

e-book

# Hamster Coding

Scratch 14

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 [7concepton@daum.net](mailto:7concepton@daum.net).



# Hamster Coding

Scratch 14

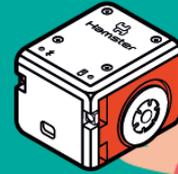
Let's get started with Hamster coding with the Scratch program!

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



# Today's Activity

Division	Description	Time
Introduction	<b>Explore the problem.</b> Why not try to control your Hamster by pressing arrow keys?	5min
Development	<b>Find a solution.</b> Let's code by setting arrow keys to control the movements. <b>Solve the problem.</b> Let's command your Hamster to move according to a given mission.	30min
Conclusion	<b>Review today's activities.</b> Let's talk about what you have learned and enjoyed.	5min



Shall we try coding  
so that your Hamster  
can move as you control?

# Get ready

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



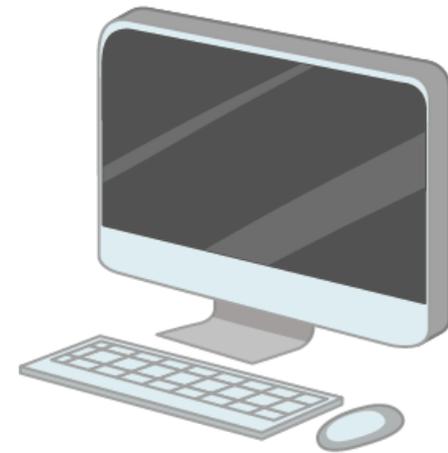
1 Hamster

4 Worksheet



2 Bluetooth Dongle

5 Writing supplies (pen and paper)



3 PC

6 Charging cable

# Open the program

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



## Open the program

1

Run the Robot Coding program.

2

Check if your Hamster robot is connected with the Bluetooth Dongle (through its LED light colors).

3

Click on Scratch 3 Offline.

