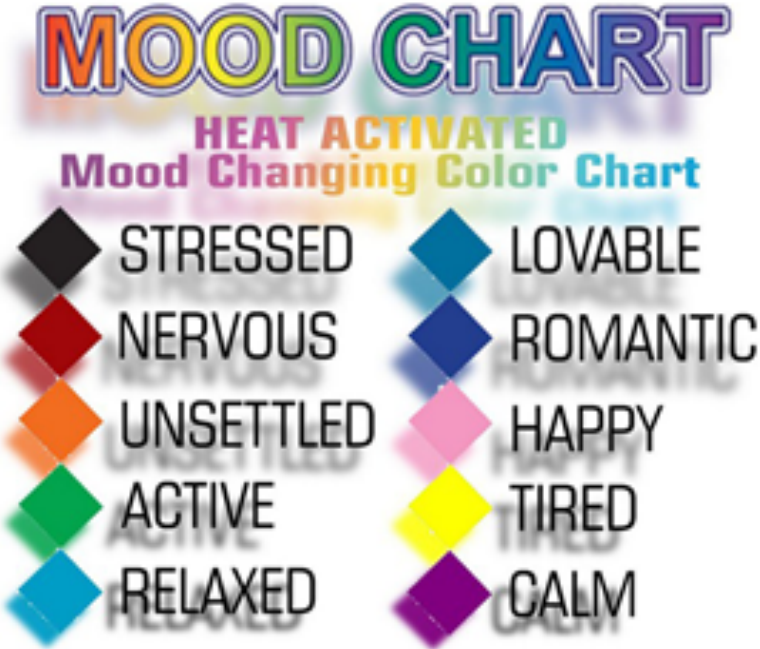**Directions**: Use the Hub and other simulations to find the RGB values that make the colors of the Mood Ring. Fill the values into the chart and the code.

**MOOD CHART**
**HEAT ACTIVATED**
**Mood Changing Color Chart**

- ◆ STRESSED
- ◆ NERVOUS
- ◆ UNSETTLED
- ◆ ACTIVE
- ◆ RELAXED
- ◆ LOVABLE
- ◆ ROMANTIC
- ◆ HAPPY
- ◆ TIRED
- ◆ CALM

| Color | RGB Value |
|---|---|
| Black | 0 0 0 |
| Red | 255 0 0 |
| Orange | 255 150 50 |
| Green | 0 255 0 |
| Turquoise | 50 200 200 |
| Cyan | 0 255 255 |
| Blue | 0 0 255 |
| Pink | 255 190 200 |
| Yellow | 255 255 0 |
| Purple | 255 0 255 |

**Directions**: Use colored pencils that match the mood color to draw in the inequalities used in the code above.

Black, Red, Orange, Green, Turquoise, Cyan, Blue, Pink, Yellow, Purple

23 24 25 26 27 28 29 30 31 32 33

```
If T<24
Then
Send "SET COLOR 0 0 0"
Output(5,1,"YOU ARE STRESSED ")
End
If 24≤T and T<25
Then
Send("SET COLOR _ _ _")
Output(5,1,"YOU ARE NERVOUS   ")
End
If 25≤T and T<26
Then
Send("SET COLOR _ _ _")
Output(5,1,"YOU ARE UNSETTLED")
End
If 26≤T and T<27
Then
Send("SET COLOR _ _ _")
Output(5,1,"YOU ARE ACTIVE   ")
End
If 27<=T and T<28
Then
Send("SET COLOR _ _ _")
Output(5,1,"YOU ARE RELAXED  ")
End
If 28≤T and T<29
Then
Send("SET COLOR _ _ _")
Output(5,1,"YOU ARE LOVEABLE ")
End
If 29≤T and T<30
Then
Send("SET COLOR _ _ _")
Output(5,1,"YOU ARE ROMANTIC ")
End
If 30≤T and T<31
Then
Send("SET COLOR _ _ _")
Output(5,1,"YOU ARE HAPPY    ")
End
If 31≤T and T<32
Then
Send("SET COLOR _ _ _")
Output(5,1,"YOU ARE TIRED    ")
End
If T≥32 Then
Send("SET COLOR _ _ _")
Output(5,1,"YOU ARE CALM     ")
End
```