e-book

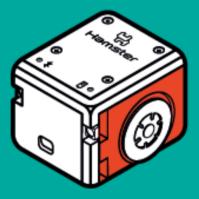
Hamster Coding

Scratch 18

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

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

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

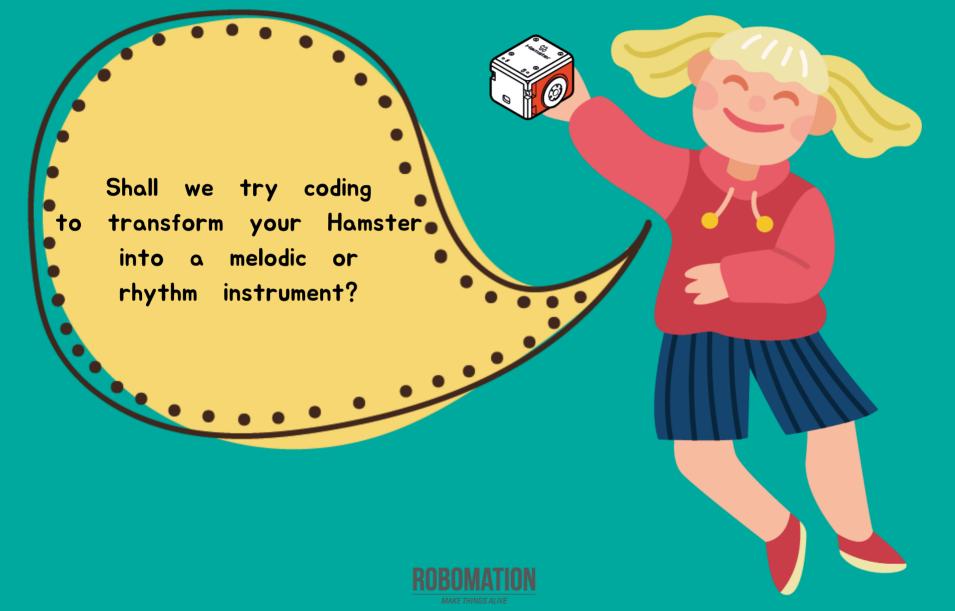




Today's Activity

Division	Description	Time
Introduction	Explore the problem. Let's hold a Hamster concert!	5min
Development	Find a solution. Let's code using the Scale, Add Sound blocks. Solve the problem. 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



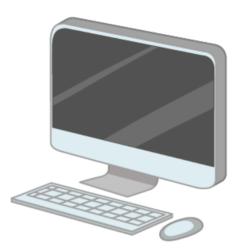


Get ready

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







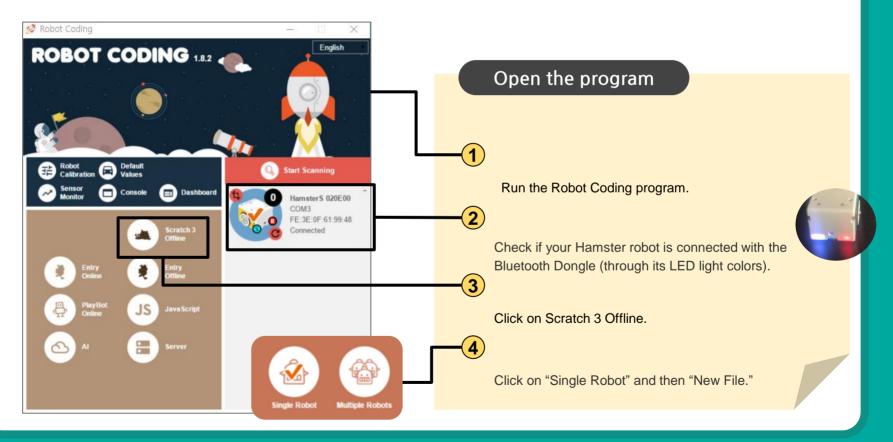
- Hamster
- Worksheet

- Bluetooth Dongle
- Writing supplies (pen and paper)
- PC
- Charging cable



Open the program

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





Let's talk

Are you ready to perform cheerfully?

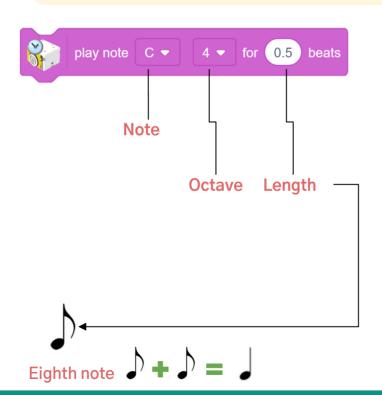
Introduce a concert you've been to with your friends.



Notes and Note blocks

Let's find out the blocks that represent musical notes.

Write the code that changes the notes and their octaves and lengths, and then listen to the notes.



