LEGO® Education WeDo 2.0

Toolbox

WeDo 2.0
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Programming is an important part of twenty-first century learning, and it is an essential part of all WeDo 2.0 projects. It gives life to the models students have created and teaches them computational thinking.
Designing solutions with LEGO® programming blocks

The WeDo 2.0 projects will take you and your students on a journey of using programming concepts to activate models and to create innovative solutions. These programming concepts have been organised by function in the Design Library.

These instructions are provided to inspire your students as they look for solutions. All of these functions can be used as described, or modified to suit a more specific need.
Introduction to a WeDo 2.0 program string

When students want to bring their models to life, they will drag and drop blocks onto the Programming Canvas. As they do this, your students will be creating program strings. They can create multiple program strings on the canvas, but each of the strings will need to begin with a Start Block.

Here are some important terms to know:

1. **Start Block**
   A Start Block is required in order to start a program string in WeDo 2.0. “Execute” means to start a series of actions until they are completed.

2. **Programming Block**
   Programming blocks are used in WeDo 2.0 software to build a program string. These blocks with symbols are used instead of text-based code.

3. **Program String**
   A program string is a sequence of programming blocks. The last block of the program string marks the end of the program.
Different types of program strings

When students explore programming for the first time, they will probably line up as many blocks as possible on the Programming Canvas. To carry out an idea they have in mind, they will either arrange their blocks in a flow so that they are executed one after the other, or executed simultaneously.

Here are two important terms to know:

1. **Linear Sequence**
   A linear sequence is when blocks are placed one after the other in a linear fashion. The LEGO® Education WeDo 2.0 software will then execute one action after the other in the order in which the blocks have been placed.

2. **Parallel Sequence**
   A parallel sequence should be used when students want to perform two or more actions simultaneously. In this case, the actions should be placed on different program strings and executed at the same time, using the various techniques available in WeDo 2.0.

**Suggestion**
Tell your students to plan their programs in advance. This will help them when they are deciding the order in which the program actions should take place. They could use the Documentation tool to write the actions they wish to program, step-by-step. They could also use a mind map of their own to decide whether they should use a linear sequence or a parallel sequence.
Programming principles

In developing program strings as part of their solutions, students will organize a series of actions and structures that will make their models come to life.

Here are some of the simplest programming principles your students can use:

1. **Output**
   Output is something that is controlled by the program the students are writing. Examples of outputs for WeDo 2.0 are sounds, lights, display, and turning motors on and off.

2. **Input**
   Input is information that a computer or device receives. It can be inputted through the use of sensors in the form of a numeric or text value. For example, a sensor that detects or measures something (such as distance) converts that value into a digital input signal so it can be used in a program.

3. **Events (Wait for)**
   Students can tell their program to wait for something to happen before continuing to execute the sequence of actions. Programs can wait for a specific amount of time, or wait for something to be detected by a sensor.

4. **Loop**
   Students can program actions to be repeated either forever or for a specific length of time.

5. **Functions**
   Functions are a group of actions that are to be used together in specific situations. For example, the group of blocks that could be used to make a light blink would together be called, “the blink function”.

6. **Conditions**
   Conditions are used by students in order to program actions that are to be executed only under certain circumstances. Creating conditions within a program means that some part of the program will never be executed if the condition is never met. For example, if the Tilt Sensor is tilted left, the motor will start, and if the sensor is tilted right, the motor will stop; if the Tilt Sensor never tilts left, the motor will never start and if it never tilts right, then the motor will never stop.
What is Pseudocode?

Program strings are designed for computers to understand, and pseudocode is a way to explain a program so that people can understand it. Good pseudocode respects program structures, but uses common words.

In WeDo 2.0, pseudocode can also be used to describe each step of a sequence. There are no specific rules to follow when writing pseudocode, but you will see that using a consistent structure will help you and your students while using it.

