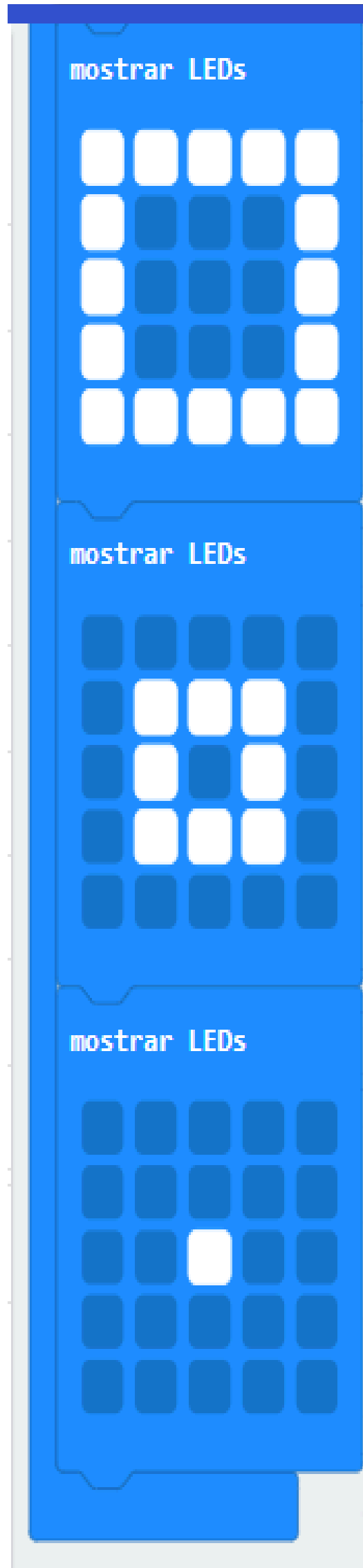
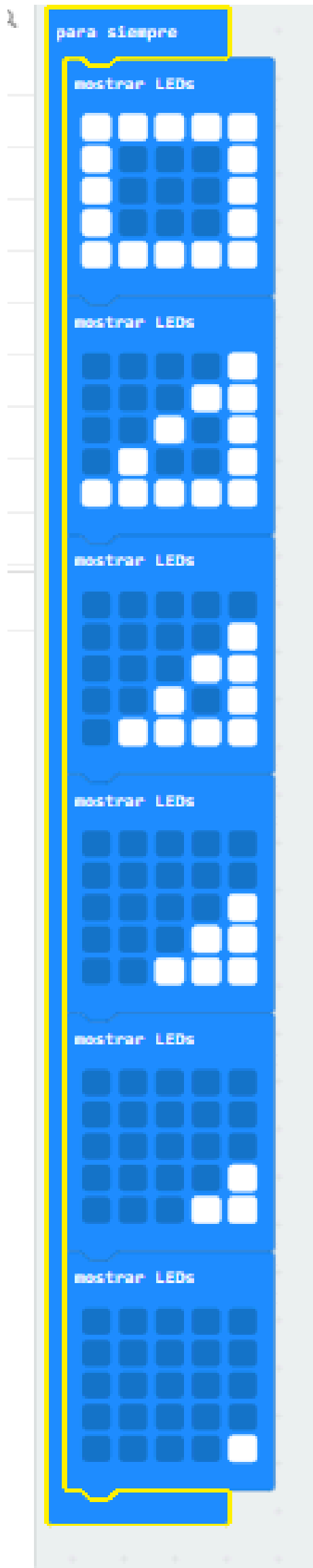


