|  |  |  |
| --- | --- | --- |
| **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. | | |
|  | |  |  | | --- | --- | | Color | RGB Value | | Black | 0 0 0 | | Red |  | | Orange |  | | Green |  | | Turquoise |  | | Cyan |  | | Blue |  | | Pink |  | | Yellow |  | | Purple |  | | If t<24 Then  Send "SET COLOR 0 0 0"  DispAt 5,"You are STRESSED"  Elseif 24≤t<25 Then  Send "SET COLOR \_ \_ \_"  DispAt 5,"You are NERVOUS"  Elseif 25≤t<26 Then  Send "SET COLOR \_ \_ \_" DispAt 5,"You are UNSETTLED"  Elseif 26≤t<27 Then  Send "SET COLOR \_ \_ \_"  DispAt 5,"You are ACTIVE"  Elseif 27≤t<28 Then  Send "SET COLOR \_ \_ \_"  DispAt 5,"You are RELAXED"  Elseif 28≤t<29 Then  Send "SET COLOR \_ \_ \_"  DispAt 5,"You are LOVEABLE"  Elseif 29≤t<30 Then  Send "SET COLOR \_ \_ \_"  DispAt 5,"You are ROMANTIC"  Elseif 30≤t<31 Then  Send "SET COLOR \_ \_ \_"  DispAt 5,"You are HAPPY"  Elseif 31≤t<32 Then  Send "SET COLOR \_ \_ \_"  DispAt 5,"You are TIRED"  Elseif t≥32 Then  Send "SET COLOR \_ \_ \_"  DispAt 5,"You are CALM"  Endif |
| **Directions**: Use colored pencils that match the mood color to draw in the inequalities used in the code above. | | |