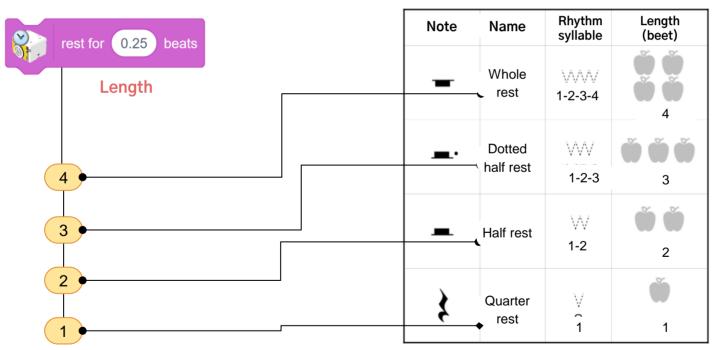
Note	Name	Rhythm syllable	Length (beet)
o	Whole note	VVVV Ta-ah-ah-ah	
0.	Dotted half note	VVV Ta-ah-ah	Ö Ö Ö
0	Half note	₩ Ta-ah	2
	Quarter note	V Ta	1

Different notes and their lengths



Rests and Rest blocks

Let's find out the blocks that represent rests.



Different rests and their lengths



Exercise

Let's write the code using the Note and Rest blocks. Why not play with your friends together after coding?

- Play the notes of do (4), re, mi, fa, sol, la, ti, and do (5) with 1 beat.
- Play the notes of **do (5)**, **ti, la, sol, fa, mi, re, and do (4) with 1 beat twice**.



Do mi sol do mi so la la sol



Length of a dot Mi re do re mi mi mi re re re mi sol sol Length of a left note x 1.5



Play with a score

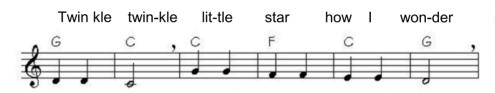
Twinkle, Twinkle, Little Star

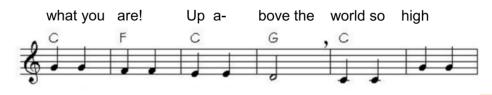
Play the whole song once

2

Play a round
This means playing the same song at different times. In other words, the second player starts playing after the first player plays eight bars.









lit-tle star how I won-der what you are!

What Hamster should do
Play the notes as
in the score



Add sounds

Let's add more sounds to the Sound blocks.





Create a rhythm instrument

Let's make a Hamster instrument that creates various sounds.

If the right proximity sensor is covered, it makes a clapping and cheering sound.



If the left proximity sensor is covered, it makes a cymbals clashing sound.

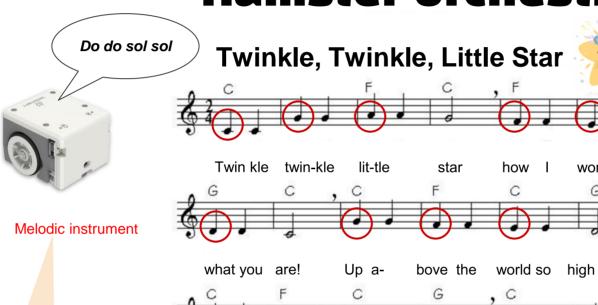


Crash Cymbal

Let's write the code for Hamster to make specific instrument sounds when its sensors detect a hand.



Hamster orchestra



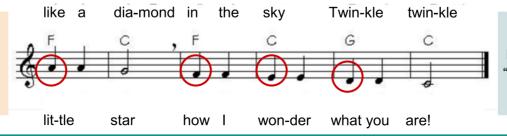
Ching~

won-der

Rhythm instrument

Clapping~

What Hamster should do
Play the notes as in the score

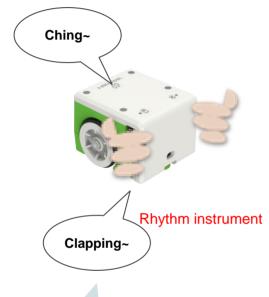


What Hamster should do

Play cymbals at the parts marked with "O," and make a clapping and cheering sound when the performance is over

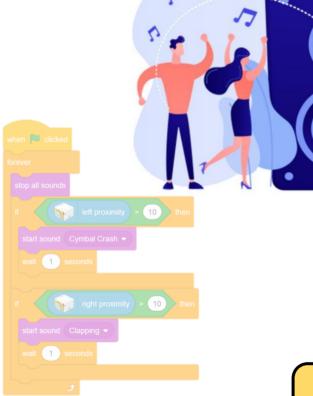


Hamster orchestra



What Hamster should do

Play cymbals at the parts marked with "O," and make a clapping and cheering sound when the performance is over



The sensor values vary depending on the situation, so let's measure them before coding.



Let's Review

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

See you again!