# DE CUADRADO A PUNTO



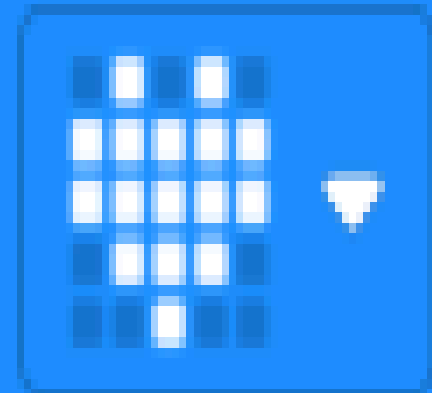
# DE CUADRADO A TRIÁNGULO Y A PUNTO



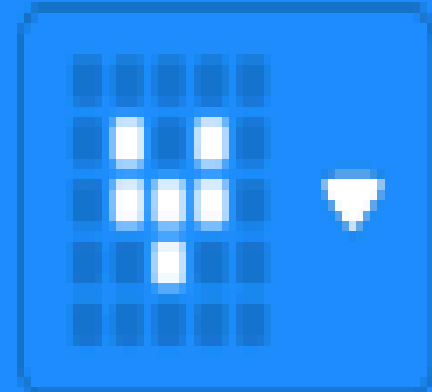
# CORAZÓN QUE PALPITA PARA SIEMPRE

para siempre

mostrar ícono



mostrar ícono



# MI NOMBRE

para clasificar

mostrar libros


mostrar libros


mostrar libros


mostrar libros


mostrar libros


mostrar libros


mostrar libros


## MOSTRAR CADENA

para siempre

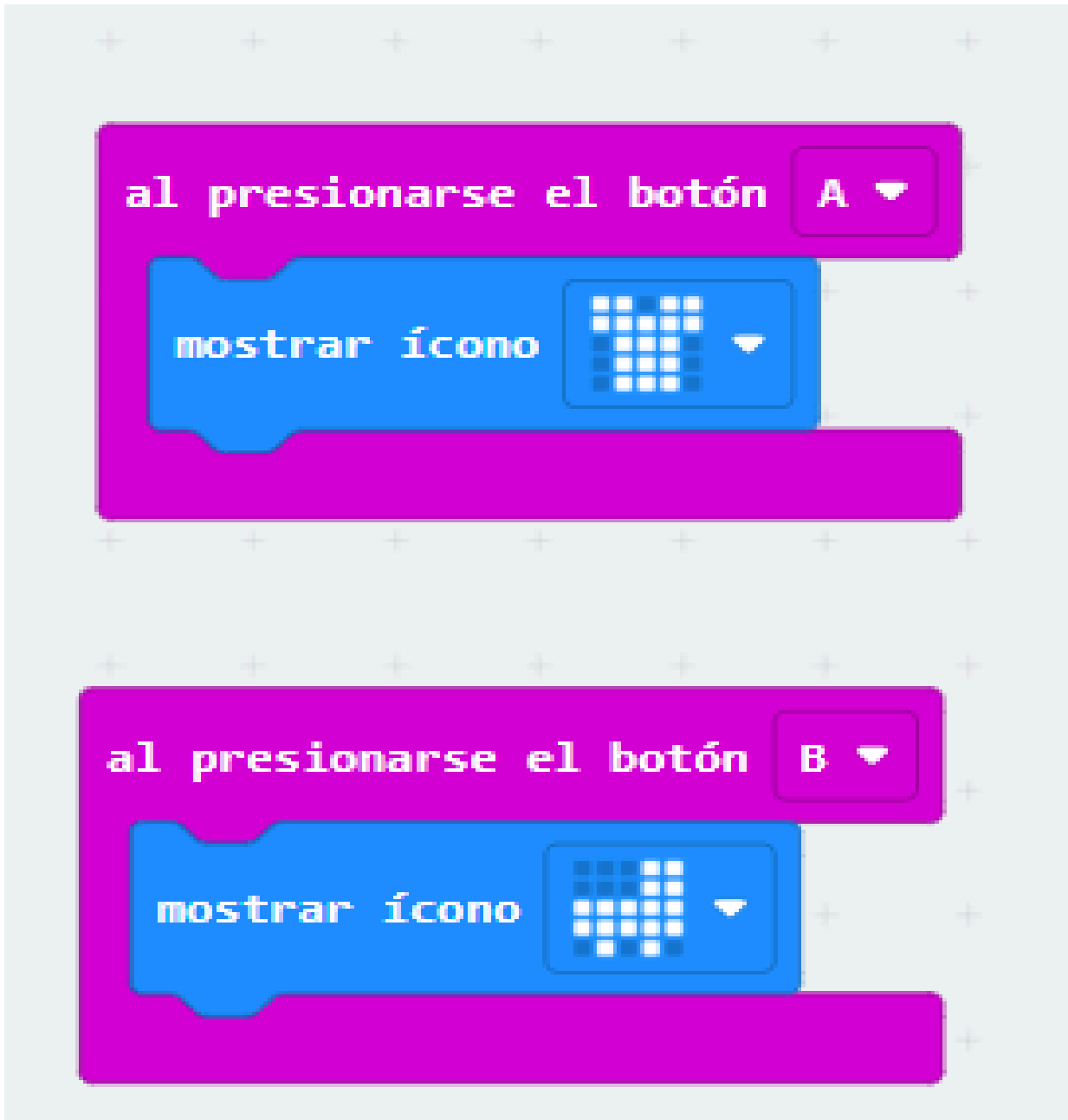
mostrar cadena

"MATHIAS"

# MIXTO



# A Y B



The image displays two Scratch code blocks on a light gray grid background. Each block is a magenta 'when clicked' block. The top block is labeled 'A' and contains a blue 'show icon' block with a 4x4 grid icon. The bottom block is labeled 'B' and also contains a blue 'show icon' block with a 4x4 grid icon.

```
al presionarse el botón A
mostrar ícono [4x4 grid icon]
```

```
al presionarse el botón B
mostrar ícono [4x4 grid icon]
```

# MÚSICA

A Scratch script on a light gray grid background. It starts with a blue 'para siempre' (forever) loop block. Inside the loop, there is a blue 'mostrar ícono' (show icon) block with a 4x4 grid icon. Below that is a red 'reproduce secuencia melodía' (play melody) block. This block has a musical note icon, a color-coded bar (red, orange, yellow, green, blue, purple), a tempo field set to '120 (bpm)', and a mode dropdown menu set to 'hasta que termine' (until finished).

```
para siempre
  mostrar ícono
  reproduce secuencia melodía en tiempo 120 (bpm) en modo hasta que termine
```



# DADOS AGITADOS

si agitado ▾

