

SOLUTION ACTIVITÉ S-06

Le musicouleur (1)

Jouer avec les doigts

The image displays three columns of Scratch code blocks, each representing a different finger's action on the Thymio robot. Each column starts with a 'when clicked' event block, followed by a 'set duration to 0.5' block and an 'turn off LED' block. The main logic is contained within a 'repeat indefinitely' loop. Each loop begins with an 'until sensor' block (e.g., 'until left sensor > 2000'), followed by an 'LED control' block (R: 0, V: 0, B: 32), a 'play note' block (e.g., 440 Hz, 'la'), a 'wait' block, and finally another 'turn off LED' block. The second column uses the center-right sensor and plays the note 'do' (523 Hz). The third column uses the right sensor and plays the note 'ré' (587 Hz).