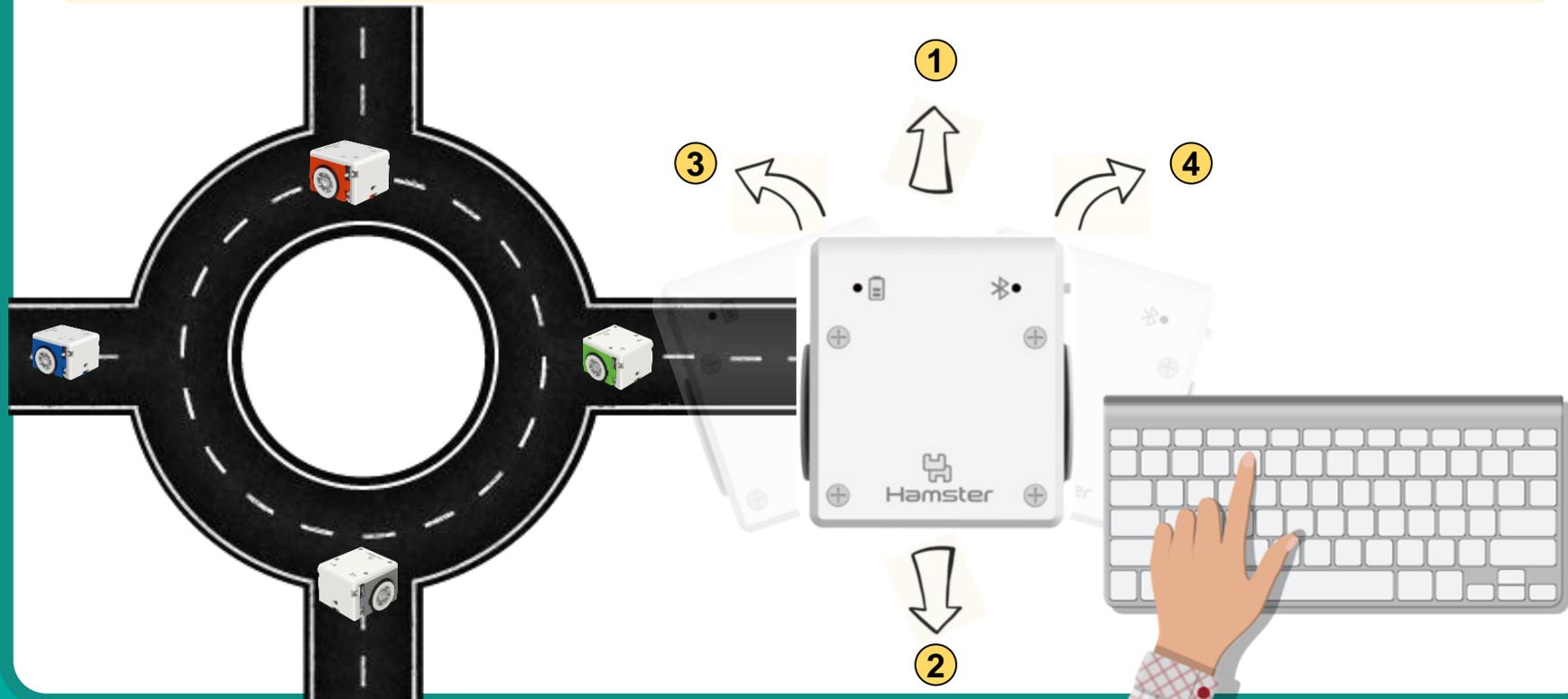
4

Click on "Single Robot" and then "New File."



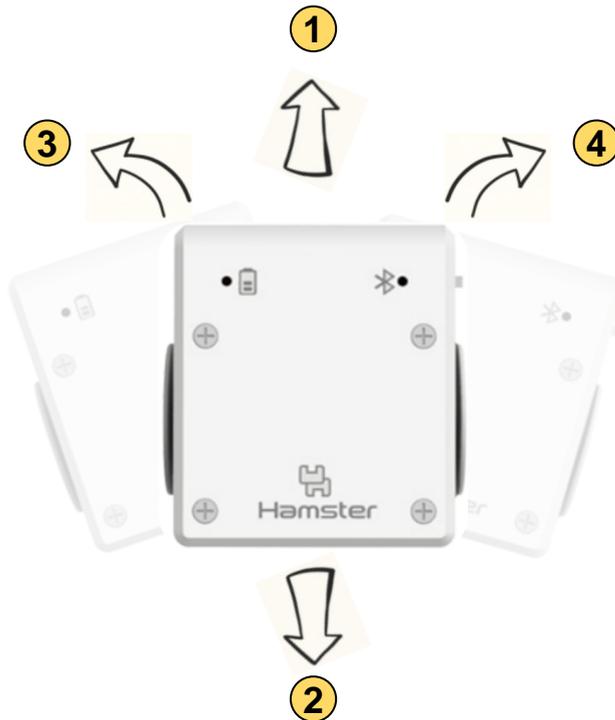
# Let's think

Let's think and talk about how to make your Hamster move when you press a set key.



# Exercise 1

Let's write the code that lets your Hamster move when you **press** a set key.



Code hints

when  key pressed

 set wheels to left:  right:

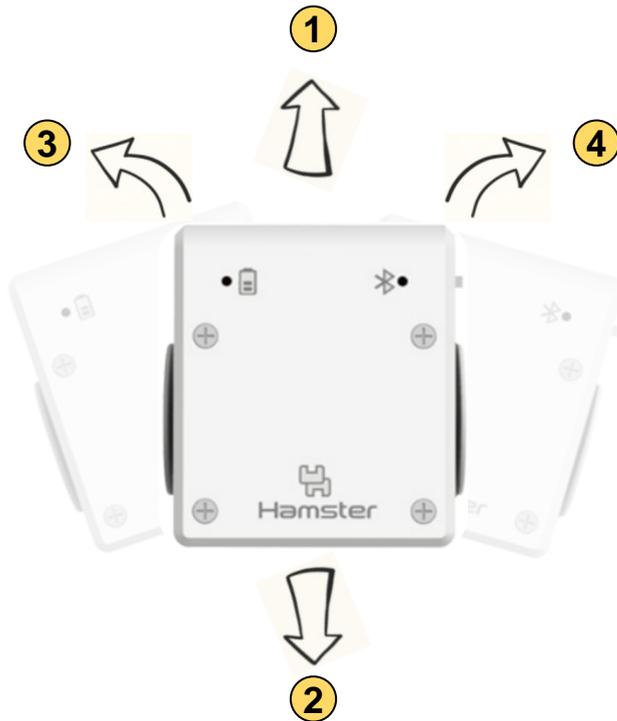
wait  seconds

 stop

Try coding so that Hamster can act when a certain event takes place.

# Exercise 2

Let's write the code that lets your Hamster move while you **press and hold** a set key.



