



Logic

Space



Coding



Focus



Classroom Discipline

01

Please sit down and keep quiet in class.

02

Please raise your hand if you have any questions

03

Please observe carefully when the pictures are played.



Racing Car



Course Goals



Thinkidea

1

Learning goals

2

Project Discussion

3

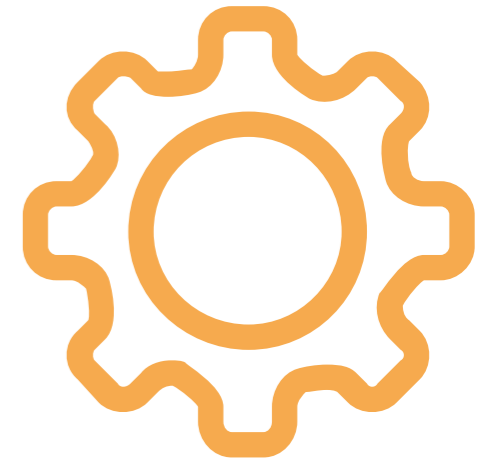
Logic Programming

4

Have a try

5

Consolidate and extend





1

Create a car club, let the car can automatically move forward and backward at a specified time.

2

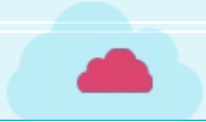
Consolidate modules such as "**motor clockwise**", "**wait 6 seconds**", "**forever**", and "**light**".

3

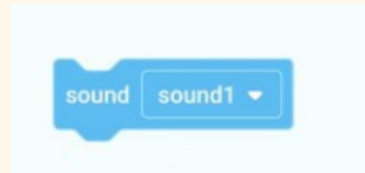
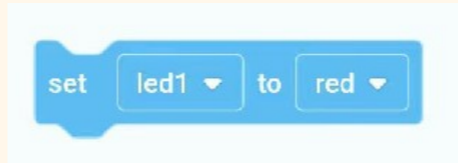
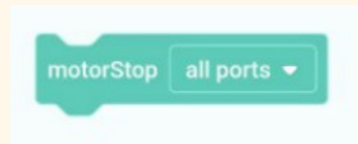
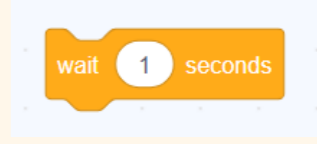
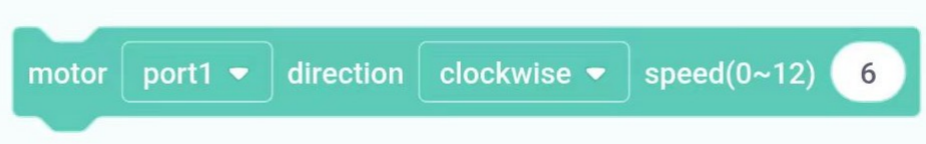
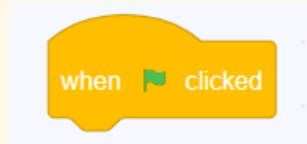
Learn new modules such as "**motor counterclockwise**", "**showText**", and "**say**".

4

Comprehensively apply the learned modules to complete programming projects and expand.

