

# Move It 2!

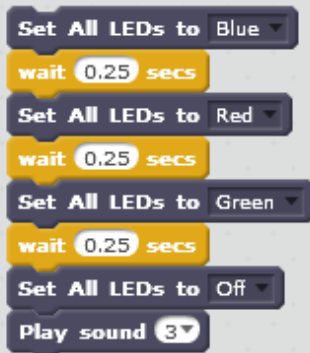
First build this **define block** for MOTION COMPLETE.



```
define Movement Complete
  wait 0.1 secs
  wait until Motion complete
```



```
when clicked
  repeat 4
    Forwards Medium for 10 cm
    Movement Complete
    Spin Left Medium by 90 degrees
    Movement Complete
```



```
Set All LEDs to Blue
wait 0.25 secs
Set All LEDs to Red
wait 0.25 secs
Set All LEDs to Green
wait 0.25 secs
Set All LEDs to Off
Play sound 3
```

Now find these blocks.

Fit the **motion blocks** together.

Fit the **LIGHT and SOUND** blocks together.

**Where** should you put the LIGHT and SOUND blocks if you want LIGHT and SOUND **at the end of drawing the square**?

**Where** should you put the LIGHT and SOUND blocks if you want LIGHT and SOUND **at the same time** as it draws the square?

Have you tried **changing the speed**?

## CHALLENGE:

Can you **build this code**?

The numbers in the **SET ALL LEDs to RGB** are set to 1. What happens if you **change** the numbers? **What numbers** can you use?

If you put this block in the **repeat loop** what would happen? Find out?

If you placed the **PLAY SOUND** block in the **repeat loop** what happens.

Experiment.



```
when clicked
  Set All LEDs to RGB 1 1 1
  repeat 4
    Forwards Medium for 10 cm
    Movement Complete
    Spin Left Medium by 90 degrees
    Movement Complete
  Set All LEDs to Off
  Play sound 3
```