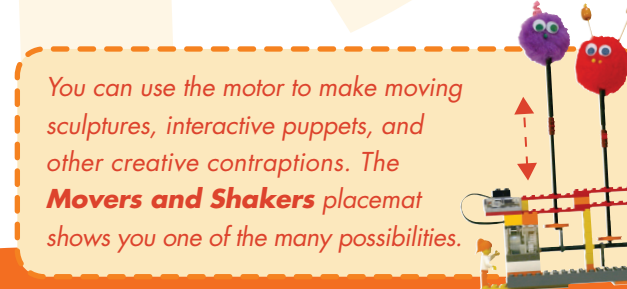
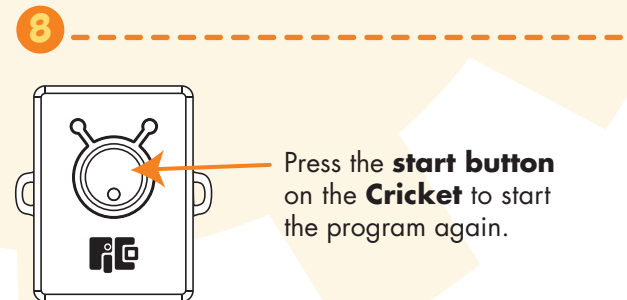
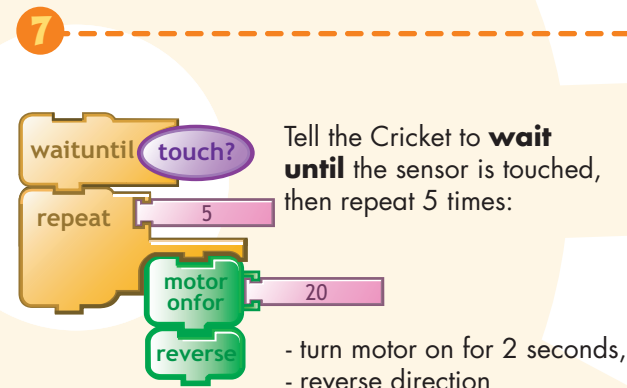
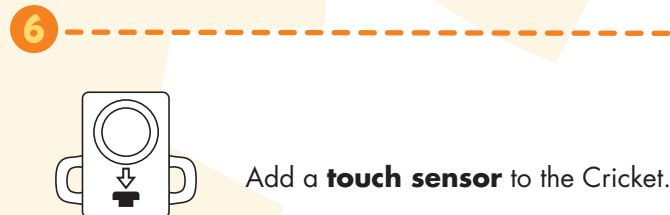
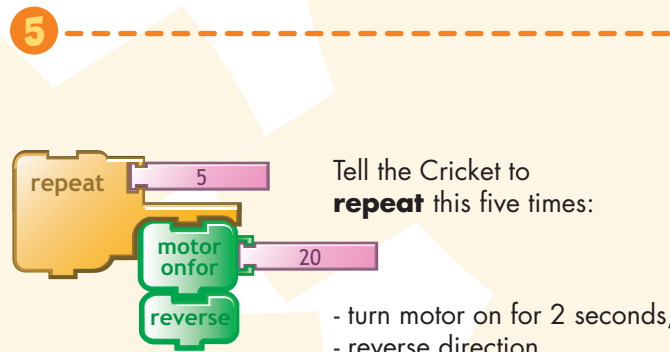
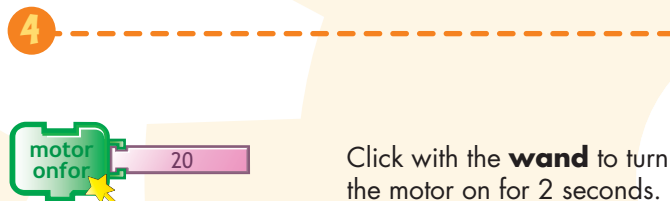
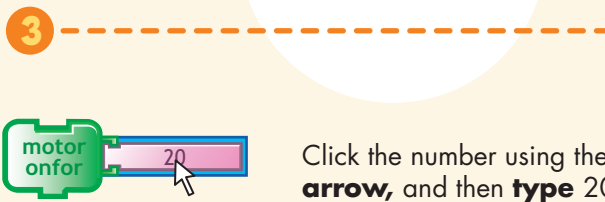
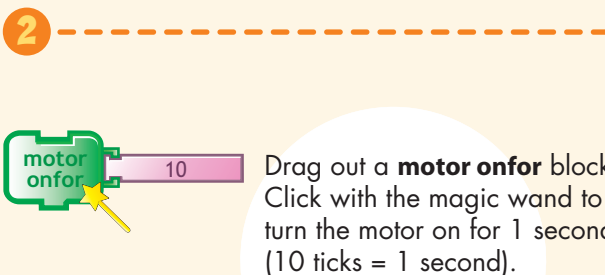
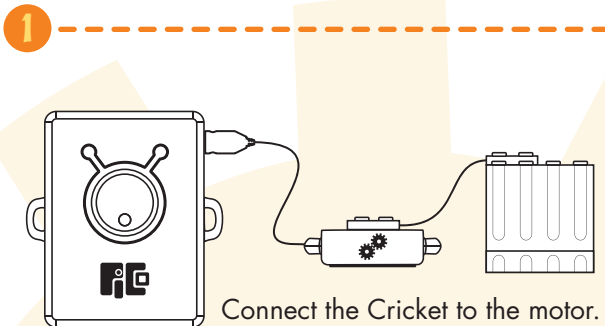


Motion



Tips & Tricks



The Cricket will remember the last thing it did, even if you turn it off. To start a program again, push the button on top of the Cricket.

