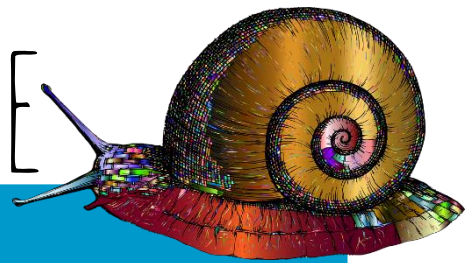


BIOLUMINESCENCE



1

Glowing Snail



SELECT AND BUILD
THE GLOWING
SNAIL

CONNECT YOUR TABLET TO THE SMART HUB AND RUN THE FOLLOWING PROGRAM

2



CAN YOU DESCRIBE WHAT HAPPENS WHEN YOU RUN THE PROGRAM?

3

CHANGE THE BEHAVIOR OF THE SNAIL TO DO THE FOLLOWING:

- FIRST THE LIGHT GOES BLUE
- THEN GREEN
- AT THE END RED

EVERY TIME IT CHANGES ITS COLOR THE SNAIL SHOULD

WHAT A WHILE . . . LET'S SAY ONE SECOND



4

IT'S TIME TO PUT SOME EYES TO OUR SNAIL. GET THE MOTION SENSOR AND FIND A WAY TO GET IT ON THE SNAIL. MAKE SURE IT'S STEADY!

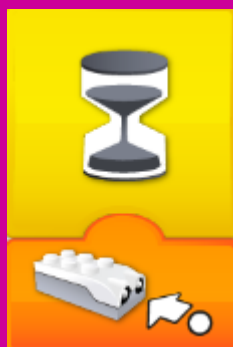


5

CAN YOU IMAGINE A DEADLY ENEMY OF OUR SNAIL? IT COULD BE A FISH THAT REALLY LIKES TO EAT SNAILS! LET'S CALL IT **SNAIL-EATER!** TRY AND BUILD A SNAIL-EATER WITH THE REST OF THE BRICKS YOU HAVE ON YOUR SET

6

THE SNAIL-EATER HAS ONE FLAW! IT CANNOT STAND BRIGHT COLORS! MAYBE WE CAN PROGRAM OUR SNAIL TO LIGHT UP WHENEVER IT SEES THE SNAIL-EATER...



YOU WILL NEED A BLOCK THAT WILL DETECT IF SOMETHING IS COMING NEAR THE MOTION SENSOR