Code hints

```

when q key pressed
  if then
    key q pressed?
    stop
    
```

Try coding so that Hamster can act under a certain condition.

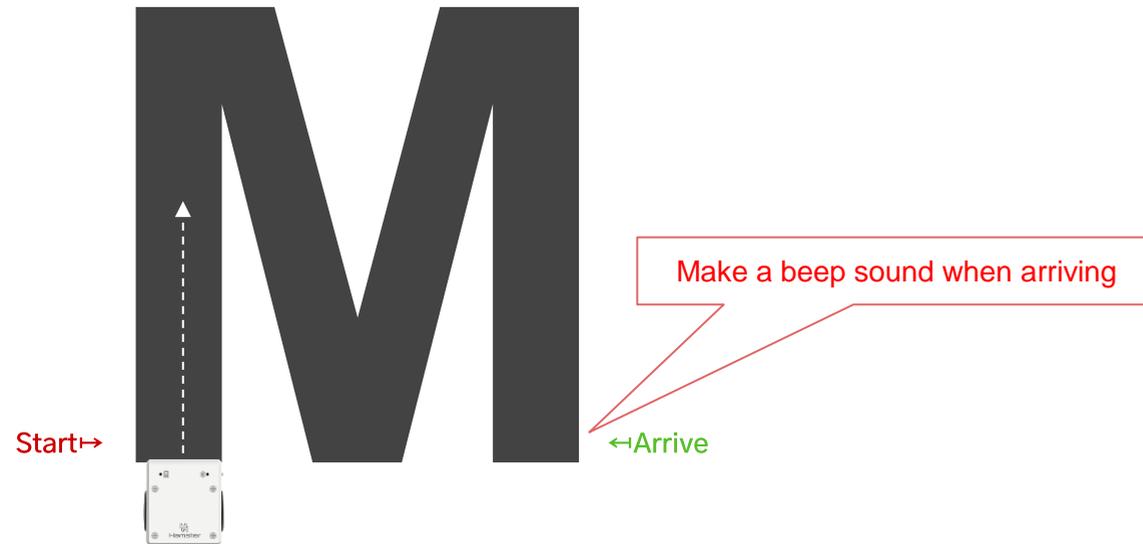
# Follow the driven course

## Challenge 1

Let's practice driving while following the driving course.

Preparations: Hamster, Worksheet

Rotate here



1

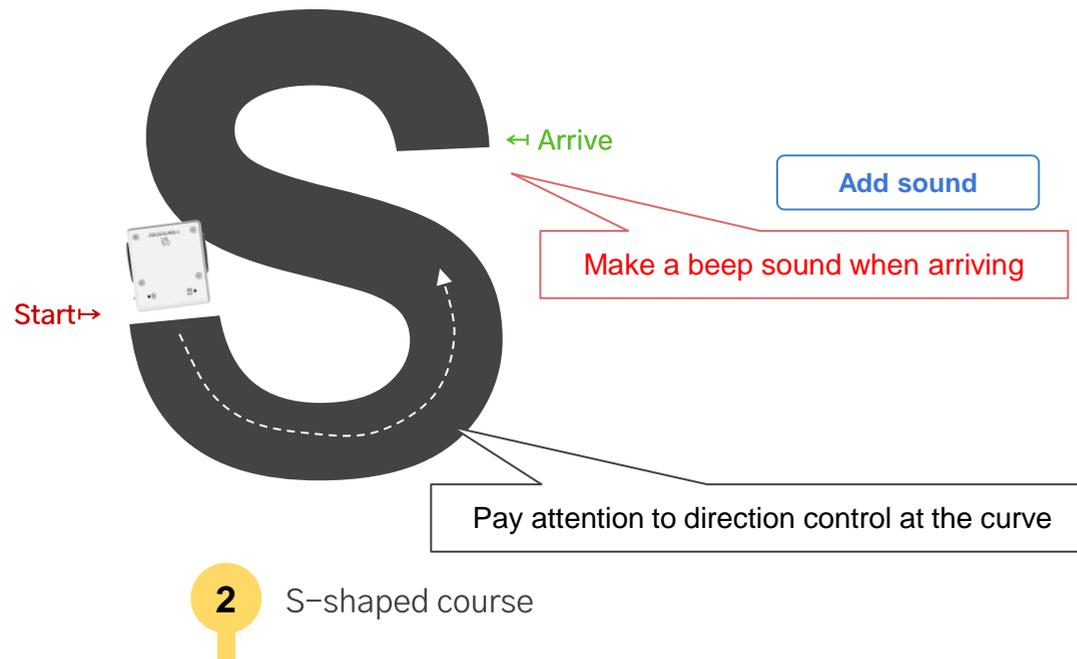
M-shaped course

# Follow the driven course

## Challenge 2

Let's practice driving while following the driving course.

