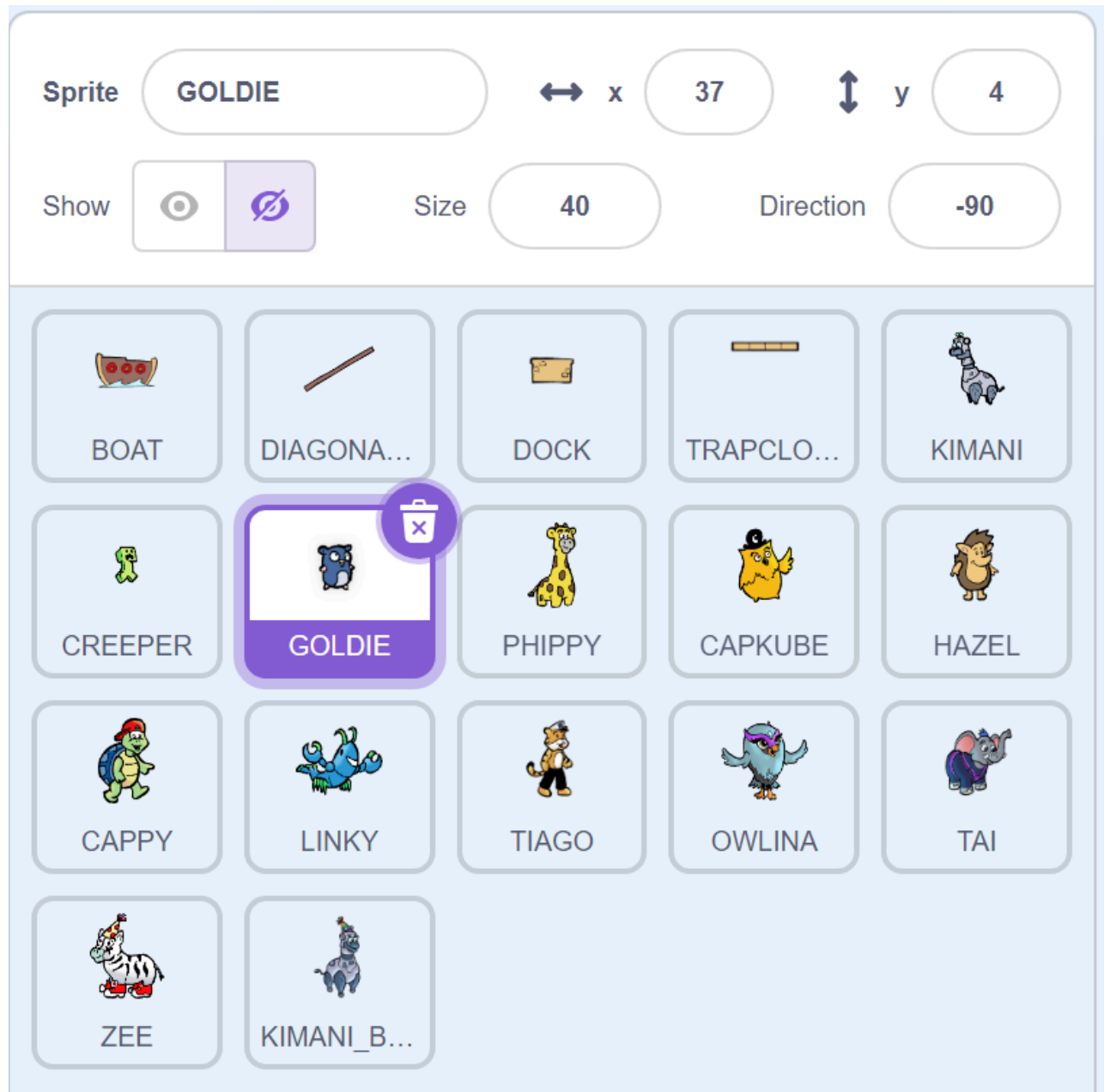


# Open the Scratch Model

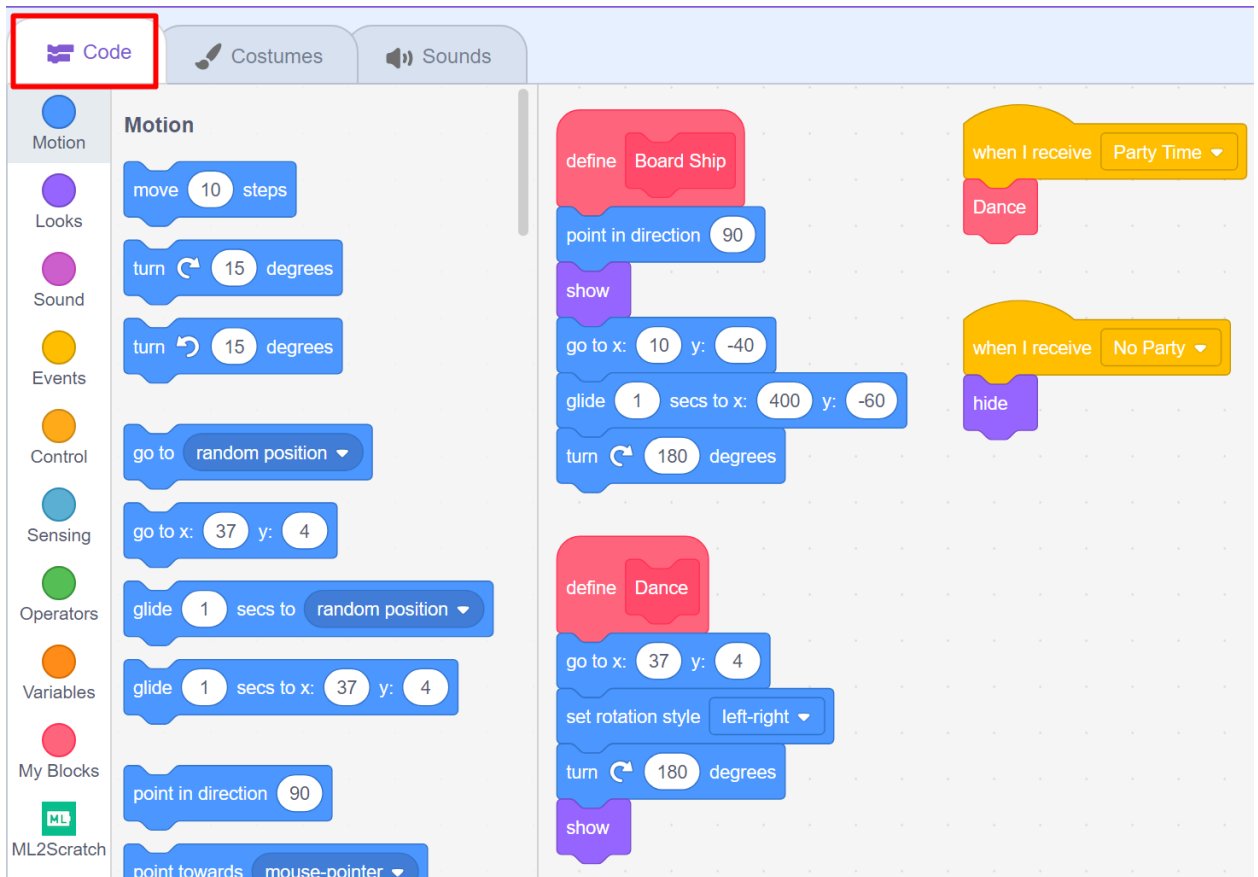
Dwadwdas

## Train Kimani to Scan Goldie

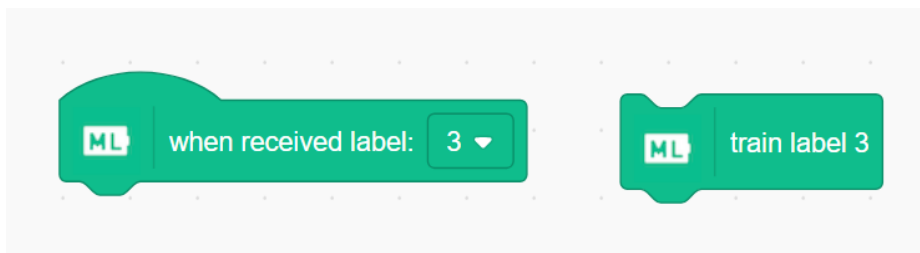