Example One
1. Start program
2. Start motor at power 1
3. Wait for 1 second
4. Stop motor

Example Two
1. Start program when “A” is pressed
2. Wait for Tilt Sensor to detect Shake
3. Start motor this way
4. Repeat steps 2 and 3 forever

Example Three
1. Start program when “A” is pressed
2. Wait for Tilt Sensor to detect No Tilt
3. Stop motor
4. Turn LED on colour 9 (red)
5. Repeat steps 2 to 4 forever
Description of flow blocks

1. **Start Block**
   - When used, always placed at the beginning of a program string. Press on it to start the program string you have written.
   - Pseudocode: Start program

3. **Send Message**
   - Sends a message to the Programming Canvas. Every Start On Message Block with the same message will be activated. The message can be in the form of text or numbers.
   - Pseudocode: Send message “abc”

2. **Start on Message Block**
   - Always placed at the beginning of a program string. It will wait for the correct message and then start the program string you have written.
   - Pseudocode: Start program when receiving message “abc”

4. **Wait For**
   - Use this block to tell the program to wait for something to happen. It can wait for a set amount of time or for input from a sensor. This block always requires input in order to work properly.
   - Pseudocode: Wait for 1 second
Repeat Block
Use this block to repeat actions. Blocks placed inside the Repeat Block will be looped. This can also be called the “loop block.” The loop can be repeated forever, for a certain amount of time, or until something happens.

Pseudocode: Repeat step ... forever

Start on Key Press Block
When used, always placed at the beginning of a program string. Press on it, or on the correct letter on the keyboard to start the program string you have written. All of the program strings with the same letter will start at the same time. To change the letter of activation, long press on the block to get access to the keyboard.

Pseudocode: Start program on tap “A”
Description of output motor blocks

1. **Motor This Way Block**
   - Sets the motor to turn the axle in the direction shown and starts the motor.
   - Tap on the block to quickly change the direction of the rotation.
   - Pseudocode: Start motor this way

2. **Motor That Way Block**
   - Sets the motor to turn the axle in the direction shown and starts the motor.
   - Tap on the block to quickly change the direction of the rotation.
   - Pseudocode: Start motor that way

3. **Motor Power Block**
   - Sets the motor power to the specified level and starts the motor. The level can be set with a numeric input from 0 to 10.
   - Pseudocode: Start motor at power 8

4. **Motor on for Block**
   - Starts the motor for a chosen amount of time specified in seconds. The amount of time can be set with a numeric input, using whole or decimal numbers.
   - Pseudocode: Start motor for 1 second
**Motor off Block**

Stops any movement of the motor.

*Pseudocode: Stop motor*
Description of light and sound blocks

1. **Light Block**

   Lights up the LED on the SmartHub in a specific colour. The colour can be changed with a numeric input between 0 and 10.

   *Pseudocode:* Turn LED on to colour 9 (red)
   *Pseudocode:* Turn LED off to colour 0 (no colour)

2. **Play Sound**

   Plays a sound. The sound is chosen from a list available within the software. You can choose a sound using a numeric input. Choose sound number 0 to play a sound that you have recorded yourself.

   *Pseudocode:* Play sound number 1
Description of output display blocks

1. **Display Background**
   - Use this block to display an image chosen from a list available within the software. You can set an image using a numeric input.
   
   *Pseudocode: Show image 1 on display*

2. **Display Block**
   - Use this block to open the display area on the software screen. Numbers or text will appear in the display area.
   
   *Pseudocode: Show ... on display*

3. **Add to Display**
   - Adds a quantity to the number currently shown on the display. Enter the number you wish to add. Tap on the block to change the mathematical operation.
   
   *Pseudocode: Add ... to the number on display*

4. **Subtract from Display**
   - Subtracts a quantity from the number shown on the display. Enter the number you wish to subtract. Tap on the block to change the mathematical operation.
   
   *Pseudocode: Subtract ... from the number on display*
Multiply Display
Multiplies the number shown on the display by a specified number. Enter the number you wish to multiply by. Tap on the block to change the mathematical operation.

Pseudocode: Multiply by ... the number on display

Divide Display
Divides the number shown on the display by another number. Enter the number you wish to divide by. Tap on the block to change the mathematical operation.

Pseudocode: Divide by ... the number on display

Display Closed
Use this block to close the display area on the software screen. Tap on the block to change the size.