Preparations: Hamster, Worksheet

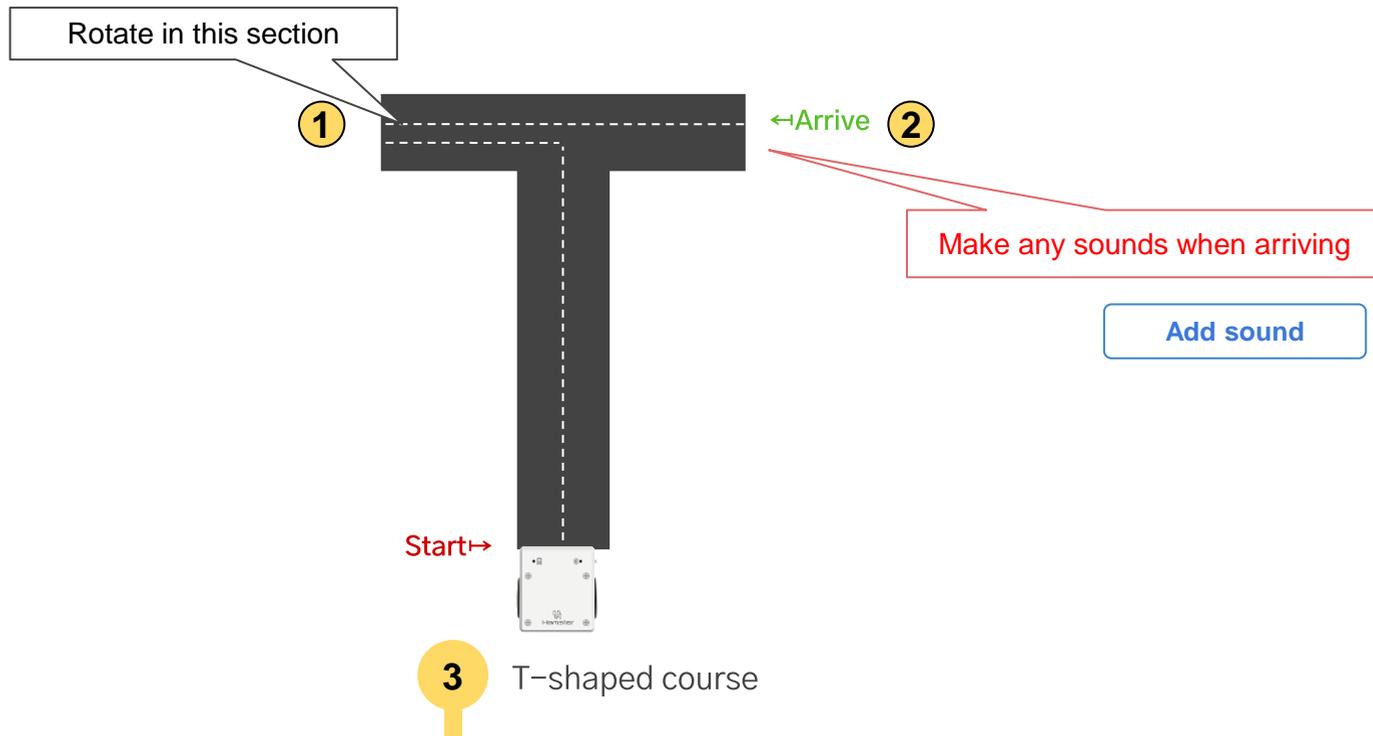


# Follow the driven course

## Challenge 3

Let's practice driving while following the driving course.