mostrar número

escoger al azar de

1

a

6

# RULETA

para siempre

mostrar LEDs

mostrar LEDs

mostrar LEDs

mostrar LEDs

reproduce secuencia melodía en tiempo 120 (bpm) en modo hasta que termine

# ENCENDIDO Y APAGADO DE LED CON APLAUSO

```
al iniciar
  fijar Estando a 'Encendido'

al detectar el sonido alto
  si Estando = 'Encendido' entonces
    escritura digital pin P0 a 1
    fijar Estando a 'apagado'
  si no
    escritura digital pin P0 a 0
    fijar Estando a 'Encendido'
```

The image shows a Scratch-style code editor with a grid background. The code is organized into three main sections:

- al iniciar (blue block):** A red block containing the text "fijar Estando a 'Encendido'", which sets the initial state of the LED to "Encendido".
- al detectar el sonido alto (purple block):** A large purple block that acts as a trigger for a clap. It contains a conditional logic structure:
  - si Estando = 'Encendido' entonces (teal block):** A teal block that checks if the current state is "Encendido". If true, it contains:
    - escritura digital pin P0 a 1 (dark red block):** A dark red block that sets the digital pin P0 to 1, turning the LED on.
    - fijar Estando a 'apagado' (red block):** A red block that updates the state to "apagado".
  - si no (teal block):** A teal block that handles the "else" case. It contains:
    - escritura digital pin P0 a 0 (dark red block):** A dark red block that sets the digital pin P0 to 0, turning the LED off.
    - fijar Estando a 'Encendido' (red block):** A red block that updates the state back to "Encendido".

