TinkerCad Codeblocks!

Shapes Menu

Modify Menu

Screen Layout
Hole-in-a-Block Example

- Create New Object: `object0`
- Create Variable: `Xlength` = 50
- Create Variable: `Ylength` = 50
- Create Variable: `Zlength` = 10
- Create Variable: `Zwhere` = `Zlength` / 2

- How to do arithmetic: 0 + 0

Stacking Pyramid Example

- Length of the sides of the block
- How high up to put the block
- Do this 8 times
Stacking Pyramid Example

1. Draw a box of this size and lift it up

Change the key variables

Stacking Pyramid Example – Things to Try

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 \textit{edge} number to 3. What difference does this make?
5. Add a \textit{Rotate} before the \textit{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?