Preparations: Hamster, Worksheet



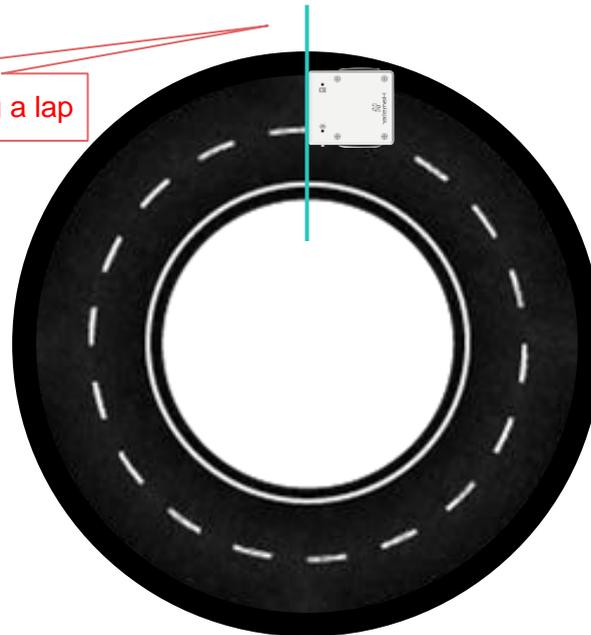
# Follow the driven course

## Challenge 4

Let's practice driving while following the driving course.

Preparations: Hamster, Worksheet

Make a beep sound when doing a lap



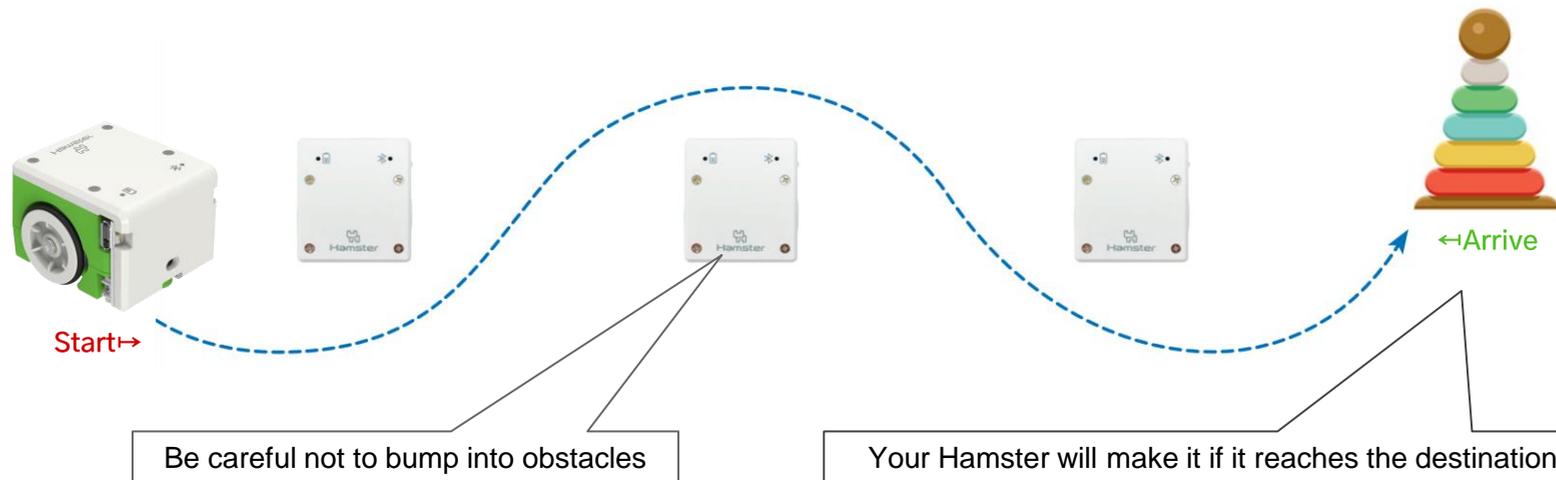
4

O-shaped course

# Hamster drive

## Challenge 5

Write the code to operate your Hamster.



1. Position the obstacles.
2. Think about a way to make your Hamster move from the starting point to the destination as you control.
3. Write the code and practice.

### Code hints

Seeing the course for your Hamster to follow, write the code to control it.

# Hamster drive (individual competition)

Challenge 6

Make a course as shown below and give it a shot.



Make different driving courses and give it a shot.

Change the number and positions of obstacles



Change the sound

Turn on the lights

# Hamster drive (relay race)

Challenge 7

그림처럼 경로를 만들고 도전해봅시다.



Make different driving courses and give it a shot.

Change the number and positions of obstacles



Change the sound

Turn on the lights

# Let's Review

- 😊 What did you learn today?
- 😬 Did you encounter any difficulties?
- 😍 What interested you the most about Hamster robot?

See you  
again!