If you push the Cricket button while a program is running, it will stop the program.



Save batteries! Remember to turn off your Cricket when you're not using it.

When the Cricket's batteries are low, the orange light will flash rapidly.

Want to find out what a block does? Select from the toolbar, then click on the block.

To make two stacks run at the same time, click one stack with , click the other with .

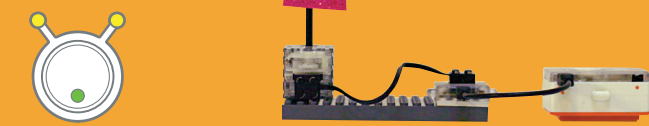
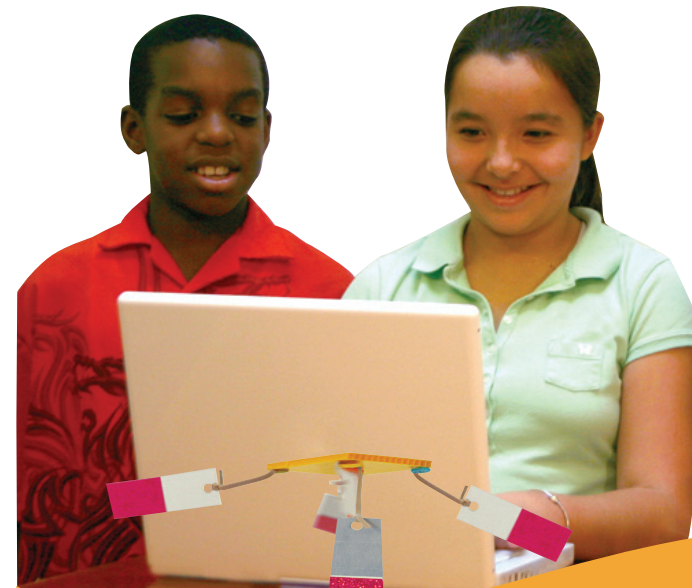
If you get the error message "Beamer can't see the Cricket," make sure the Cricket is turned on, and the Beamer and Cricket are facing each other.

To get rid of blocks, just drag them off the workspace.

Need a longer Cricket cable? Use an extender to connect two cables together.

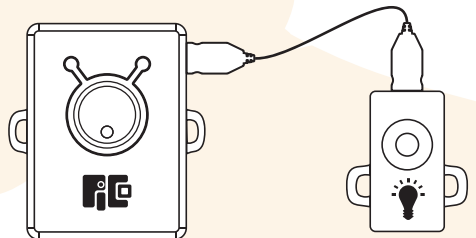
Getting Started

with lights, sound, and motion



Light

1



Connect the Cricket to the light.

2



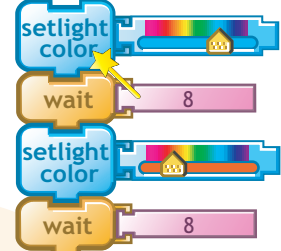
Drag out a **setlight color** block. Use the slider to choose a color. Click with the **magic wand** to send to the Cricket.

3



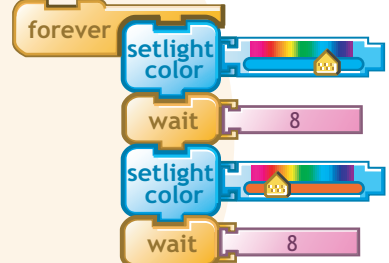
Slide to choose a different color. Send to the Cricket by clicking with the **magic wand**.

4



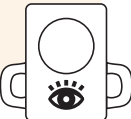
Connect blocks to make a stack, then click with the **magic wand**.

5




Tell the Cricket to keep running the stack **forever**.

6



Add a **light sensor** to the Cricket.

7



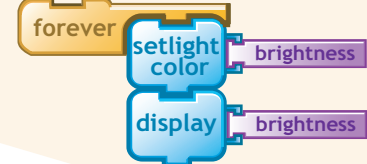
Change the color of the light based on the **brightness** detected by the light sensor. Try covering the light sensor or holding it up to brighter light.

8




Connect the **display** to the Cricket.

9



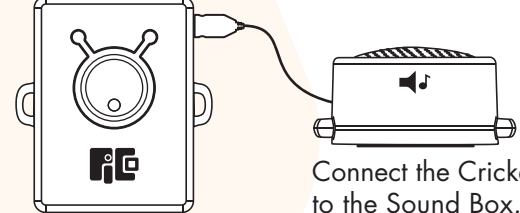
Display the value of the light sensor. Watch how the number and color change.

The **Happy Birthday** placemat shows you how to make candles that light up.



Sound

1




Connect the Cricket to the Sound Box.

2



Drag out a **playsound** block. Click with the **magic wand** to send to the Cricket.

3



Click the **arrows** (or use the slider) to choose a different sound.

4



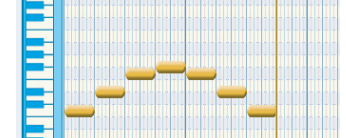
Click with the magic wand to hear the new sound.

5




Click the **melodies** button to open the melody editor.

6



Use the **piano keys** (or click directly in the editor) to create a melody.

7



Click the the **play** button to hear your melody.

8




Click **OK**. Your melody will turn into a block.

9




Drag out your new melody block. Click with the magic wand to play the melody.

10



You can play your melody with different instruments.

11



You can make your own rhythm patterns too. Click the **rhythms** button to open the rhythm editor.

For some ideas, see the **Curious Creatures**, **Musical Play-Dough** or **Dream House** placemats.

