TinkerCad Codeblocks!

Screen Layout
Control Menu

Control

- Repeat 1 Times
- Count with j from 1 to 10
- Do
- Pause

Math Menu

Math

- Create Variable Item = 0
- Set Item = to 1
- Change Item = by 1
- X: 0 Y: 0 Z: 0
- Axis x
- 0
- Sin = 0
- Random between 0 and 10
- 90
Data Menu

Data
- frame
- frameRot
- i

Top-of-Screen Controls

Speed

Export  Share
Hole-in-a-Block Example

Stacking Pyramid Example
Stacking Pyramid Example

Length of the sides of the block
How high up to put the block
How to do arithmetic

Do this 8 times
Stacking Pyramid Example

Draw a box of this size and lift it up

Change the key variables

Create Group
Stacking Pyramid Example

1. Try different values for $X_{\text{length}}$, $Y_{\text{length}}$, and $Z_{\text{length}}$

2. Try different values to change $X_{\text{length}}$, $Y_{\text{length}}$, and $Z_{\text{length}}$ by

3. Try different values for the number of steps to repeat

4. In the Add Box puzzle piece, try changing the edge number to 3. What difference does this make?

5. Add a Rotate before the Move

6. Instead of using a fixed number, use a random number instead

7. How could you subtract a hole down the middle of the pyramid?