

FINCH ROBOT 2.0 BLOCK DESCRIPTIONS

FinchBlox

MOVEMENT

Level 1

Level 2

Level 3



Move forward 10 cm.

Move forward. Select a distance from 5 cm to 100 cm.

Move forward. Select a distance from 5 cm to 100 cm and a speed from 10% to 100%.



Move backward 10 cm.

Move backward. Select a distance from 5 cm to 100 cm.

Move backward. Select a distance from 5 cm to 100 cm and a speed from 10% to 100%.



Turn right 90°.

Turn right. Select an angle from 5° to 360°.

Turn right. Select an angle from 5° to 360° and a speed from 10% to 100%.



Turn left 90°.

Turn left. Select an angle from 5° to 360°.

Turn left. Select an angle from 5° to 360° and a speed from 10% to 100%.



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Move forward until the Finch detects that it is dark.



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Move forward until the Finch detects an obstacle.

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LIGHTS

Level 1



Turn on the Finch beak for 1 second. There are separate blocks for red, green, and blue.

Level 2

Turn on the Finch beak for 1 second. Select a color.

Level 3

Turn on the Finch beak. Select a color and a time from 1 to 10 (tenths of a second).



Turn on the Finch tail for 1 second. There are separate blocks for red, green, and blue.

Turn on the Finch tail for 1 second. Select a color.

Turn on the Finch tail. Select a color and a time from 1 to 10 (tenths of a second).



Display a picture on the micro:bit in the Finch tail. Select one of eight pictures. Picture appears for 1 second.

Display a picture on the micro:bit in the Finch tail. Select one of eight pictures and a time from 1 to 10 (tenths of a second).

SOUND

Level 1



Play a note using the Finch buzzer. There are five different notes. Each note lasts for 0.5 seconds.

Level 2

Play a note using the Finch buzzer. Select a piano key to choose a note. Each note lasts for 0.5 seconds.

Level 3

Play a note using the Finch buzzer. Select a piano key to choose a note. Select a time from 1 to 10 (tenths of a second).

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CONTROL

Level 3 ONLY



Blocks attached to this one will run when the user presses the flag button.



Pause the program. Select a time from 1 to 50 (tenths of a second).



Blocks inside this one will be repeated until the user presses the stop button.



Blocks inside this one will be repeated a certain number of times. Select the repeat number from 1 to 10.



Blocks attached to this one will run when the Finch detects that it is dark.



Blocks attached to this one will run when the Finch detects a loud sound like a clap.

You can access free FinchBlox programming tutorials at...

birdbraintechnologies.com/finch2/finchblox/program