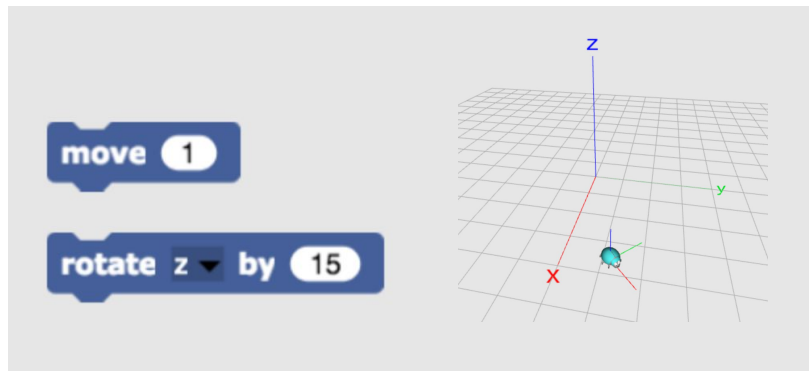


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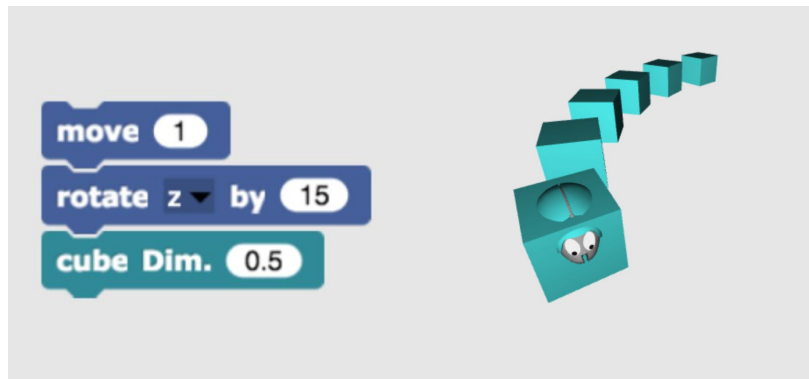
1) Move and turn

Click the “move” and “rotate” blocks to move the beetle around.



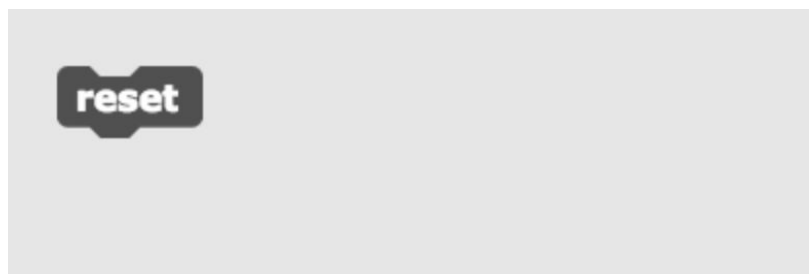
2) Make a stack and add a shape

Snap blocks into a stack, and click to make them run in sequence. Add a cube block from the “shapes” category.



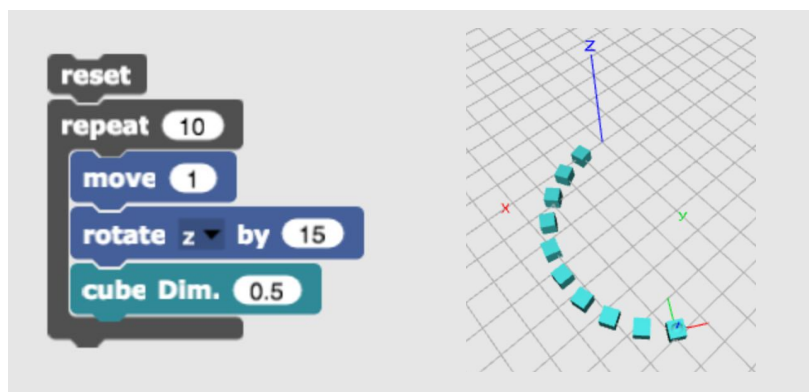
3) Clean up

The “reset” block cleans up and puts the beetle back home.



4) Repeat

Add a “repeat” block to make your program run many times.



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5) Navigate the 3D view

Click and drag the 3D view to rotate it. Scroll up and down to zoom in and out.

Use “reset camera” if you’re lost, and “zoom to fit” to see your whole creation.