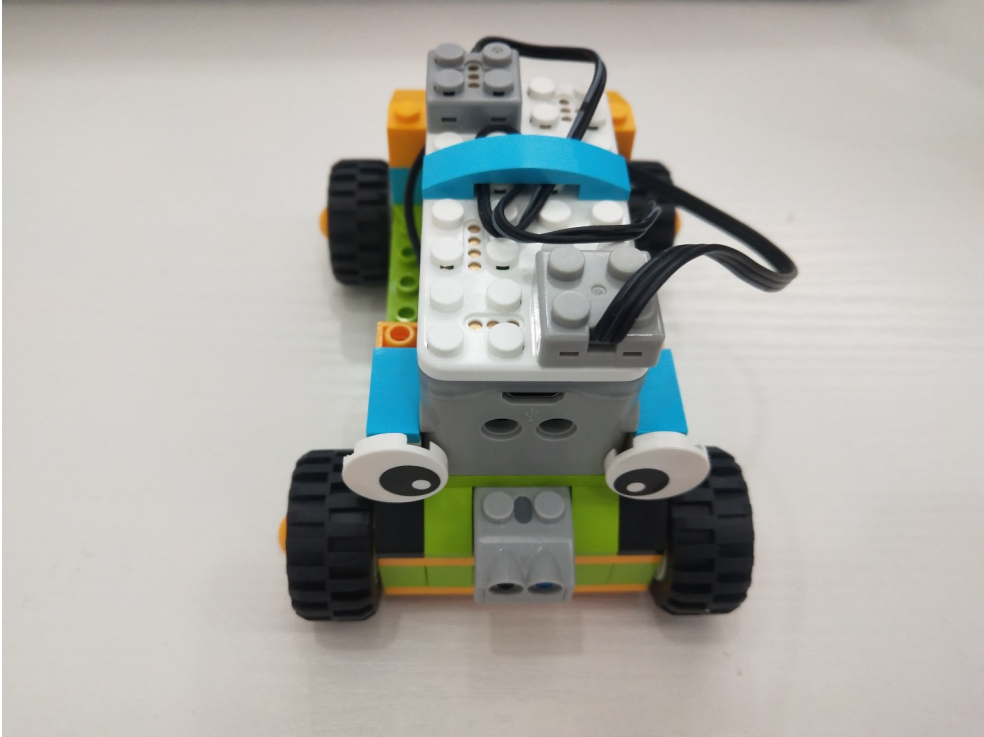


Consolidate modules:



New modules:



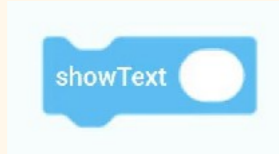


Project Discussion

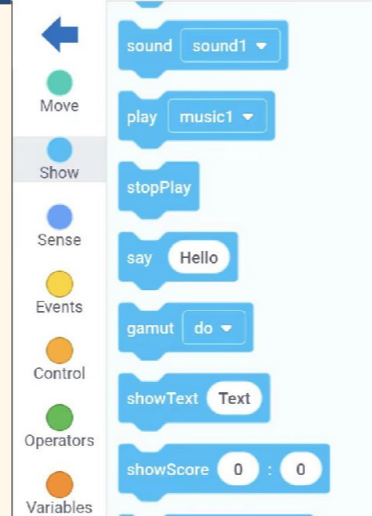
1. Let the car show "321", then say "go".
2. Let the car turn on the green light and move forward for 3 seconds.
3. Let the car say "go back".
4. Let the car turn on the red light.
5. Let the car go back for 3 seconds and stop.

1.Show "321"

1.Understanding the showText Command.

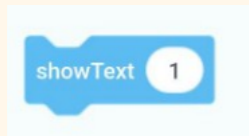


Enter the desired text in the white box and the corresponding text will appear on the screen.



You can find it in the "sound" module.

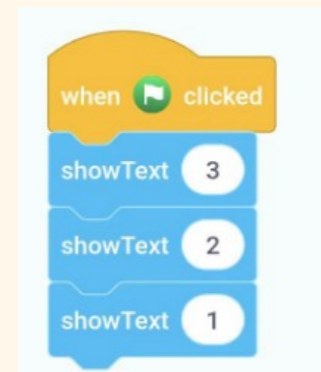
2.Try inputting 1 and see what happens.



Look! The number 1 appears on the screen.

