Data Menu

Data
- frame
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Top-of-Screen Controls

- Speed
- Export
- Share

Hole-in-a-Block Example

- Create New Object
- Create Variable
  - X length = 50
  - Y length = 50
  - Z length = 10
- Create Variable
  - Z where = Z length / 2

- How high up to put the block

- Do this 8 times

Stacking Pyramid Example

- Length of the sides of the block
- How to do arithmetic

- Create New Object
- Create Variable
- X length = 50
- Y length = 50
- Z length = 10
- Create Variable
  - Z where = Z length / 2

- How high up to put the block

- Do this 8 times
Stacking Pyramid Example

Draw a box of this size and lift it up.

Change the key variables:
  - Xlength
  - Ylength
  - Zlength

Create Group

Stacking Pyramid Example – Things to Try

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?