Pseudocode: Close the display

Display Full Size
Use this block to set the display area to full size. Tap on the block to change the size.

Pseudocode: Change the size of the display to maximum
Description of output display blocks

1

Display Medium Size
Use this block to set the display area to medium size. Tap on the block to change the size.

Pseudocode: Change the size of the display to medium
Description of sensor change inputs

1. **Any Distance Change**
   Inputs the Motion Sensor mode “Any Distance Change” to a block.

2. **Distance Change Closer**
   Inputs the Motion Sensor mode “decreasing distance between the sensor and an object” to a block.

3. **Distance Change Further**
   Inputs the Motion Sensor mode “increasing distance between the sensor and an object” to a block.

4. **Shake**
   Inputs the Tilt Sensor mode “Shake” to a block.

5. **Tilt Down**
   Inputs the Tilt Sensor mode “Tilt Down” to a block.

6. **Tilt Up**
   Inputs the Tilt Sensor mode “Tilt Up” to a block.

7. **Tilt That Way**
   Inputs the Tilt Sensor mode “Tilt That Way” to a block.

8. **Tilt This Way**
   Inputs the Tilt Sensor mode “Tilt This Way” to a block.
Description of sensor change inputs

1. **Tilt Sensor No Tilt**
   Inputs the Tilt Sensor mode “No Tilt” (or horizontal position) to a block.

2. **Sound Level Change**
   Inputs the Sound Sensor (from the device) mode “sound level change” to a block.
Description of numeric and text inputs

1. **Tilt Sensor Input**
   Inputs the numeric value generated by the Tilt Sensor (0, 3, 5, 7, or 9) to a block.

2. **Motion Sensor Input**
   Inputs the value detected by the Motion Sensor (from 0 to 10) to a block.

3. **Sound Sensor Input**
   Inputs the value detected by the Sound Sensor (from 0 to 10) to a block.

4. **Number Input**
   Inputs a numeric value to a block.

5. **Text Input**
   Inputs a text value to a block.

6. **Display Input**
   Inputs the numeric value shown on the display area to a block.

7. **Random Input**
   Inputs a random value to a block. The range of numbers is determined by the block to which it is attached.
Description of the documenting block

**Bubble**

Use the Bubble to insert comments into your program. This is not a programming block.
Planning your work with flowcharts

Flowcharts are an excellent tool for practicing Abstraction, and they can be a great way to help students plan and structure their solutions.

A simple flowchart can be explored by students at any grade level, but more complex charts should be reserved for students in the higher primary grades.

Some conventions exist in regard to flowcharts, but you should focus on implementing these conventions only when your students completely understand the concept of mapping their ideas.

These conventions are:

- Use a circle (or oval) to represent the beginning and end of the flow
- Use arrows to indicate the flow direction
- Use a rectangle to indicate an input or output
- Use a diamond to indicate conditions
Build with WeDo 2.0

WeDo 2.0 has been designed to provide opportunities for students to sketch, build, and test prototypes and representations of objects, animals, and vehicles that have a real-world focus.

The hands-on approach encourages students to be fully engaged in the designing and building process.
Designing solutions with LEGO® Bricks

The WeDo 2.0 projects will take you and your students on a journey of using mechanisms to bring models to life. These mechanisms have been ordered by function in the Design Library.

These instructions are provided to inspire your students as they look for solutions. All of these functions use what are called “simple machines” that you can explore with your students as they develop their ideas.
Base models exploration

**Name of the Part: Gear**
A gear is a toothed wheel that rotates and makes another part move. You can find gear wheels on your bike, they are linked together with a chain. A “gear train” is when gears are placed directly alongside each other.

**Types of Gear Trains**
*Gear up:* a large gear drives a small gear in order to produce more rotations.
*Gear down:* a small gear drives a larger gear in order to produce fewer rotations.

*For example, used in these Design Library base models:*
Walk, Spin, Turn

**Name of the Part: Bevel Gear**
A bevel gear is an angled gear that can be placed perpendicular to another gear, changing the axis of the rotation.