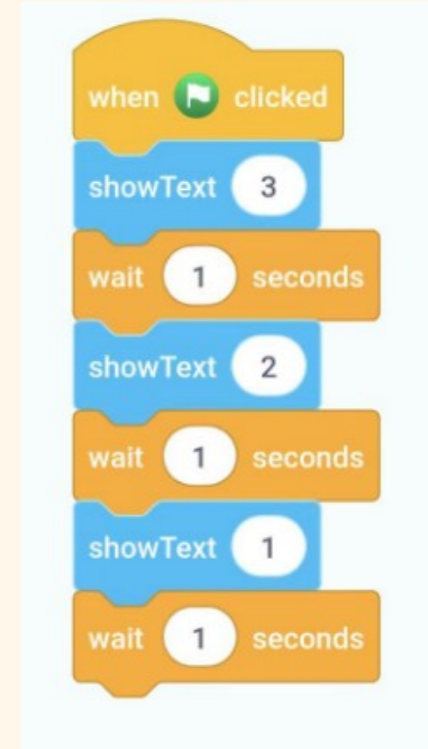
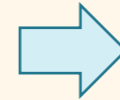
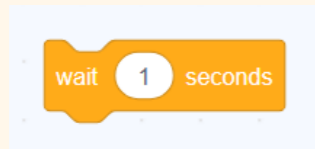
3.What should I do to display 3.2.1?

4.What happens if I click the start button?



1.Show "321"

1.Use of wait for one second

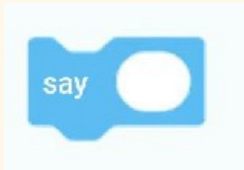


The programs are executed sequentially, with a waiting time interval between two programs.

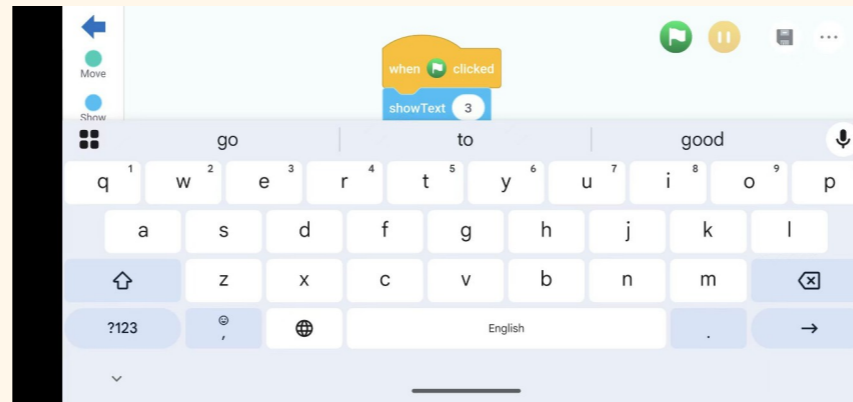
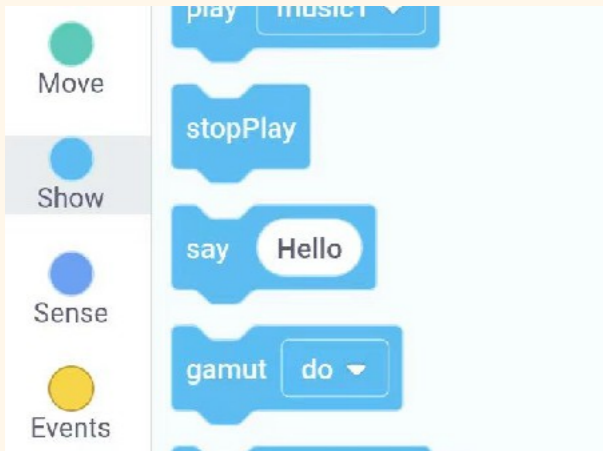
Try adding some time in between.

