

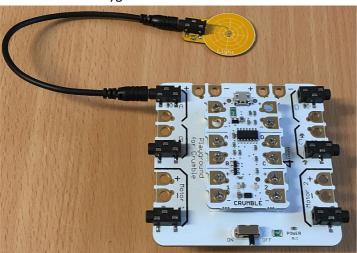
Using the Light Sensor Gizmo with Playground for Crumble

Requirements:

- Playground for Crumble with Crumble attached and batteries installed
- Light Sensor Gizmo
- 1 x Connection cable

Connections:

- 1. Switch Playground OFF
- 2. Plug connection cable into Gizmo and Pin A on Playground
- 3. Switch Playground ON



Without Software:

Cover the light sensor so it is dark and then gradually let more light reach it. Shine a torch directly at it for highest data reading

→ LED on Pin A of Playground will start lighting as the light gets brighter

Simple Software Demo:

This software will flash the light on Motor 1 at a speed that depends on the brightness of the light. The slowest speed is when very bright, and fastest speed when very dark

```
program start

do forever

do analogue A times

motor 1 FORWARD at 75 %

wait 10 milliseconds

loop

do analogue A times

motor 1 STOP

wait 10 milliseconds

loop

loop
```