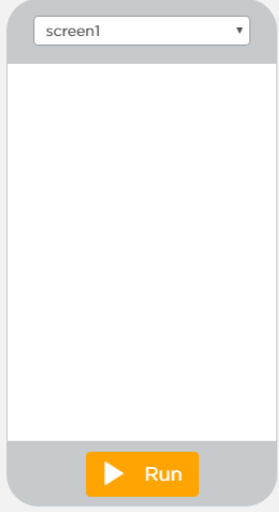
```
onEvent("LEDOn", "click", function(event) {
  led.on();
});
onEvent("LEDOff", "click", function(event) {
  });
```

Add the code to turn off the LED when the OFF button is clicked.

There is another event called "mouseOver", use it to make the light blink when the mouse is passed over the ON button and make it pulse when the mouse is passed over the OFF button.

3-8 Explain what toggle does. \_\_\_\_\_

3-13 Each partner sketch an idea for a game that uses events, colors, something random and the LED

	<p>Name: _____</p> <p>Goal of game: _____</p> <p>Events used: _____</p> <p>Sprites needed _____</p>		<p>Name: _____</p> <p>Goal of game: _____</p> <p>Events used: _____</p> <p>Sprites needed _____</p>
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Save these ideas, once we learn more techniques we will develop games.

Work through lesson 5 individually. Learn about board events with the switch, buttons and buzzer.