1.Say "go"

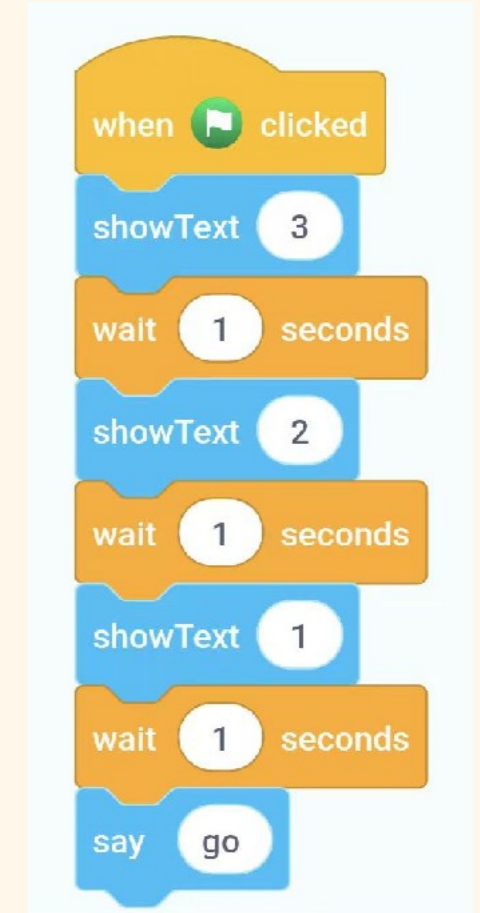
2.Use of say



Enter text in the white box and the phone will make a corresponding sound.



Enter "go"



1. Let the car turn on the green light and move forward for 3 seconds.

1. Do you remember how to go forward when the light turns green?

```
set all to green
```

```
when clicked
  showText 3
  wait 1 seconds
  showText 2
  wait 1 seconds
  showText 1
  wait 1 seconds
  say go
  set led1 to green
```



```
motor port1 direction anticlockwise speed(0~12) 6
```

```
when clicked
  showText 3
  wait 1 seconds
  showText 2
  wait 1 seconds
  showText 1
  wait 1 seconds
  say go
  set led1 to green
  motor port1 direction anticlockwise speed(0~12) 6
```

1. Let the car go forward for 3 seconds and say "go back"

1. Use of wait for one second

wait 1 seconds



```
when clicked
  showText 3
  wait 1 seconds
  showText 2
  wait 1 seconds
  showText 1
  wait 1 seconds
  say go
  set led1 to green
  motor port1 direction anticlockwise speed(0~12) 6
  wait 3 seconds
```



say



```
when clicked
  showText 3
  wait 1 seconds
  showText 2
  wait 1 seconds
  showText 1
  wait 1 seconds
  say go
  set led1 to green
  motor port1 direction anticlockwise speed(0~12) 6
  wait 3 seconds
  say go back
```

1. Let the car back up for 3 seconds after turn on the red light

1. Turn on the red light

set all to red

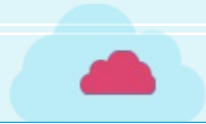


```
when clicked
  showText 3
  wait 1 seconds
  showText 2
  wait 1 seconds
  showText 1
  wait 1 seconds
  say go
  set led1 to green
  motor port1 direction anticlockwise speed(0~12) 6
  wait 3 seconds
  say go back
  set all to red
```



```
motor port1 direction anticlockwise speed(0~12) 6
  clockwise
  ✓ anticlockwise
```


```
when clicked
  showText 3
  wait 1 seconds
  showText 2
  wait 1 seconds
  showText 1
  wait 1 seconds
  say go
  set led1 to green
  motor port1 direction anticlockwise speed(0~12) 6
  wait 3 seconds
  say go back
  set all to red
  motor port1 direction anticlockwise speed(0~12) 6
  wait 3 seconds
  motorStop all ports
```

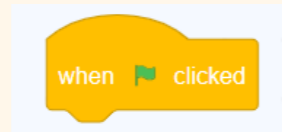


1. What should you do if you want the car to start moving after you say “go” or “go back”?

```
when clicked
  showText 3
  wait 1 seconds
  showText 2
  wait 1 seconds
  showText 1
  wait 1 seconds
  say go
  set led1 to green
  motor port1 direction anticlockwise speed(0-12) 6
  wait 3 seconds
  say go back
  set all to red
  motor port1 direction anticlockwise speed(0-12) 6
  wait 3 seconds
  motorStop all ports
```