# BOCINAS

al presionarse el botón A ▼

reproduce

melody dadadum ▼

hasta que termine ▼

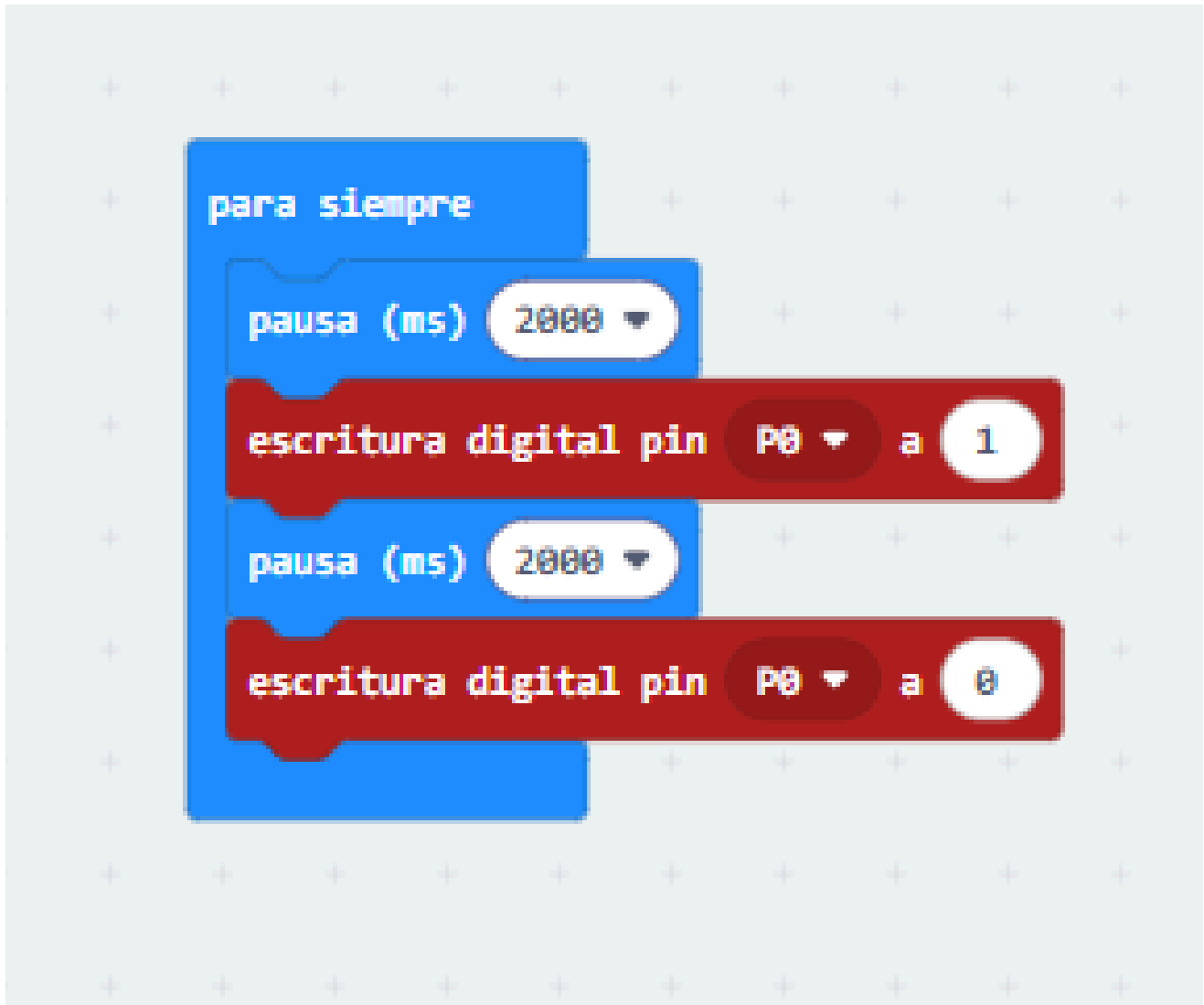
al presionarse el botón B ▼

reproduce

melody oda ▼

hasta que termine ▼

# LEDS SEGUNDOS



## LED CON A Y B

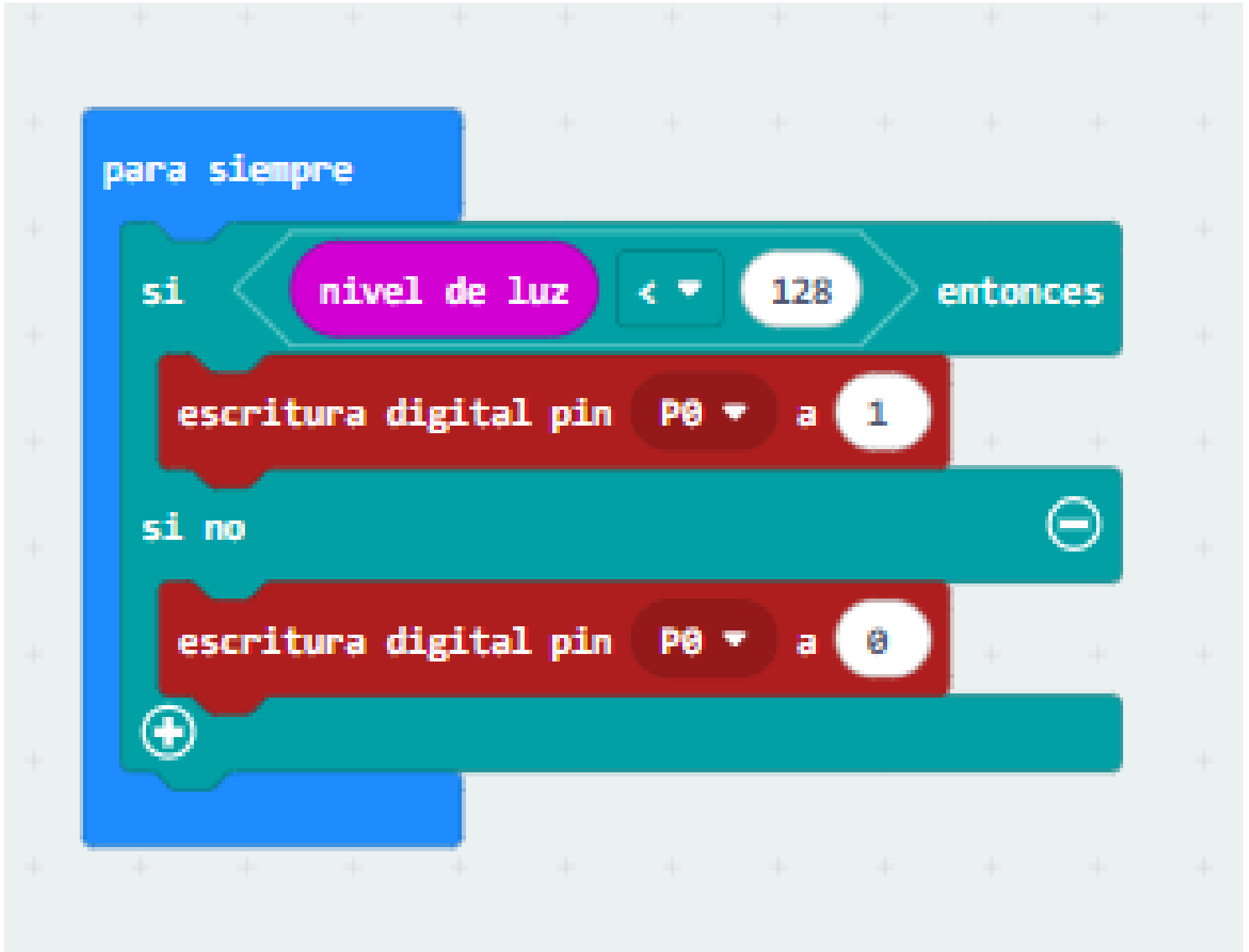
