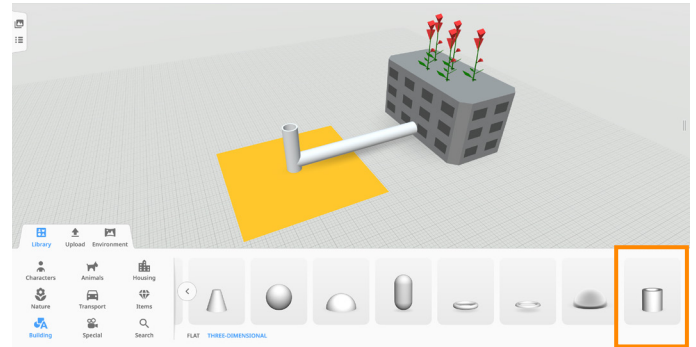
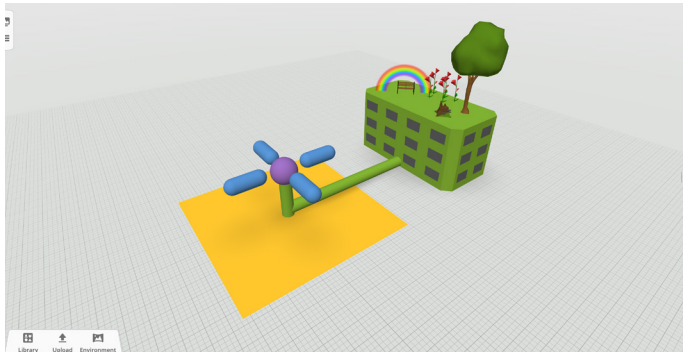




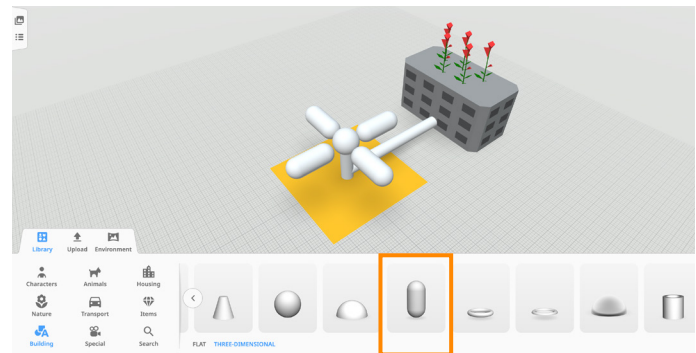
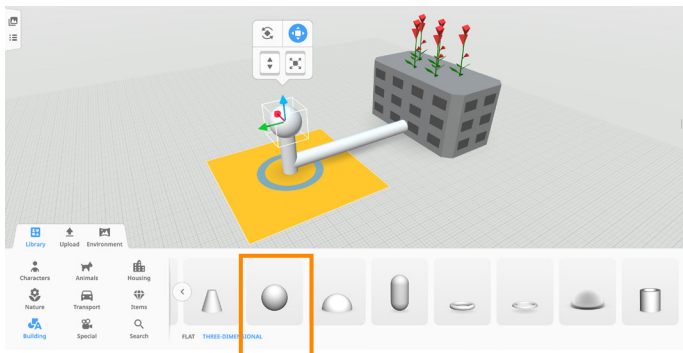
Coding Rotation Resource

Create a spinning wind turbine to power up your eco place using shapes and the rotation code



