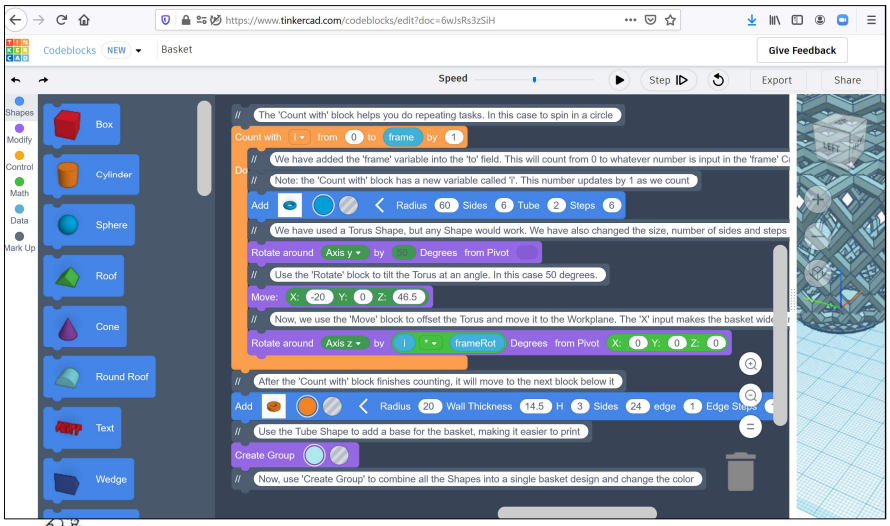
TinkerCad Codeblocks !

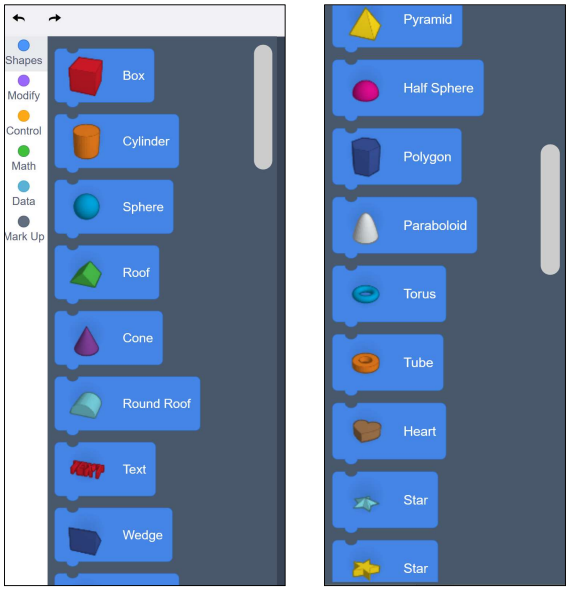
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Mike Bailey
mjb@cs.oregonstate.edu

Screen Layout



Shapes Menu

3

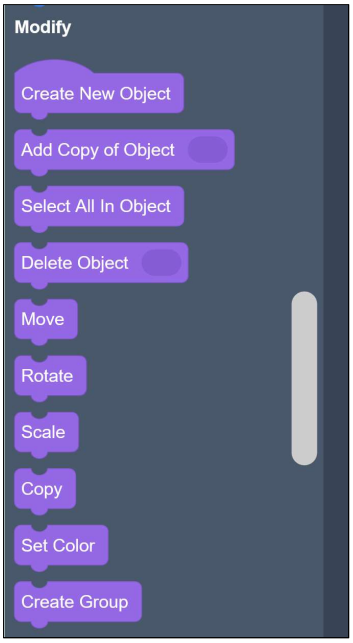


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Modify Menu

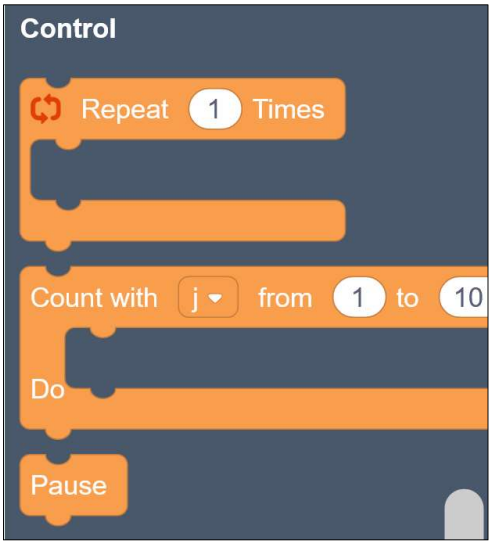
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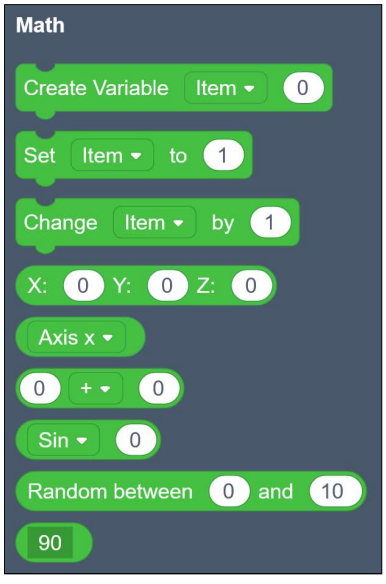
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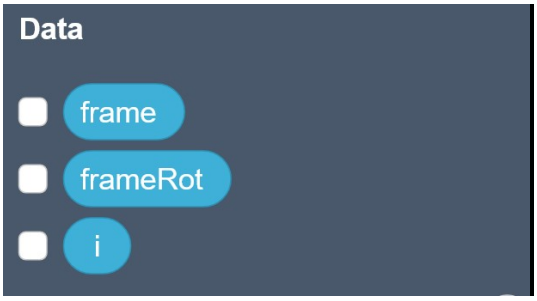
Control Menu