al presionarse el botón A ▾

escritura digital pin P0 ▾ a 1

al presionarse el botón B ▾

escritura digital pin P0 ▾ a 0

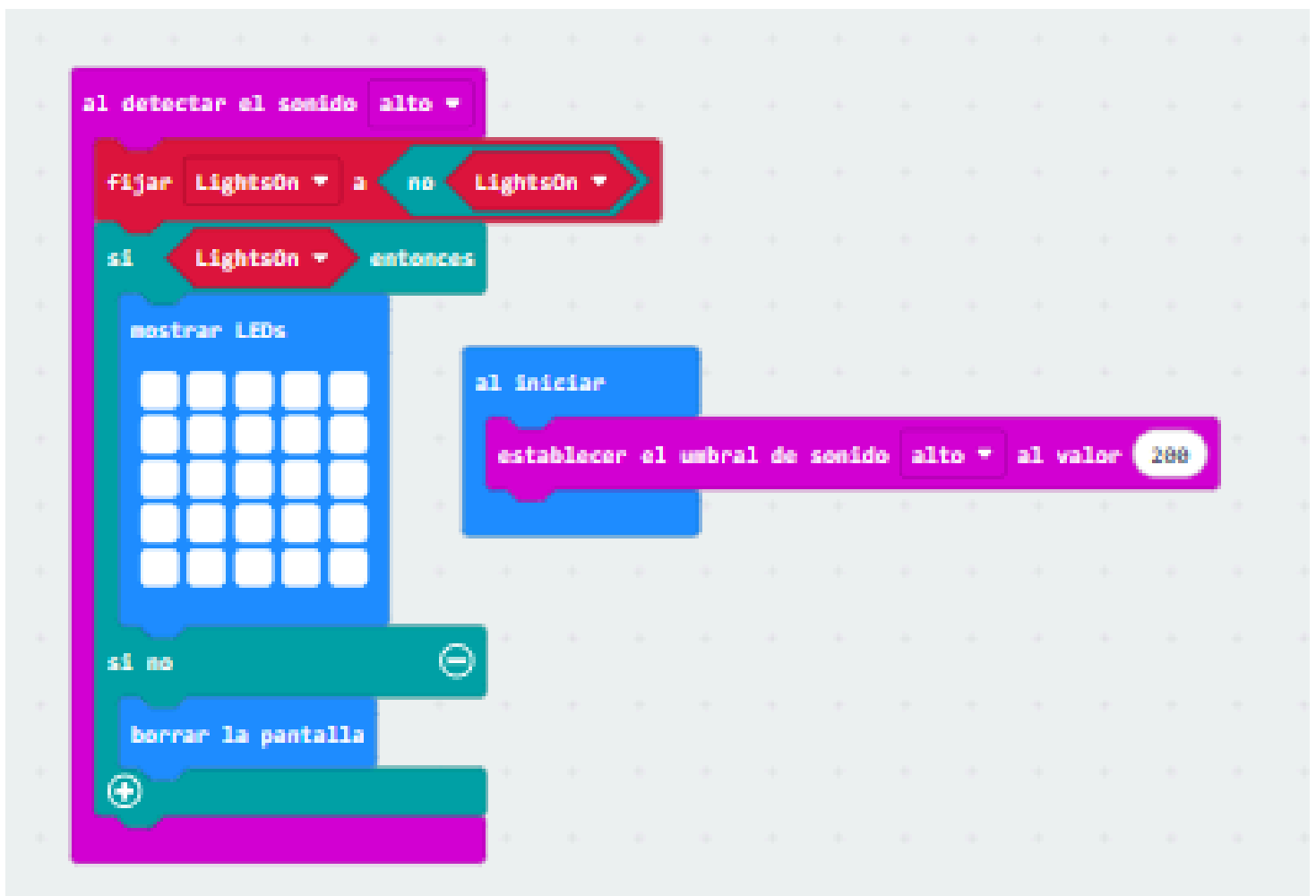
# FAROLA AUTOMÁTICA



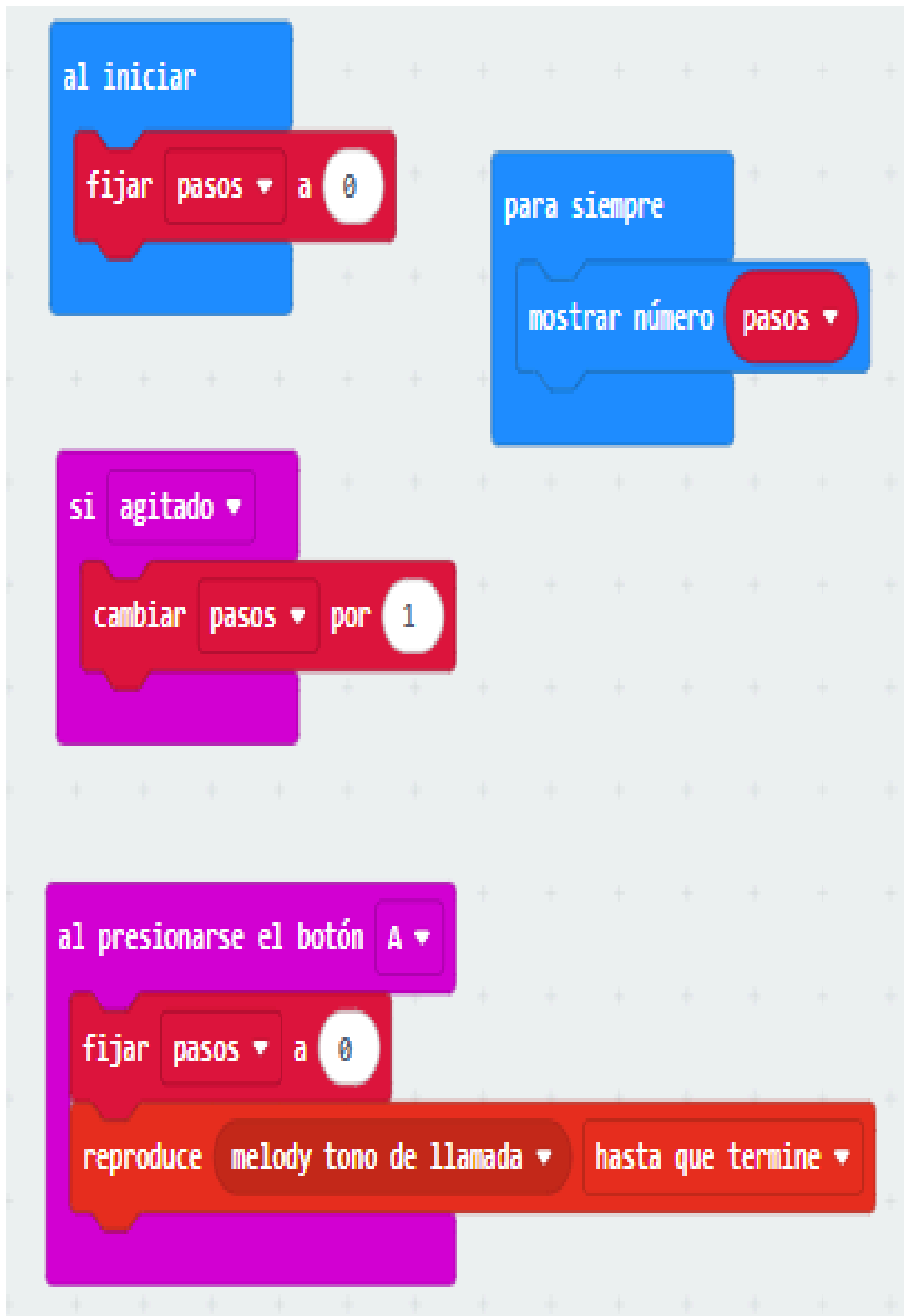
# SEMÁFORO 1(0K)

```
para siempre
  mostrar icono [icono]
  escritura digital pin P0 a 1
  pausa (ms) 5000
  escritura digital pin P0 a 0
  pausa (ms) 300
  escritura digital pin P0 a 1
  pausa (ms) 300
  escritura digital pin P0 a 0
  pausa (ms) 300
  escritura digital pin P0 a 1
  pausa (ms) 300
  escritura digital pin P0 a 0
  escritura digital pin P1 a 1
  pausa (ms) 5000
  escritura digital pin P1 a 0
  borrar la pantalla
  escritura digital pin P2 a 1
  mostrar número 5
  pausa (ms) 300
  mostrar número 4
  pausa (ms) 300
  mostrar número 3
  pausa (ms) 300
  mostrar número 2
  pausa (ms) 300
  mostrar número 1
  escritura digital pin P2 a 0
```