1. Find Goldie and click on their sprite



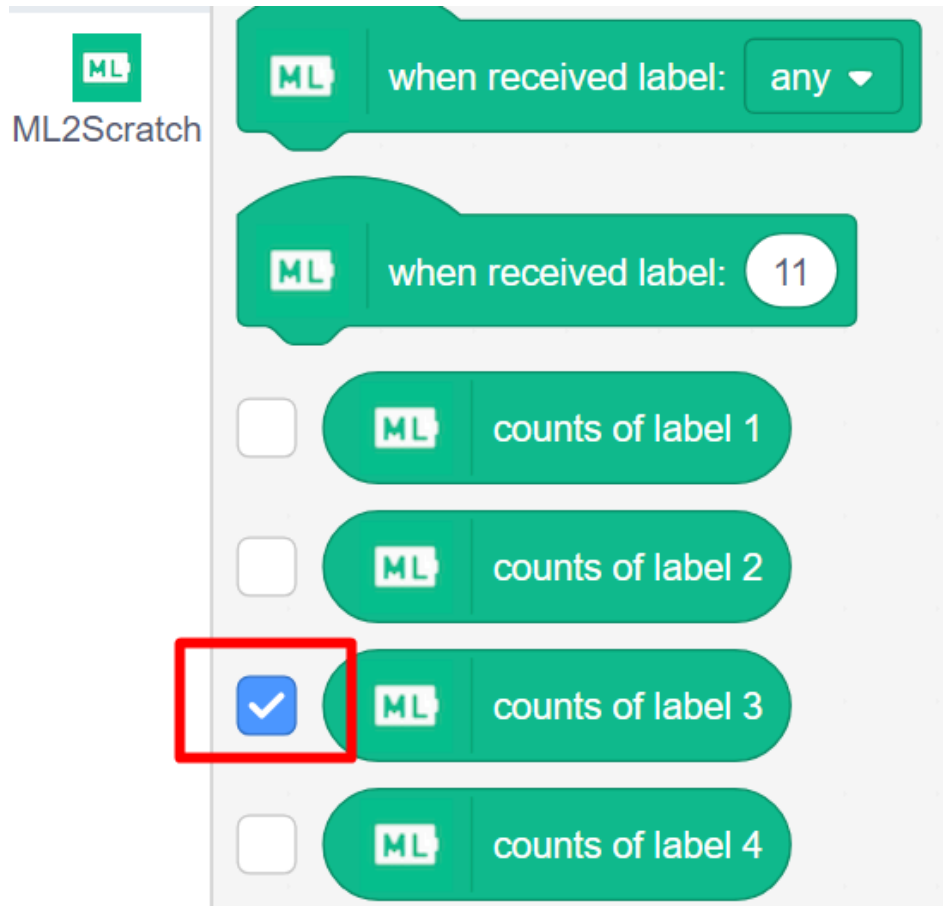
2. You should see some coding blocks already assembled. If you don't see it, click on Code.



