

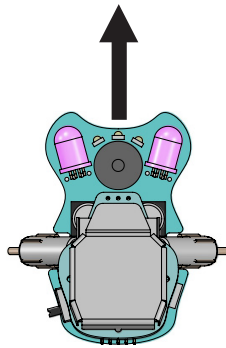


## Learning by doing...

Wink gets kids (and grownups) doing something interesting right away. Throughout our free lesson series, students are continually driven toward doing something interesting. We skip the dry details and keep them engaged, while learning the key concepts of the C language along the way.

Here is a quick example of how a Wink program works. This simple example drives Wink in a triangle while changing his eye color along the way.

```
void loop(){
  eyesPink(70);
  motors(120,120);
  delay(300);
  eyesGreen(70);
  motors(120,-120);
  delay(200);
}
```

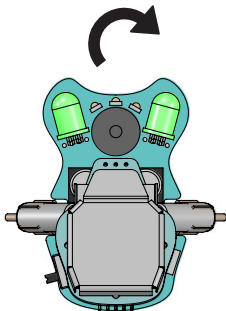


The eyesPink(70) function turns the robot's eyes pink, with a brightness of 70.

The motors(120,120) function drives the left and right motors forward at 120 speed.

The delay(300) function allows the motors to run for 300 milliseconds before the next line of code runs.

```
void loop(){
  eyesPink(70);
  motors(120,120);
  delay(300);
  eyesGreen(70);
  motors(120,-120);
  delay(200);
}
```



Next we change the eye color to green.

By setting the right motor speed to negative 120 it spins in the reverse direction, causing Wink to spin to the right in his own footprint.

Spin for 200 milliseconds, then the function repeats at the top.

Easy!

Simple examples like these get students engaged quickly. They jump right in and start customizing on their own.

Once the students have an interest, turn to our free and open source lesson series. These lessons are perfect for use in classrooms and workshops. Kids as young as 7 years old can complete the first few lessons.

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