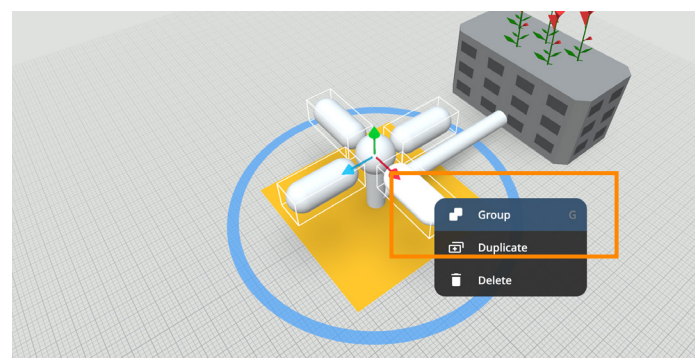
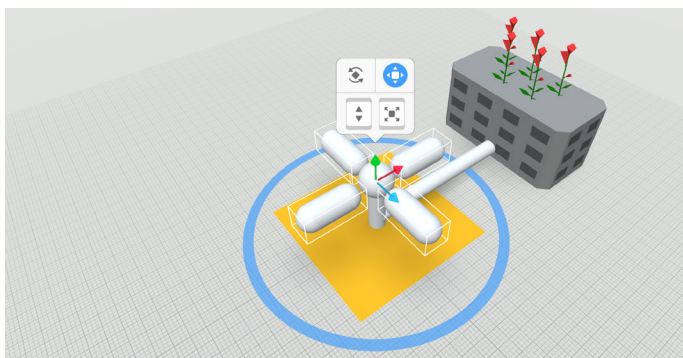
Let's create and code this wind turbine

1. Drag out two *Tubes* from the *Building* section, scale, position and rotate them as in this example



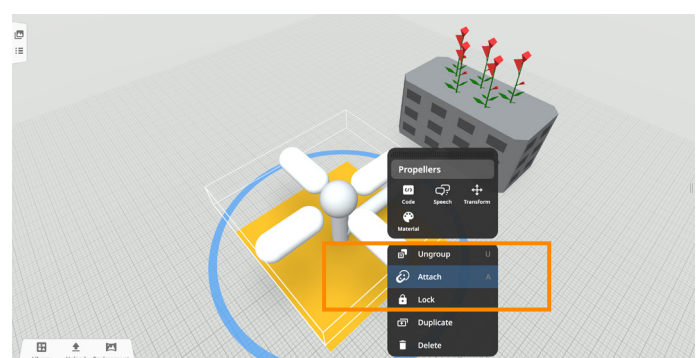
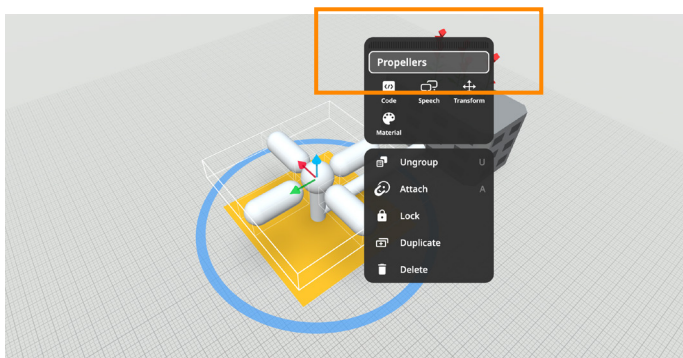
2. Drag out an *Ellipsoid* from the *Building* section, scale and position it on top of the tube

3. Drag out a *Capsule* from the *Building* section. Scale it up and use the *Translation mode* button to make it a bit longer. Now, duplicate it three times. Arrange the four capsules as in the example



