

## Challenge 10: Build Your Own Sensor

*Scratch* is a new programming language that is similar to *PicoBlocks*. *Scratch* makes it easy to create your own interactive stories, animations, games, music, and art -- and share your creations on the web.

The *PicoBoard* contains a variety of sensors that allows *Scratch* projects to interact with the real world. In addition to a collection of built-in sensors (light, sound, slider, button), the *PicoBoard* also has four connections for homemade “resistive” sensors.

In this challenge I’d like you to build your own “resistive” sensor, connect it to a *PicoBoard*, and use your sensor to interact with a *Scratch* project. For ideas look at the document posted at:

[http://www.picocricket.com/pdfs/Getting\\_Started\\_With\\_PicoBoards.pdf](http://www.picocricket.com/pdfs/Getting_Started_With_PicoBoards.pdf)

There are also some nice sample projects in the *Scratch Projects* folder. (Look in the *Sensors and Motors* subfolder.) And you should also look at the user-created projects posted at the *Scratch* website:

<http://scratch.mit.edu/>