Math Menu

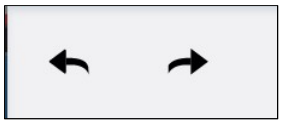


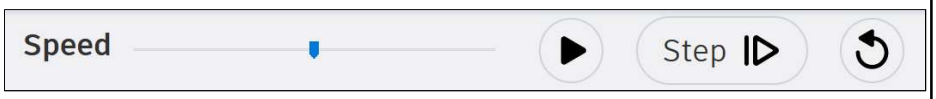
Data Menu



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Top-of-Screen Controls



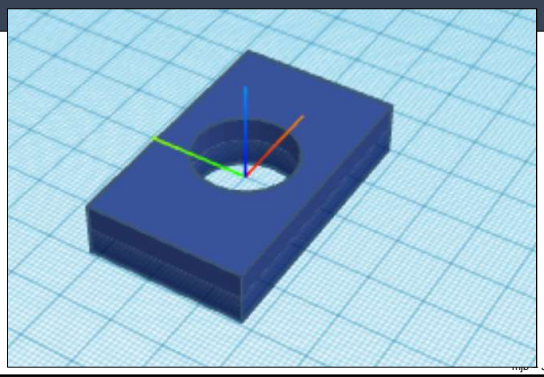




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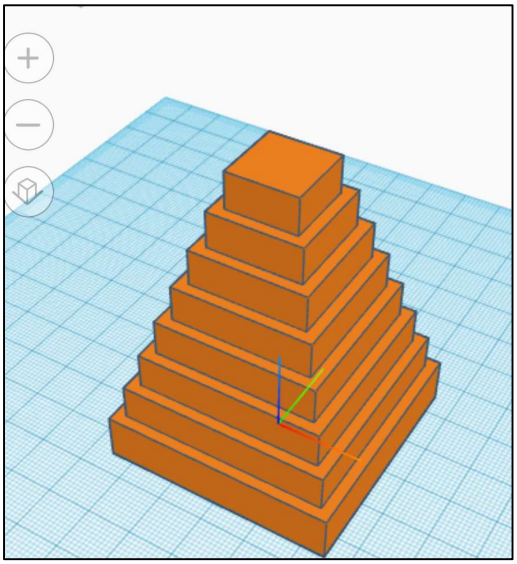
Hole-in-a-Block Example





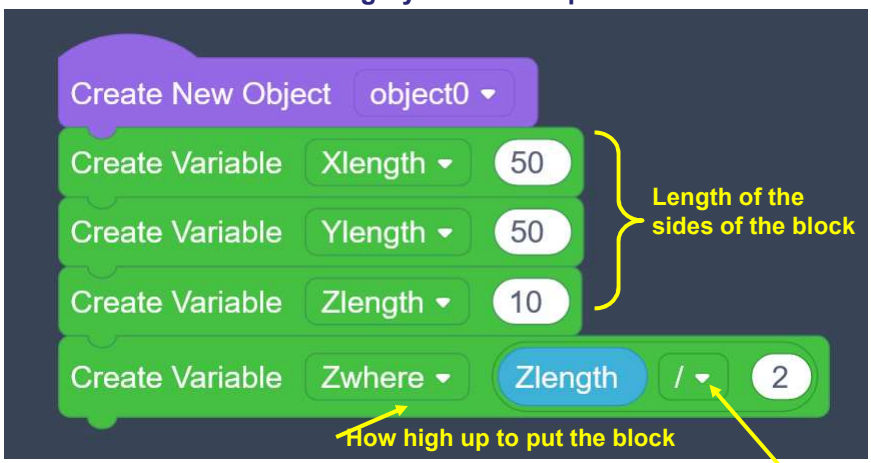
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Stacking Pyramid Example