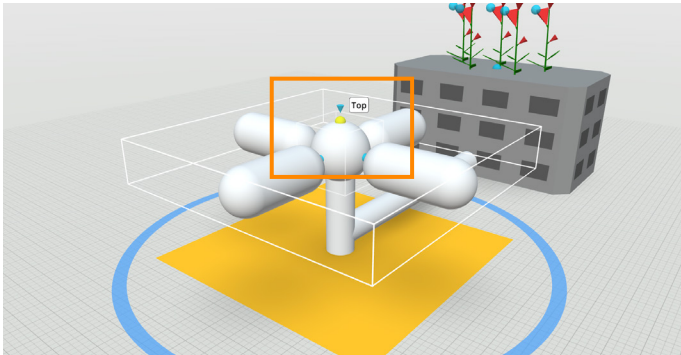
4. Select all four capsules

5. Right click and select *Group*

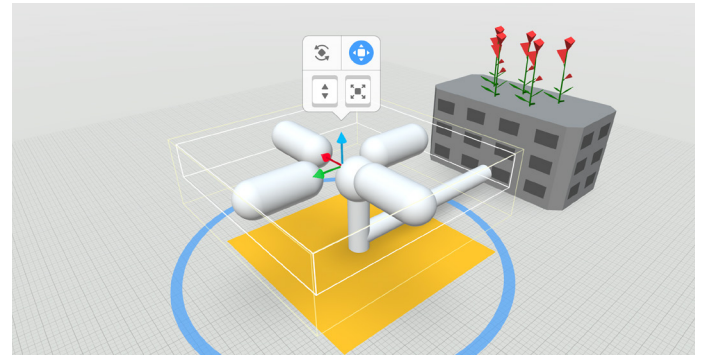


6. Right-click on the group and rename it *Propellers*

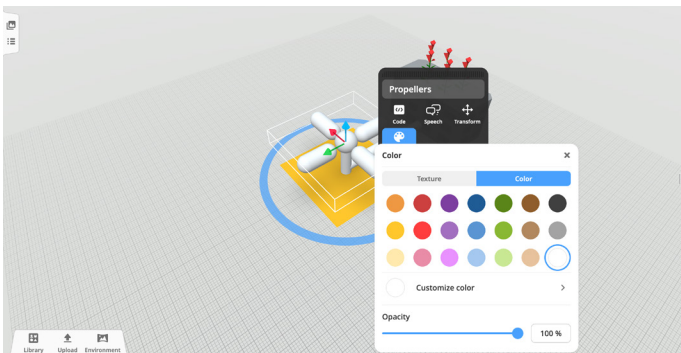
7. Attach the *Propellers* to the *Ellipsoid*. Select *Attach*



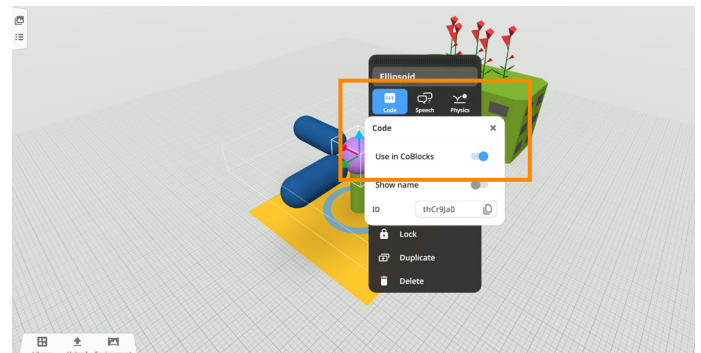
8. Select the top blue dot on top of the *Ellipsoid*



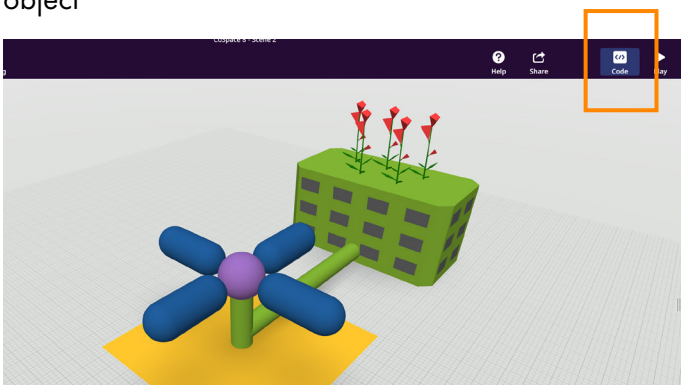
9. Use the *Translation mode* button to reposition the *Propellers* if they moved after attaching. Position the *Propellers* so they surround the *Ellipsoid*