*For example, used in these Design Library base models:*
Flex, Wobble, Push, Turn
Base models exploration

**Name of the Part: Rack**
A rack is a flat element with teeth that engages a circular gear, in this case often called a pinion. This pair of gears change ordinary rotational motion, as the gear turns into linear motion.

*For example, used in these Design Library base models:*
Push

**Name of the Part: Worm Gear**
A worm is a continual spiral groove like a screw, which meshes with a gear. The worm is designed to turn a normal gear, but the gear cannot turn the worm, therefore, it functions as a brake.

*For example, used in these Design Library base models:*
Revolv
Base models exploration

**Name of Part: Beam**
A beam attached to a rotating part will become a piston. A piston is a moving component of a machine, transferring the energy created by the motor into an up/down or forward/backward motion. The piston can push, pull, or drive other mechanical elements of the same machine.

*For example, used in these Design Library base models:*
Crank

**Name of the Part: Wheels**
It's a circular element that rotates on an axis to produce propelled movement.

*For example, used in these Design Library base models:*
Wobble, Drive, Steer
Base models exploration

Name of the Part: Pulley
The pulley is a wheel with a groove in it where the belt rests. The belt is like a small rubber band, which connects to a part of the model that is rotating, transferring the rotation to a different part of the model.

Pulley up: a large pulley drives a small pulley to produce more rotations.
Pulley down: a small pulley drives a large pulley to produce less rotations.
Pulley twist: it is used to make shafts that are parallel but rotate in opposite directions.

For example, used in these Design Library base models:
Reel, Lift, Drive, Sweep, Revolve, Grab

Important
Using a pulley in a mechanism will prevent the model from breaking when it meets resistance as the belt will slip in the pulley.
Electronic parts

Smarthub
The Smarthub acts as a wireless connector between your device and the other electronic parts, using Bluetooth Low Energy. It receives and executes program strings from each device.

The Smarthub features:
• Two ports to connect sensors or motors
• A light
• A power button

The Smarthub uses AA batteries or the supplementary Rechargeable Battery as a power source.

The Bluetooth connection procedure between the Smarthub and your device is explained in the WeDo 2.0 Software.

The Smarthub will use colour patterns to signal messages:
• Flashing white light: Waiting for a Bluetooth connection.
• Blue light: Bluetooth connection is established.
• Flashing orange light: The power provided to the motor is at its limit.
Electronic parts

Smarthub Rechargeable Battery
(supplementary item)
Here are some guidelines for the Smarthub Rechargeable Battery:
• To maximise the hours of play available without the adaptor connected, make sure that the battery is fully charged before you begin.
• There are no special requirements for charging patterns.
• Preferably, store the battery in a cool place.
• Recharging is recommended if the battery has been installed in the Smarthub, without use, for more than one month.
• Do not let the battery charge for an extended period of time.

Medium Motor
Motors makes other things move. This Medium Motor uses electricity to make an axle rotate.

The motor can be started in both directions, can be stopped, and can run at different speeds for a specified amount of time (seconds).
Electronic parts: Sensors

**Tilt Sensor**
To interact with this sensor, tilt the part in different ways following the arrows. This sensor detects changes within six different positions:
- Tilt This Way
- Tilt That Way
- Tilt Up
- Tilt Down
- No Tilt
- Shake

Make sure you have the correct icon in your program that corresponds to the position you are trying to detect.

**Motion Sensor**
This sensor detects changes in distance from an object within its range in three different ways:
- Object moving closer
- Object moving farther away
- Object changing position

Make sure you have the correct icon in your program that corresponds to the position you are trying to detect.
Part names and primary functions

As students use the bricks, you may want to discuss proper vocabulary as well as functions for each part in the set.

- Some of them are structural parts that hold a model together.
- Some parts are connectors that link elements to each other.
- Some parts are used to produce movement.

**Important**
Remember that these categories are guidelines. Some parts have many functions and can be used in many ways.