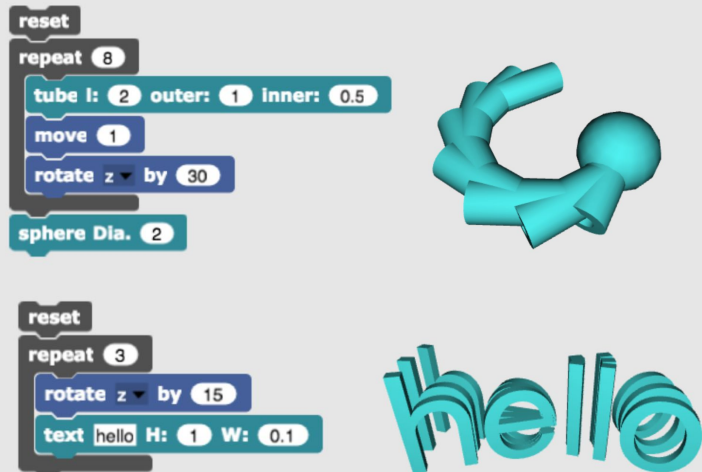
Reset Camera

Zoom to fit

Tip: To pan the camera sideways, shift-drag or right-click and drag.

6) Make more shapes

Experiment with the other shapes, like tubes, spheres, and text.



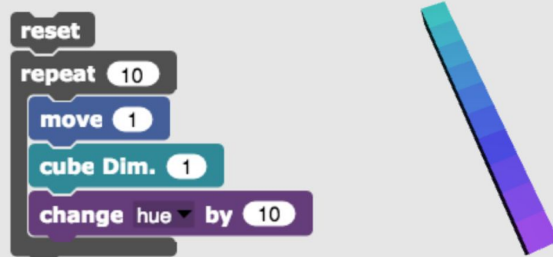
7) Use randomness

The “pick random” block lets you make unpredictable moves, turns and sizes.



8) Get colorful

Use the “change hue” block to cycle through the rainbow.



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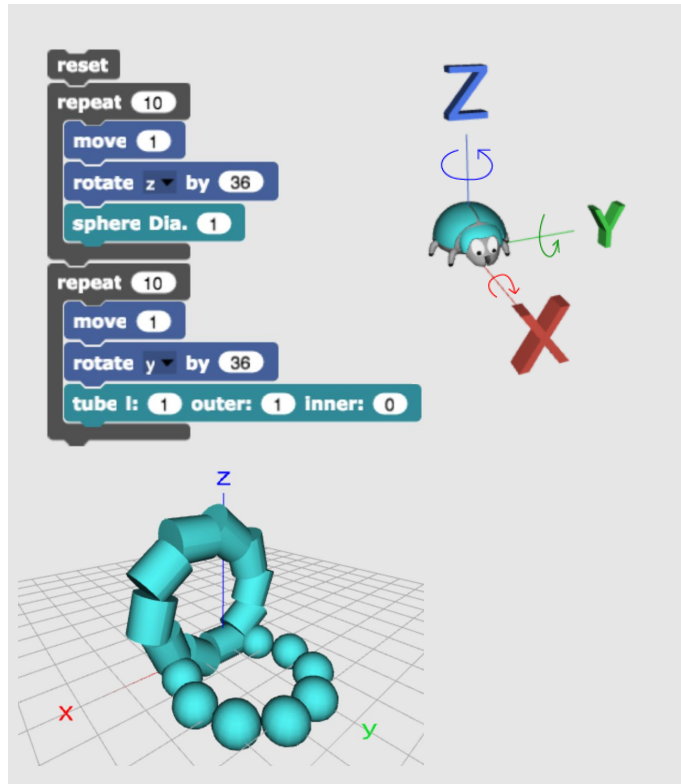
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9) Use the axes

The Z axis (blue) points up, so rotating the beetle around Z turns it left.

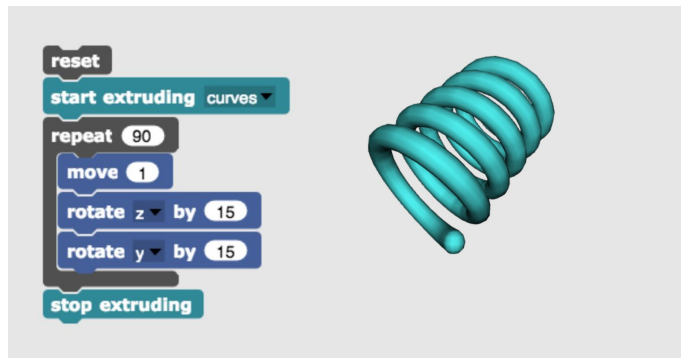
The Y axis (green) points to the side, so rotating the beetle around Y tilts it up.

The X axis (red) points straight ahead, so rotating the beetle around X makes it roll sideways.



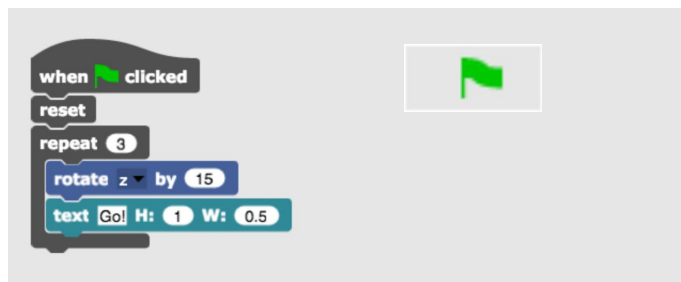
10) Leave a trail

Use the “start extruding” block to make a tube as you move.



