

# Hamster Coding

Scratch 6

Written by ConceptOn



## How to Use

This manual is designed for the educational utilization of the Hamster robot.

- · Please use this manual as on-screen instructions when teaching the Hamster class.
- · The contents are easy to understand. Just read them before the class.
- · Worksheets can be downloaded from the Robomation website.
- This manual can be used to ensure the best lesson plan.
- · For more information, contact us at <u>7concepton@daum.net</u>.



### Hamster Coding Scratch 6

Let's get started with Hamster coding with the Scratch program!

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The use of the Scratch programs will make coding more interesting!



# **Today's Activity**

Division	Description	Time
Introduction	Explore the problem. Why not code your Hamster to move on diverse routes?	5min
Development	<b>Find a solution.</b> Let's use the code for movement and rotation blocks. <b>Solve the problem.</b> Let's command your Hamster to move according to a given mission.	30min
Conclusion	Review today's activities. Let's talk about what you have learned and enjoyed.	5min



Shall we try writing the code that makes your Hamster move in a given course?



#### **Self-Driving Hamster**





#### **Self-Driving Hamster**

A self-driving car is a vehicle that can move by itself without a driver.

In this lesson, let's try coding for your Hamster to move in a given course.

Next time, we'll practice coding to control the embedded sensor of Hamster for a more exciting autonomous driving experience!

#### **Get ready**

First, let's find out what is needed for Hamster coding.





#### **Open the program**

When opening the program, turn on Hamster and plug the Bluetooth Dongle into the USB port of your PC.





#### **Self-Driving Hamster**



















#### **Let's Review**



Did you encounter any difficulties?

What interested you the most about Hamster robot?