**Suggestion**
Use the compartment tray when sorting the parts in the WeDo 2.0 storage box. This will help you and your students when viewing and counting the parts.
Structural parts

- 2x - Angular plate, 1x2/2x2, white. No.4117840
- 6x - Plate, 1x2, white. No.302301
- 4x - Plate, 1x4, white. No.371001
- 4x - Plate, 1x6, white. No.366601
- 2x - Plate, 1x12, white. No.4514842
- 4x - Beam with plate, 2-modules, black. No.4144624
- 2x - Roof brick, 1x2/45°, black. No.4121966
- 2x - Plate, 2x16, black. No.428228
- 4x - Roof brick, 1x2x2, grey. No.4515374
- 2x - Frame plate, 4x4, grey. No.4612621
- 4x - Tile, 1x8, grey. No.4211481
- 4x - Brick, 2x2, black. No.360326
- 1x - Bottom for turntable, 4x4, black. No.4517546
- 2x - Curved plate, 1x4x2/3, azure blue. No.6097093
- 2x - Round plate, 4x4, azure blue. No.6102828
- 2x - Curved brick, 1x6, transparent light blue. No.6032418
- 2x - Roof brick, 1x3/25°, bright orange. No.6131583
- 4x - Brick, 2x4, bright orange. No.6100027
- 4x - Beam with holes, 2x4, bright orange. No.6132408
- 4x - Plate with holes, 2x8, bright orange. No.6132409
- 2x - Curved brick, 1x3, lime green. No.4309628
- 4x - Roof brick, 1x2/23, lime green. No.4537925
- 4x - Inverted roof brick, 1x3/25°, lime green. No.6138622
- 4x - Curved brick, 1x6, lime green. No.6139693
- 2x - Angular beam, 3x5-modules, bright green. No.6097397
- 4x - Studded beam, 1x2, lime green. No.6132372
- 4x - Studded beam, 1x4, lime green. No.6132373
- 2x - Plate, 4x8/4, lime green. No.6116514
- 2x - Plate with holes, 2x8, bright green. No.6138494
- 2x - Studded beam, 1x8, lime green. No.6132375
- 4x - Curved brick, 1x6, lime green. No.4537928
- 4x - Inverted roof brick, 1x2/45°, lime green. No.6136455
- 4x - Angular beam, 7-modules, bright green. No.6097392
- 4x - Plate with holes, 2x8, bright orange. No.6132408
- 4x - Plate with holes, 2x8, bright orange. No.6132409
- 2x - Curved brick, 1x6, lime green. No.6132379
- 2x - Curved brick, 1x6, lime green. No.6132379
- 2x - Curved brick, 1x6, lime green. No.6132379
- 2x - Curved brick, 1x6, lime green. No.6132379
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- 2x - Curved brick, 1x6, lime green. No.6132379
- 2x - Curved brick, 1x6, lime green. No.6132379
- 2x - Curved brick, 1x6, lime green. No.6132379
Connecting parts

