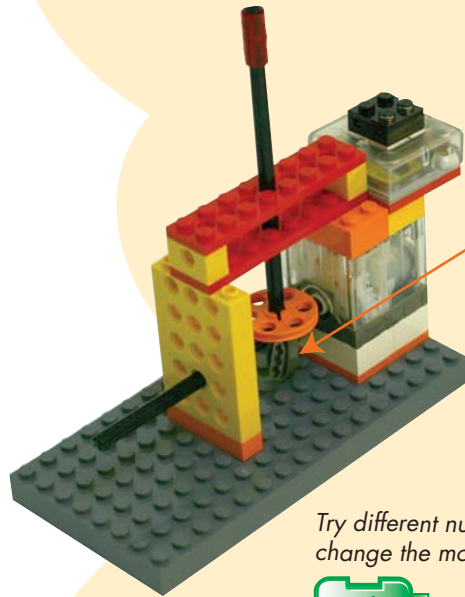
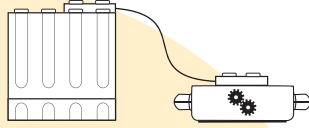


# Movers and Shakers

Build bobbing birds, galloping goats, and other crazy characters

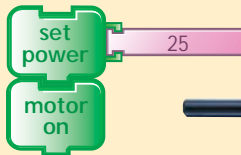
## Making motion

Use a LEGO® motor and other parts to make a mechanism that bobs up and down.



Use a **cam** to transform round-and-round to up-and-down.

Try different numbers to change the motor's speed.

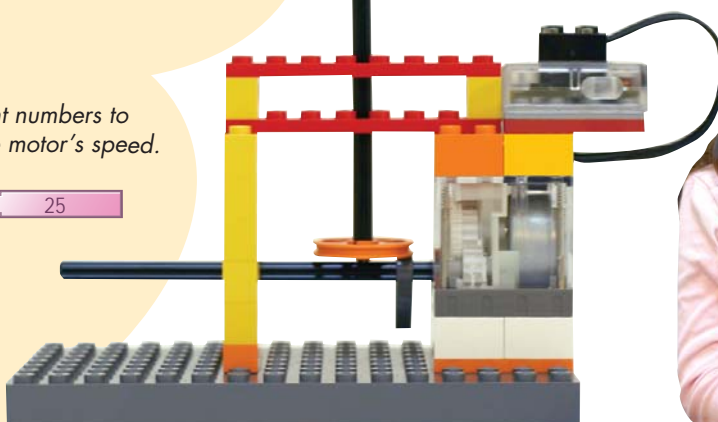


See [picocricket.com/motion](http://picocricket.com/motion) for detailed building instructions



## Creating a character

Use a pom-pom or Styrofoam ball for the head. Add googly eyes and other decorations. Attach the head to a LEGO axle.



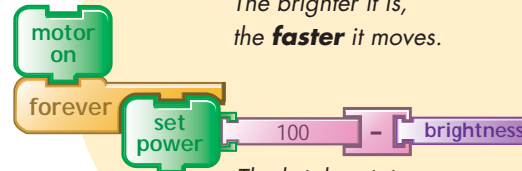
## Controlling the speed



You can use light to control how fast your character moves.



The brighter it is, the **faster** it moves.

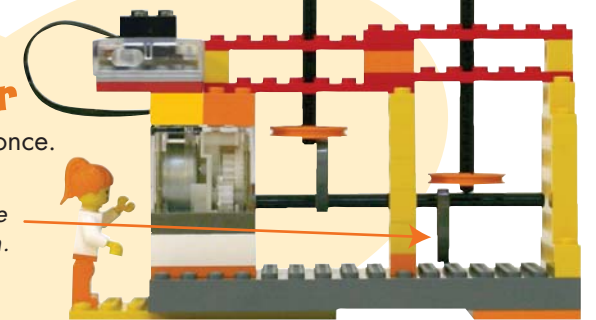


The brighter it is, the **slower** it moves.

## The more the merrier

You can move two characters at once.

Add a second cam, pointing the opposite direction, so that when one piece goes up, the other goes down.



### More Things To Try

- Try replacing the brightness sensor with a loudness sensor, so that you can control the movement by making noise.
- Try using a Sound Box and the PicoBlocks rhythm editor to add some rhythm to your motion.
- To create other types of motion, see [picocricket.com/motion](http://picocricket.com/motion)

**Make a commotion!**