Have a try

1. Function: Click , let the car say "go" and then stop after 5 seconds. Then it will say "go back" and start to go backward



1

2

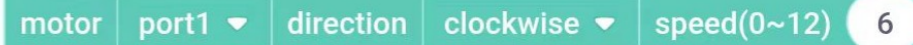
3

4

5

6

2

 motor port1 direction clockwise speed(0~12) 6

1

 say go

3

 motorStop all ports

4

 wait 5 seconds


5

 showText go back

6

 motor port1 direction anticlockwise speed(0~12) 6

Have a try

1.Function: After clicking  , let the car turn on the green light and move forward for 5 seconds, move back for 3 seconds and stop.

when  clicked

1

2

3

4

5

6

5

wait 3 seconds

4

motor port1 direction anticlockwise speed(0~12) 6

2

motor port1 direction clockwise speed(0~12) 6

6

motorStop all ports

1

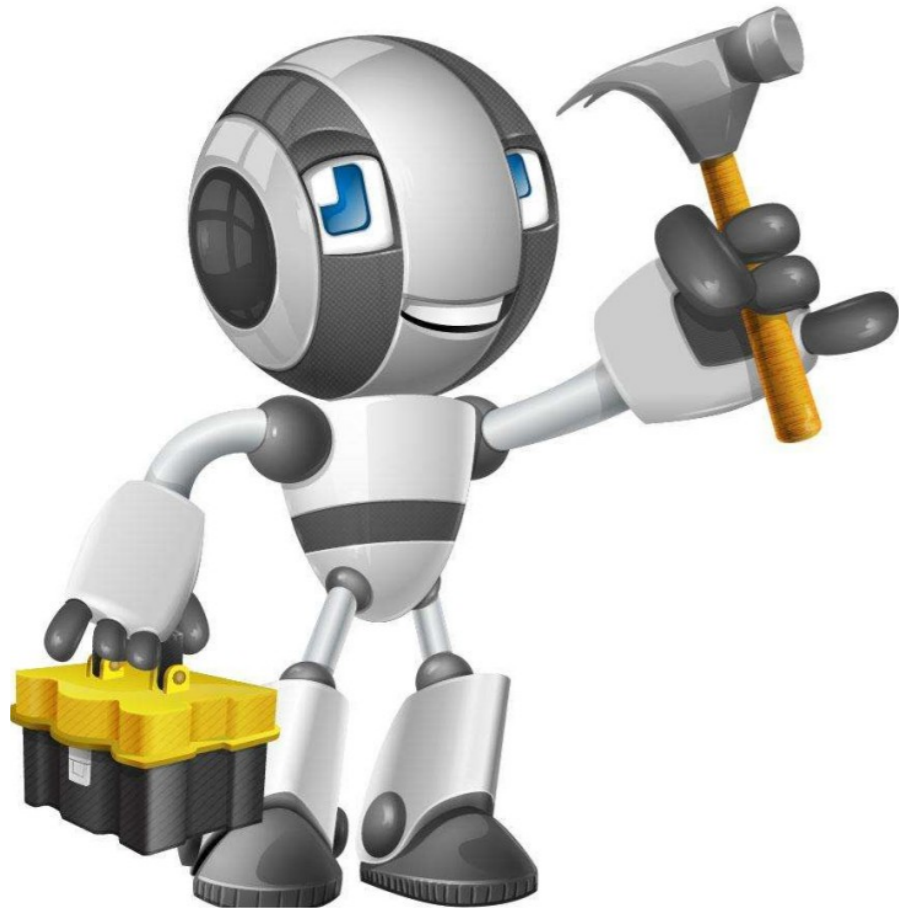
set all to green

3

wait 5 seconds



Consolidate and extend

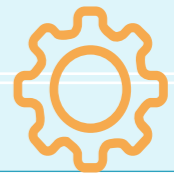
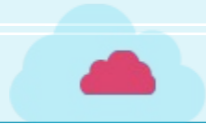


