

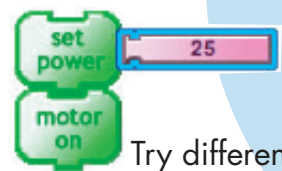
Movers and Shakers

Build bobbing birds, galloping goats, and other crazy characters.

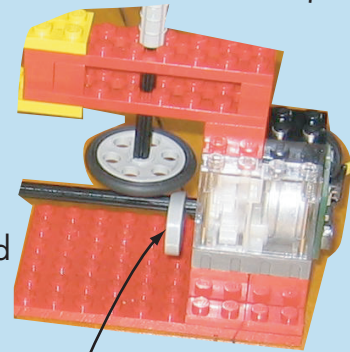
MAKE A COMMOTION!

Making Motion

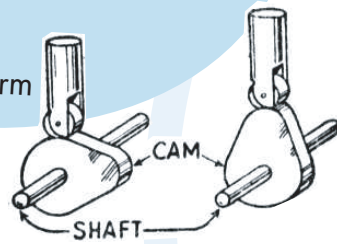
Start by using a LEGO motor and other parts to make a mechanism that bobs up and down.



Try different numbers to change the motor's speed



Use a **cam** to transform round and round to up and down.



Creating a Character

Use a pom-pom or Styrofoam ball for the head. Add googly eyes and other decorations.

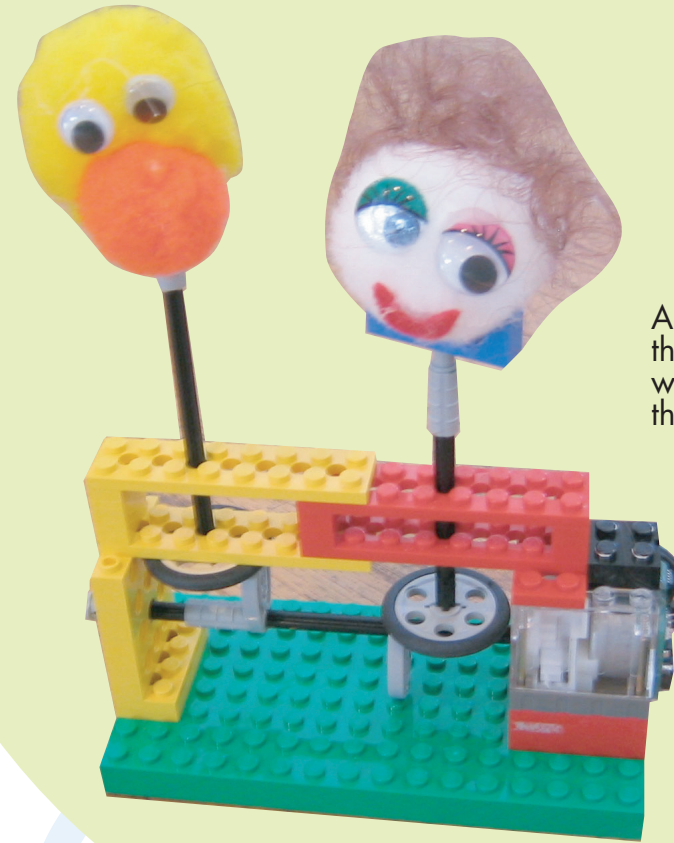


Attach the head to a LEGO axle

add image

The More the Merrier

You can move two characters at once.



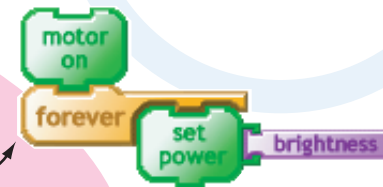
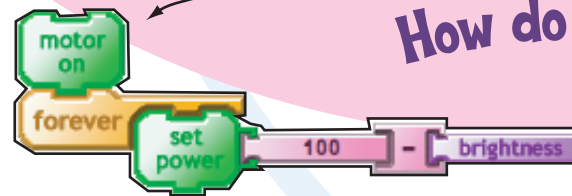
Add a second cam, pointing the opposite direction, so that when one character goes up, the other goes down.

Controlling the Speed

You can use light to control how fast your characters move.

Add a brightness sensor and try this

or this



How do your characters respond?

Image of a "connected character" (using accordion paper) like a galloping goat or a cavorting camel...

More Things To Try

- Try replacing the brightness sensor with a loudness sensor, so that you can control the movement by making noise.
- Try building other types of motion. See www.pienetwork.org/a2z/m/modules/