11) Start with the green flag

Put the “green flag” block on top of your stack, and it will start when you press the green flag button.

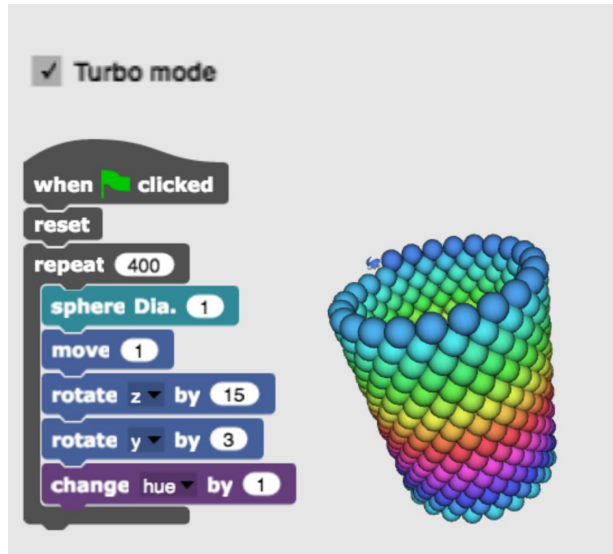


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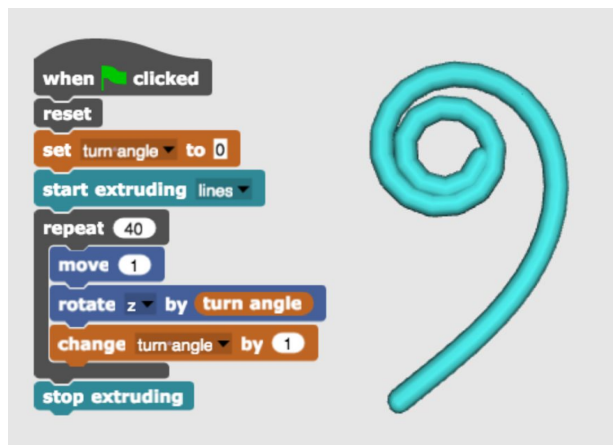
12) Go super fast!

Turn on “turbo mode” to make your program run as fast as possible, so you can make big, complex shapes.



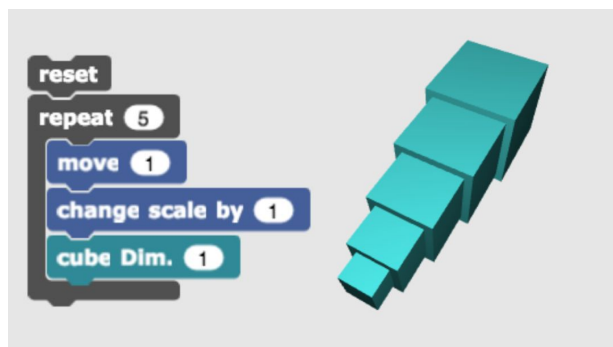
13) Use variables

Make a variable, then you can set and change its value to control the beetle in complex ways.



14) Change scale

Use the “change scale” block to make your shapes grow and shrink. The size of all shapes is affected, and the distance of each move.

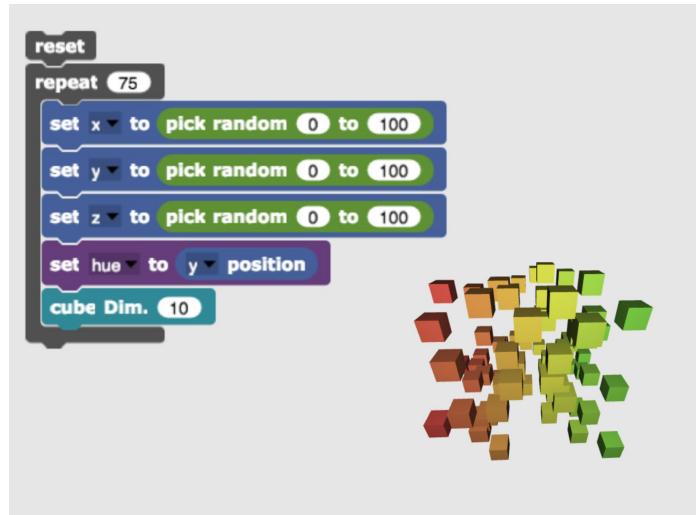


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15) Play with position

Use the “set x/y/z” block to jump the beetle to a particular position. You can also use the “x/y/z position” reporter to use the current position of the beetle, for example to set its color.



16) Make your own blocks

In the “My Blocks” palette, click “make a block,” which opens a window where you can define your own block.

Making blocks helps you make your programs simpler. You can turn a whole chunk of code, like the one shown here that draws a square, into a single block.

