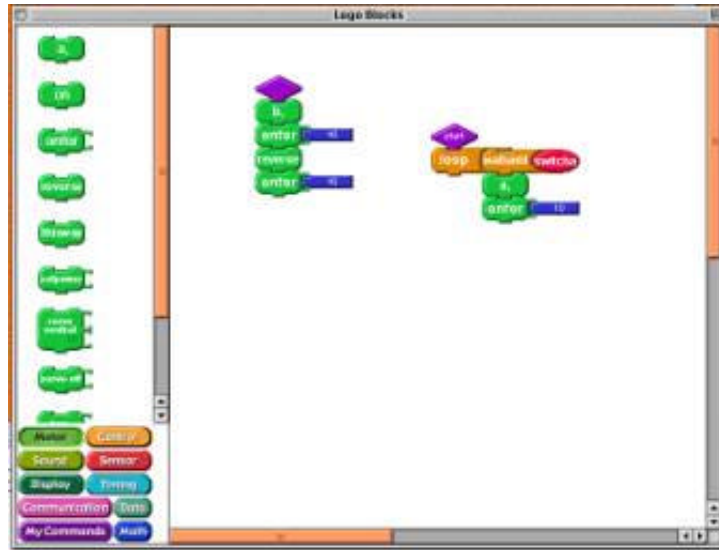
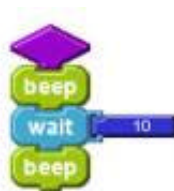


Introduction to Logo Blocks



(Before starting to program in LogoBlocks, make sure that your cricket and interface cricket are set up correctly. See the document: [Getting Started with Your Cricket.](#))

To create programs in LogoBlocks, you just drag blocks from the palette (on the left of the screen) and snap them together. All programs must be attached to a purple "hat". For example, create this program:

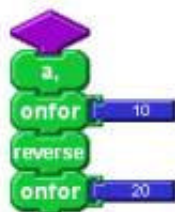


This program tells the cricket to beep then wait for one second, then beep again.

To execute the program, double-click on the purple "hat".

When you execute a program (by double-clicking on the purple hat), you will notice yellow lights flashing on the cricket and the interface cricket, indicating that the crickets are communicating with one another.

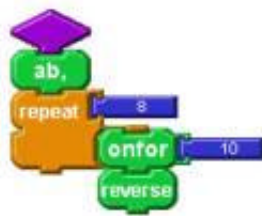
Now, connect a motor to the "motor-a" port on the cricket, and create the following program:



This program tells motor-a to turn on for one second, then reverse direction, then turn for two seconds in the other direction.

(Note: To change the number on a block, simply click on the block and type in the new number)

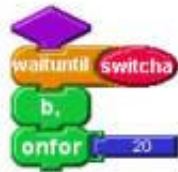
Now add a second motor, connecting it to the motor-b port.



This program tells both motors to repeat a set of commands eight times. The motors will turn on for one second, then reverse direction, then turn on for another second, then reverse direction, then turn on...

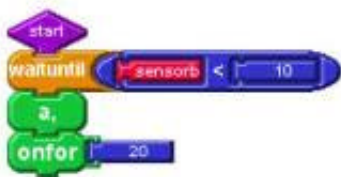
(Note: To get the **ab,** block, simply click on the **a,** block several times.)

Now connect a touch sensor to the sensor-a port.



This program tells the cricket to wait until the touch sensor is pressed, and then turn on motor-b for two seconds

Now connect a light sensor to the sensor-b port.



This program tells the cricket to wait until the light sensor gets a reading of less than 100, then to turn on motor-a for two seconds.
(Note: The light sensor always reports a value between 0 and 255)

Note that the purple hat in this program has the name **start**. (To give a name to a program, single-click on the purple hat and type in the name). The name **start** plays a special role in LogoBlocks: The **start** program is automatically linked to the white button on the cricket. That is, when you press the white button, the cricket runs the program named **start**.

Try the following: Select 'Download Code' from the Cricket menu, to download the **start** program to the cricket. Then take the cricket away from the computer and press the white button: the cricket should run the **start** program.