Q &
A

Q1 : Alex wrote a program for the car but it won't say "go". What's going on?

```
when clicked
  showText go
  wait 1 seconds
  motor port1 direction clockwise speed(0~12) 6
  wait 6 seconds
  motorStop all ports
```

A1 : Because he used the "showText" module



Knowledge Review



(1)



Say the contents of the text box

(2)



Control of the motor clockwise and counterclockwise



Knowledge Review

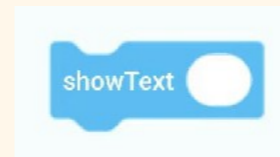


(3)



The programs are executed sequentially, with a waiting time interval between two programs.

(4)

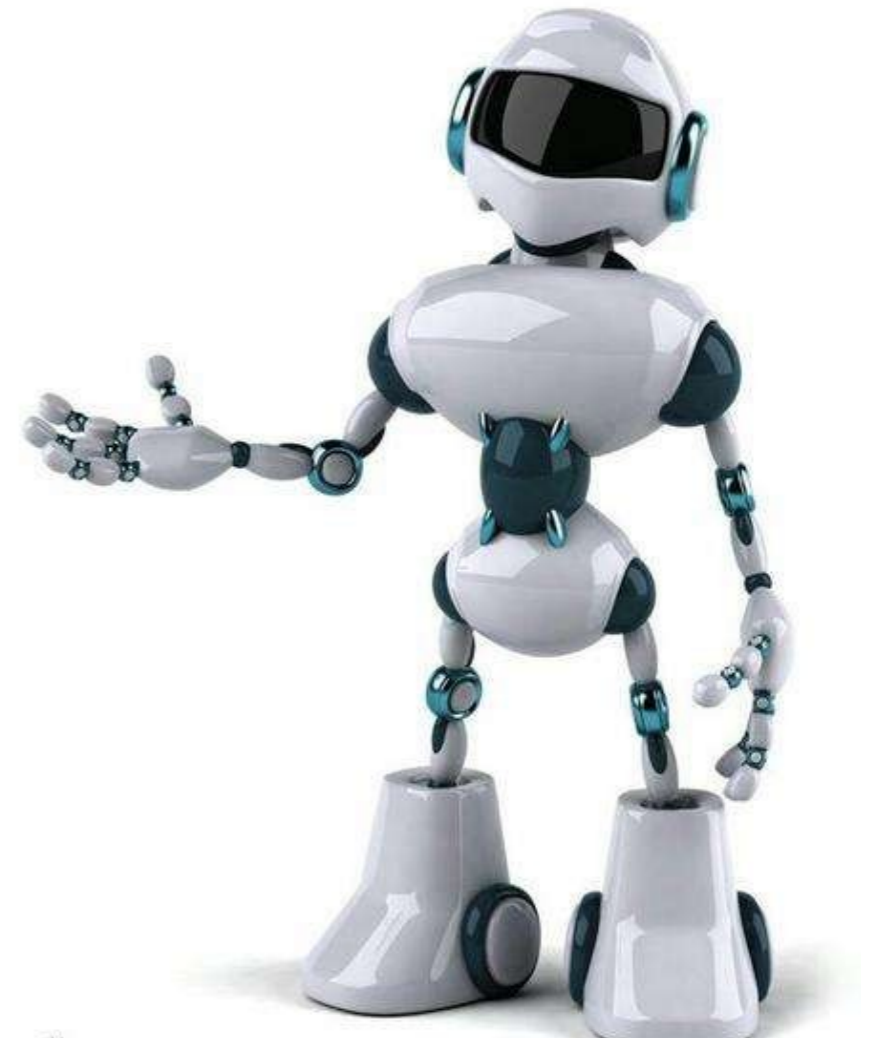


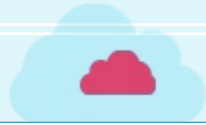
Display the text box contents on the screen