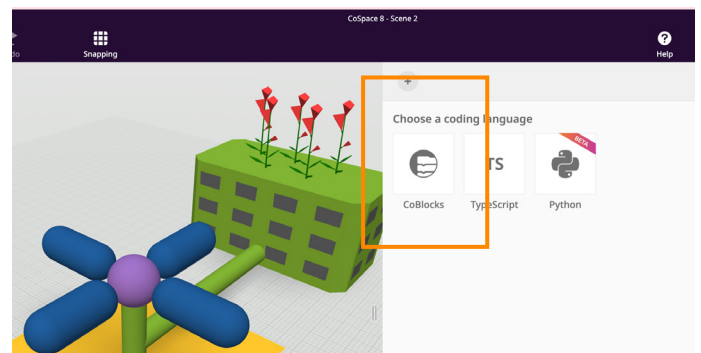
10. Select *Material* and choose colours for each object



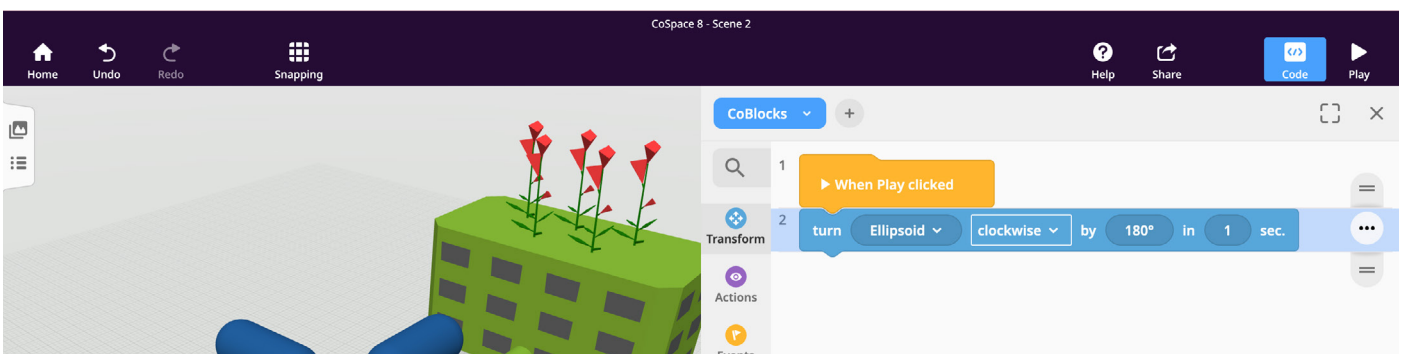
11. To begin to code, right-click on the *Ellipsoid*, select *Code*, then *Use in CoBlocks*



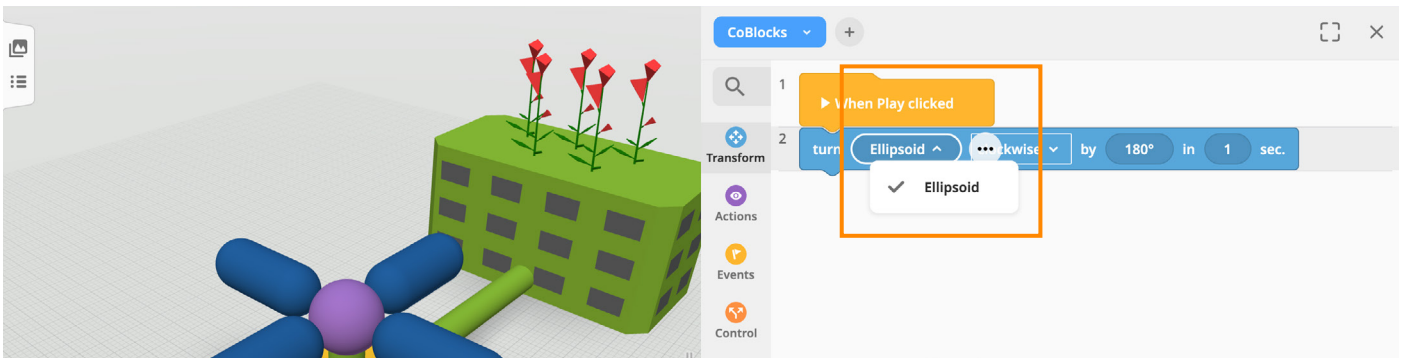
12. Click *Code* at the top right-hand side of the screen