# APLAUSO TODOS LOS LEDS



# CONTADOR DE PASOS



# PIANO

The image shows a Scratch script for a piano simulation. It starts with a 'para siempre' (forever) loop. Inside the loop, there are three conditional blocks: 'si Pey C is pressed entonces', 'si Pey D is pressed entonces', and 'si Pey E is pressed entonces'. Each conditional block contains a 'Play Music' block with a specific note name and a 'Set RGB LED Color' block with four LED values. The 'Play Music' blocks are 'Do medio', 'Re medio', and 'Mi medio', each with a duration of '1 pulso'. The 'Set RGB LED Color' blocks have the following values: for 'Do medio', LED1: 10000, LED2: 20000, LED3: 30000, LED4: 40000; for 'Re medio', LED1: 5273, LED2: 30884, LED3: 52729, LED4: 5273; for 'Mi medio', LED1: 10000. There is a plus sign icon between the first and second conditional blocks.

```
para siempre
  Play Piano
  si Pey C is pressed entonces
    Play Music Do medio for 1 pulso
    Set RGB LED Color
      LED1: 10000
      LED2: 20000
      LED3: 30000
      LED4: 40000
  +
  si Pey D is pressed entonces
    Play Music Re medio for 1 pulso
    Set RGB LED Color
      LED1: 5273
      LED2: 30884
      LED3: 52729
      LED4: 5273
  si Pey E is pressed entonces
    Play Music Mi medio for 1 pulso
    Set RGB LED Color
      LED1: 10000
```

si **Pey E** is pressed entonces

Play Music **Mi medio** for **1** pulso

Set RGB LED Color

LED1: **10000**

LED2: **20000**

LED3: **30000**

LED4: **40000**

si **Pey F** is pressed entonces

Play Music **Fa medio** for **1/2** pulso

Set RGB LED Color

LED1: **5273**

LED2: **30884**

LED3: **52729**

LED4: **5273**

si **Pey G** is pressed entonces

Play Music **Sol medio** for **1** pulso

Set RGB LED Color

LED1: **10000**

LED2: **20000**

LED3: **30000**

si **Peq G** is pressed entonces

Play Music **Sol medio** for **1** pulso

Set RGB LED Color

LED1: **10000**

LED2: **20000**

LED3: **30000**

LED4: **40000**

si **Peq A** is pressed entonces

Play Music **La medio** for **1** pulso

Set RGB LED Color

LED1: **5273**

LED2: **30884**

LED3: **52729**

LED4: **5273**

si **Peq bA** is pressed entonces

Play Music **Si medio** for **1** pulso

Set RGB LED Color

LED1: **10000**

LED2: **20000**

LED3: **30000**

LED4: **40000**

si **Pey bA** is pressed entonces

Play Music **Si medio** for **1 pulso**

Set RGB LED Color

LED1: **10000**

LED2: **20000**

LED3: **30000**

LED4: **40000**

si **Pey C** is pressed entonces

Play Music **Do alto** for **1 pulso**

Set RGB LED Color

LED1: **5273**

LED2: **30884**

LED3: **52729**

LED4: **5273**

# PIANO OTRO

The image shows a Scratch script for a piano simulation. It is divided into two main sections: 'al iniciar' (when the program starts) and 'para siempre' (forever loop).

**al iniciar (When the program starts):**

- mostrar ícono (show icon) - A small piano keyboard icon is shown next to this block.
- escritura digital pin P0 a 0 (digital pin P0 to 0)
- escritura digital pin P1 a 0 (digital pin P1 to 0)
- escritura digital pin P2 a 0 (digital pin P2 to 0)

**para siempre (Forever loop):**

- escritura digital pin P0 a 1 (digital pin P0 to 1)
- pausa (ms) 5000 (wait 5000 ms)
- escritura digital pin P0 a 0 (digital pin P0 to 0)
- escritura digital pin P1 a 1 (digital pin P1 to 1)
- pausa (ms) 1000 (wait 1000 ms)
- escritura digital pin P1 a 0 (digital pin P1 to 0)
- escritura digital pin P2 a 1 (digital pin P2 to 1)
- pausa (ms) 1000 (wait 1000 ms)
- escritura digital pin P2 a 0 (digital pin P2 to 0)
- escritura digital pin P2 a 1 (digital pin P2 to 1)
- pausa (ms) 1000 (wait 1000 ms)
- escritura digital pin P2 a 0 (digital pin P2 to 0)