2x - Brick with stud on side, 1x1, white. No.4118981

4x - Bushing, 1-module, grey. No.4211622

2x - Bushing/axle extender, 2-module, grey. No.4211622

4x - Brick with connector peg, 1x2, grey. No.4211364

1x - Plate with hole, 2x3, grey. No.4211419

4x - Studded beam with crosshole, 1x2, dark grey. No.4210935

2x - Brick with 1 ball joint, 2x2, dark grey. No.4497253

1x - Bobbin, dark grey. No.4239891

2x - Chain, 16-modules, dark grey. No.4516456

8x - Connector peg, with friction, 2-modules, black. No.6092732

1x - String, 50 cm, black. No.6092732

2x - Connector peg, without friction/ axle, 1-module/1-module, beige. No.4666579

4x - Bushing/pulley, ½-module, bright orange. No.6071608

4x - Bushing, 1-module, bright green. No.6097773

2x - Tube, 2-modules, lime green. No.6097773

2x - Angular block 4, 135°, black. No.6123991

2x - Angular block 1, 0°, white. No.4118981

2x - Angular block 3, 157.5°, transparent light blue. No.6045980

4x - Connector peg, with friction, 2x2, black. No.4121715

4x - Brick with ball bearing, 2x2, lime green. No.6097773

2x - Angular block 5, 157.5°, grey. No.4512360

2x - Brick with connector peg, 1x2, grey. No.4211364

1x - Brick with 2 ball joints, 2x2, black. No.6092732

2x - Angular block 3, 157.5°, azure blue. No.613917

8x - Studded beam with crosshole, grey. No.4211419

1x - String, 50 cm, black. No.6123991

4x - Connector peg, without friction/ axle, 1-module/1-module, beige. No.4666579

4x - Bushing/pulley, ½-module, yellow. No.4239601

4x - Bushing, 1-module, bright green. No.6097773

2x - Tube, 2-modules, lime green. No.6097773

2x - Angular block 4, 135°, black. No.6123991

2x - Angular block 1, 0°, white. No.4118981

2x - Angular block 3, 157.5°, transparent light blue. No.6045980

4x - Connector peg, with friction, 2x2, black. No.4121715

4x - Brick with ball bearing, 2x2, lime green. No.6097773

2x - Angular block 5, 157.5°, grey. No.4512360

2x - Brick with connector peg, 1x2, grey. No.4211364

1x - Plate with hole, 2x3, grey. No.4211419

4x - Studded beam with crosshole, 1x2, dark grey. No.4210935

2x - Brick with 1 ball joint, 2x2, dark grey. No.4497253

1x - Bobbin, dark grey. No.4239891

2x - Chain, 16-modules, dark grey. No.4516456

4x - Connector peg, without friction/ axle, 1-module/1-module, beige. No.4666579

4x - Bushing/pulley, ½-module, yellow. No.4239601
Movement parts

1x - Hub/pulley, 18x14 mm, white. No.6096296
4x - Gear rack, 10-tooth, white. No.4250485
1x - Gear block, transparent. No.4142824
4x - Round brick, 2x2, transparent light blue. No.4178398
6x - Hub/pulley, 24x4 mm, transparent light blue. No.6096296

1x - Worm gear, grey. No.4211510
4x - Gear, 8-tooth, dark grey. No.6012451
2x - Gear, 24-tooth, dark grey. No.6133119

4x - Double bevel gear, 12-tooth, black. No.4177431
2x - Double bevel gear, 20-tooth, black. No.6093977

2x - Rubber beam with crossholes, 2-modules, black. No.4198367
4x - Axle, 2-modules, red. No.4142865
2x - Bevel gear, 20-tooth, beige. No.6031962

2x - Connector peg with axle, 3-modules, black. No.6089119
2x - Axle, 3-modules, grey. No.4211815

2x - Tyre, 30x4 mm, black. No.6028041
2x - Axle with stop, 4-modules, dark grey. No.6083620
2x - Axle, 6-modules, black. No.370626
2x - Axle, 7-modules, grey. No.4211805

2x - Tyre, 37x18 mm, black. No.4506553
2x - Axle, 10-modules, black. No.373726
2x - Belt, 33 mm, yellow. No.4544151
2x - Belt, 24 mm, red. No.4544143
2x - Snowboard, bright orange. No.6105957
Decorative parts

2x - Antenna, white. No.73737

2x - Round tile with eye, 1x1, white. No.6029156

2x - Round tile with eye, 2x2, white. No.6060734

2x - Round plate with 1 stud, 2x2, white. No.6093053

2x - Round tile with hole, 2x2, dark grey. No.6055313

4x - Round plate, 1x1, black. No.614126

6x - Skid plate, 2x2, black. No.4278359

2x - Round brick, 1x1, transparent green. No.3006848

2x - Round brick, 1x1, transparent yellow. No.3006844

2x - Round brick, 1x1, transparent red. No.3006841

2x - Grass, 1x1, bright green. No.6050929

1x - Flower, 2x2, red. No.6000020

2x - Round plate, 2x2, bright green. No.6138624

1x - Leaves, 2x2, bright green. No.4143562

Brick Separator

1x - Element separator, orange. No.4654448

6x - Skid plate, 2x2, black. No.4278359
Electronic parts

1x - Tilt Sensor,
white. No.6109223

1x - Motion Sensor,
white. No.6109228

1x - Medium Motor,
white. No.6127110

1x - Smarthub,
white. No.6096146
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