Alex wrote such a program for the car, but the car did not say "go back" before moving. Why? ()

```
when clicked
say go back
motor port1 direction clockwise speed(0~12) 6
wait 5 seconds
motorStop all ports
motor port1 direction anticlockwise speed(0~12) 6
wait 4 seconds
motorStop all ports
```

- A** He put the wrong module **B** There is no time set for the car to say
- C** The car is lazy **D** The time position is wrong

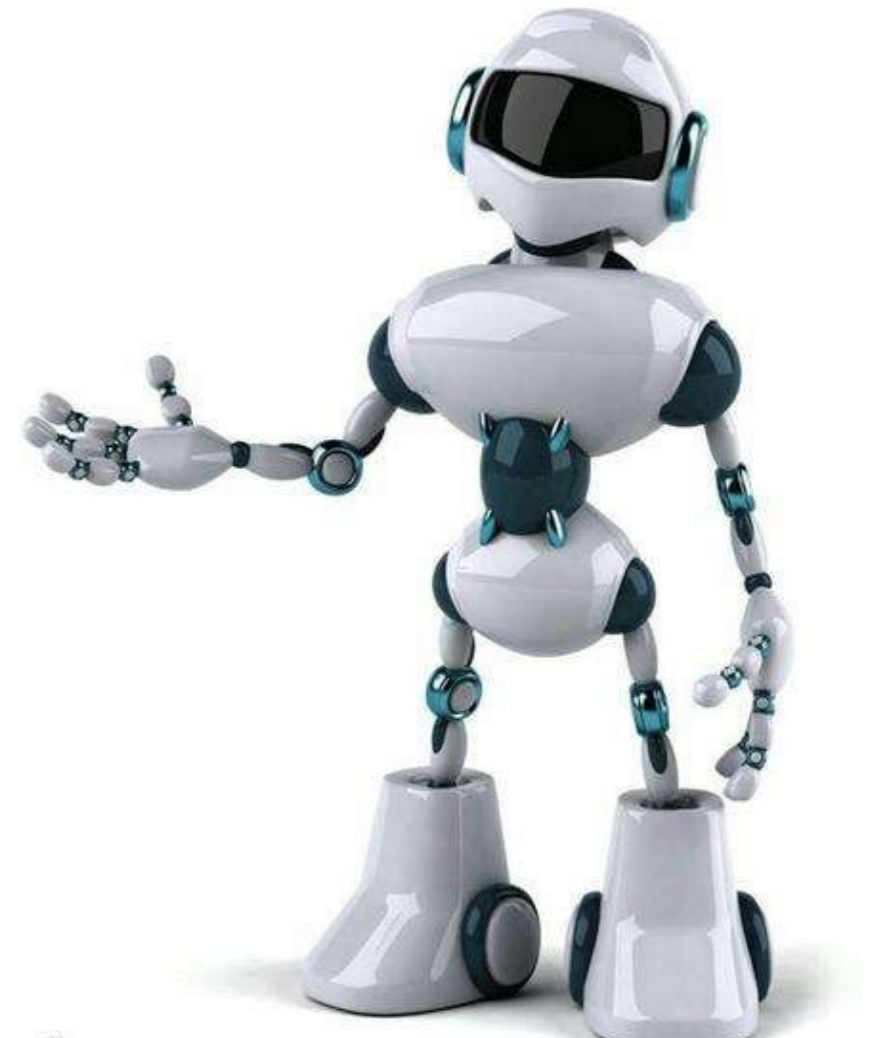




Answer **B**
:

Analysis : **Because there is no time set for the "say" module, the car will talk while driving.**

```
when clicked
say go back
motor port1 direction clockwise speed(0~12) 6
wait 5 seconds
motorStop all ports
motor port1 direction anticlockwise speed(0~12) 6
wait 4 seconds
motorStop all ports
```





Talk





THANKS