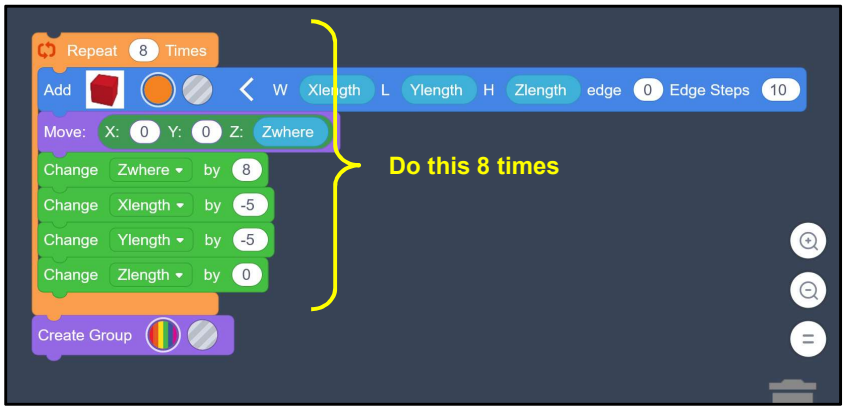
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Stacking Pyramid Example



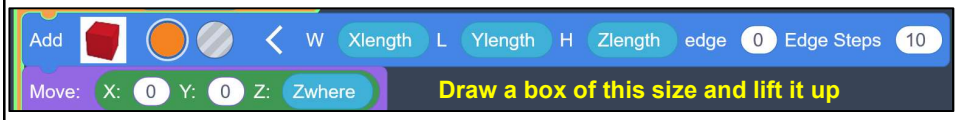
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Stacking Pyramid Example



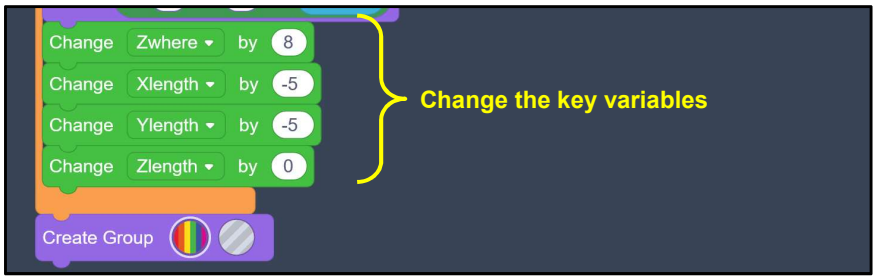
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Stacking Pyramid Example



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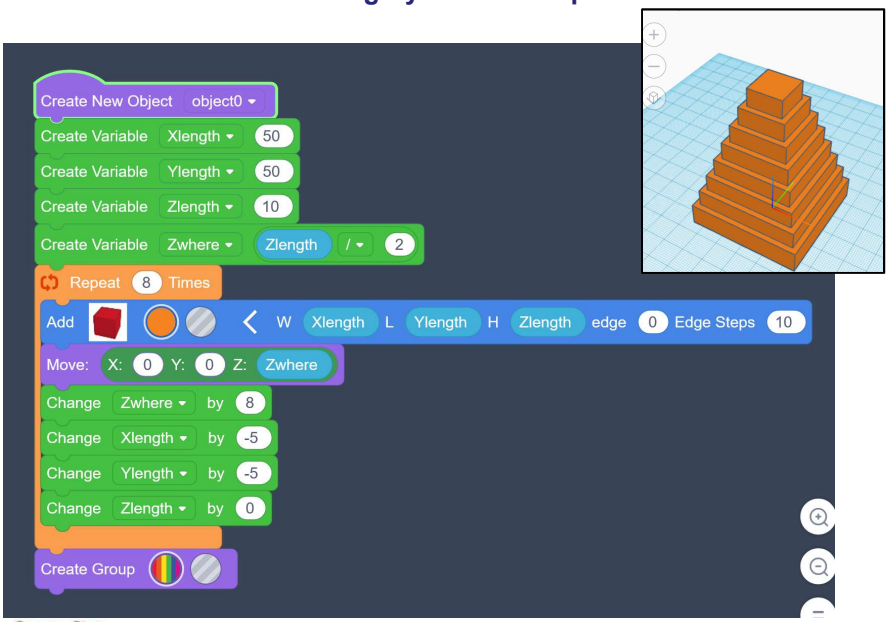
Stacking Pyramid Example



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Stacking Pyramid Example

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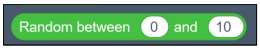
Stacking Pyramid Example – Things to Try

16

1. Try different values for **Xlength**, **Ylength**, and **Zlength**
2. Try different values to change **Xlength**, **Ylength**, and **Zlength** 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?

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