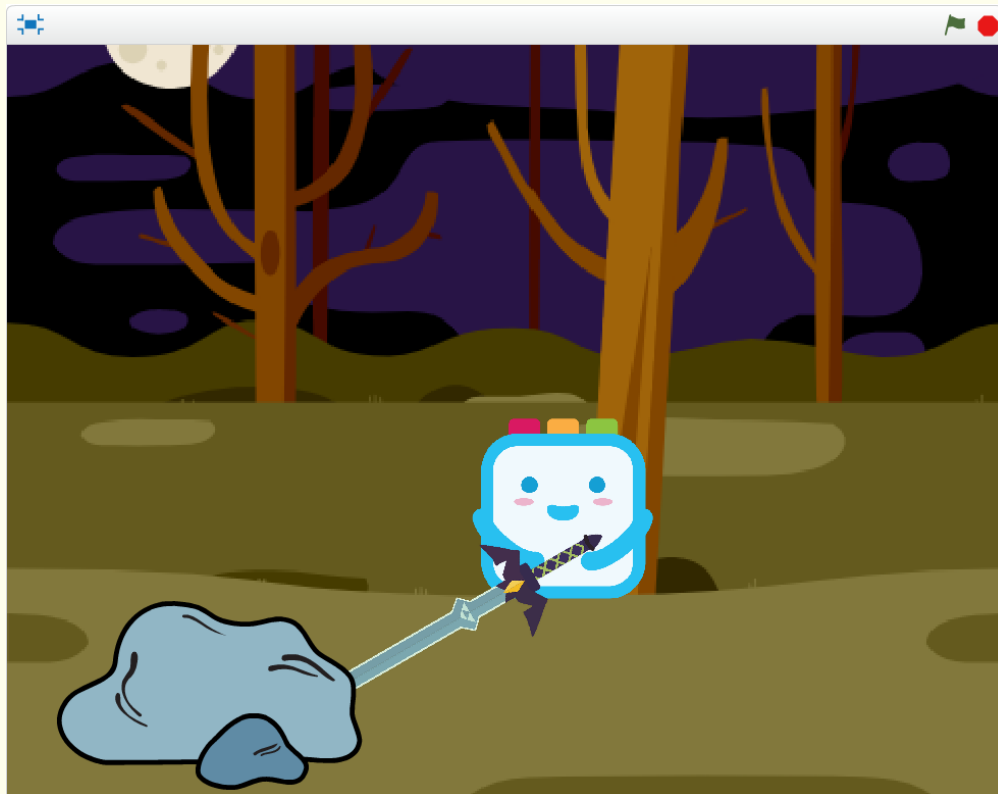


# 13

## Who Owns the Sword?

### ● Scratch Project

- There is a sword stuck in the rocks for hundreds of years. Anyone who pulls this sword out can own this sword. Let us pull the sword and see who becomes the owner.



### ● Coding Blocks To Use

- Let us utilize the coding blocks (proximity sensor, DC motor & LED) to create the sword.



PROXIMITY



DC MOTOR



LED



# 13

## Who Owns the Sword?

### ● Scratch Coding Mission

- Let us code the sword assembled with the DC motor and LED to move and turns on the light if the object detected by the proximity sensor disappears.

### ● Frequently used blocks

Major blocks	Block explanation
	<ul style="list-style-type: none"><li>• You can insert the condition in “[ ]”. (Hexagon)”</li><li>• The result of this block can be True or False.</li></ul>
	<ul style="list-style-type: none"><li>• You can insert the condition in “[ ]”. (Hexagon)”</li><li>• You can combine the hexagon combination block to the condition and set it to wait according to the condition.</li><li>• If the result of condition is True, the waiting ends; if it is False, the waiting starts.</li></ul>

# 13

## Who Owns the Sword?

### ● Coding Mission To Do!

There is a sword stuck in the rocks for hundreds of years. Anyone who pulls this sword out can own this sword. Let us pull the sword and see who becomes the owner

- Let us code the sword assembled with the DC motor and LED to move and turns on the light if an object detected by the proximity sensor disappears.

#### Step 1

Let us create the conditional sentence which checks if there is an object or not near the rock that proximity sensor is attached.



#### Step 2

Let us code the block to wait until the result of the condition above is True when you click the flag.



#### Step 3

Let us code the sword to turn on all of its LEDs and to have the DC motor attached.