13. Select CoBlocks as the coding language



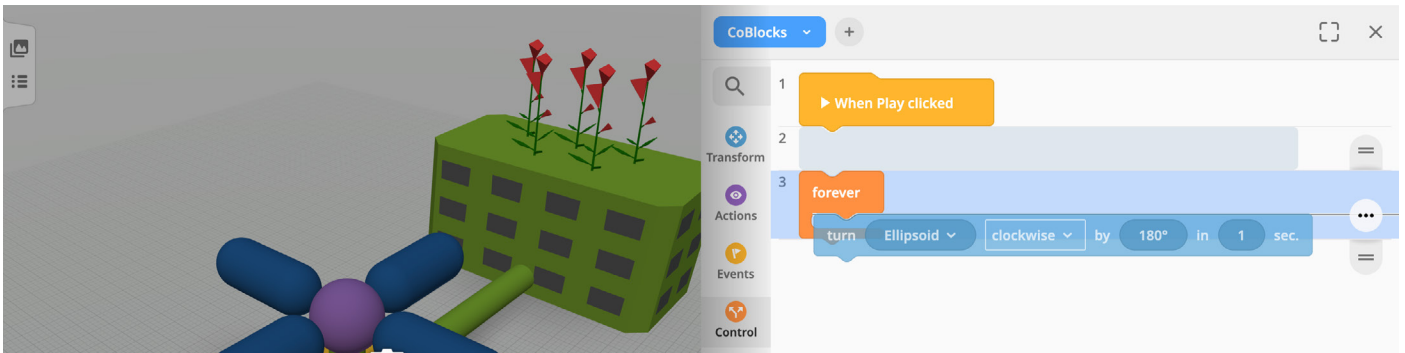
14. In *Transform* section, find a block *turn Ellipsoid clockwise by 180 in 1 sec* and snap it under the yellow *When Play clicked* block



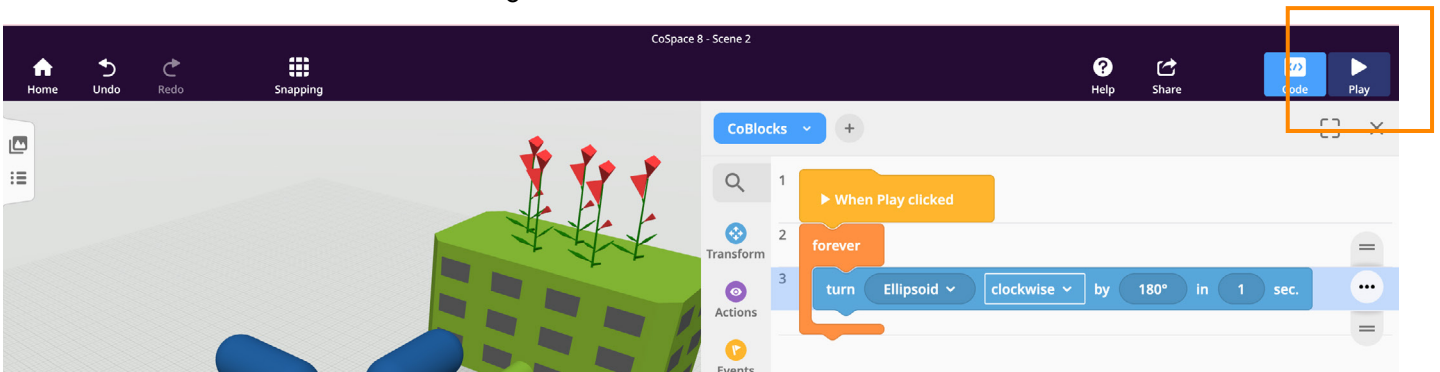
15. If you cannot see *Ellipsoid* mentioned in the block, click on the arrow and check the list of codable objects. If you still cannot see it, make sure you *Use in CoBlocks* was enabled on the *Ellipsoid*



16. From *Control* add *forever* block under the blue block



17. Now click on the blue block and drag it inside the *forever* block



18. Click *Play* on the top right-hand side of the screen to see your code in action