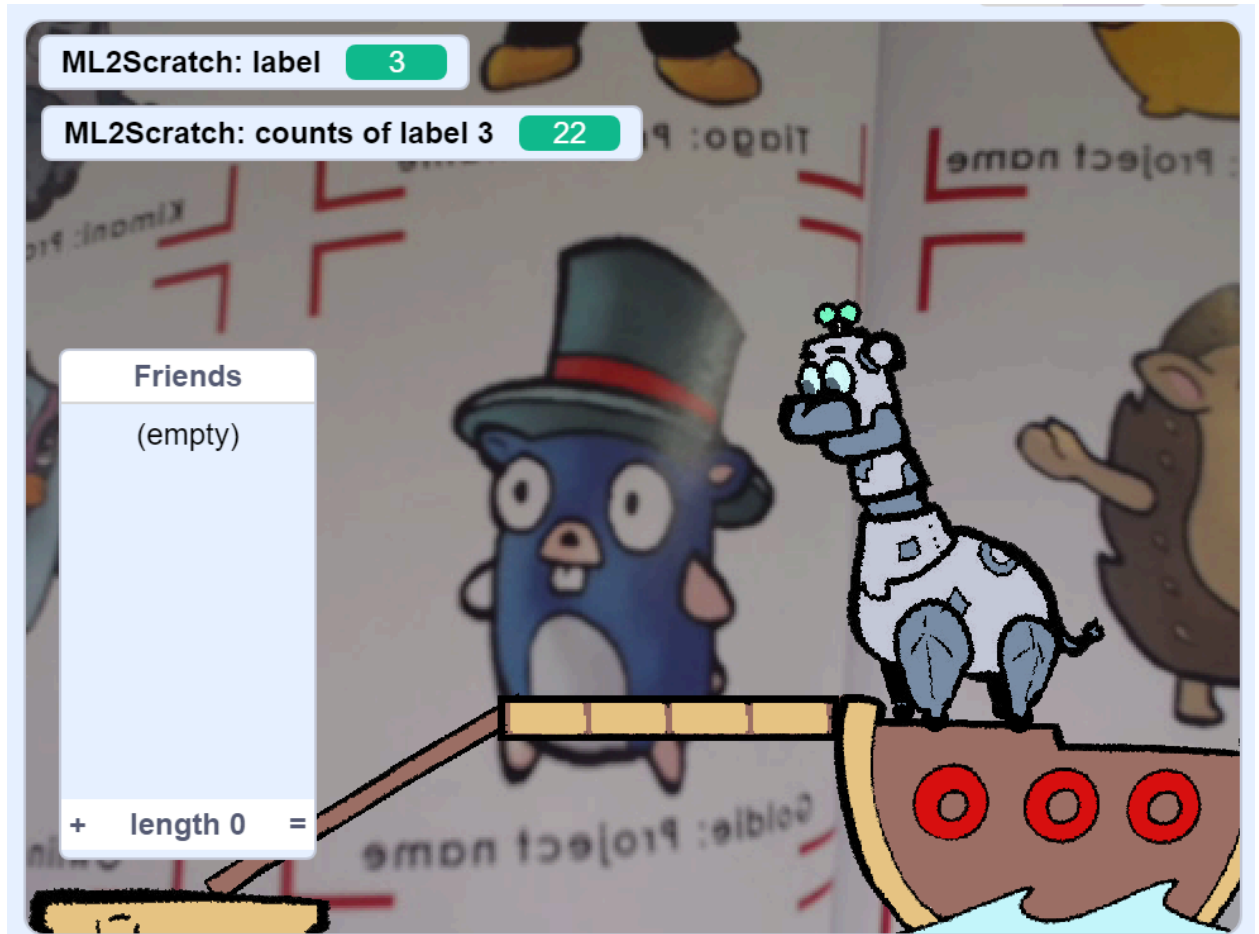
3. We need to train Kimani to scan our friend Goldie. Drag these two blocks from the ML2Scratch module and set them to 3.



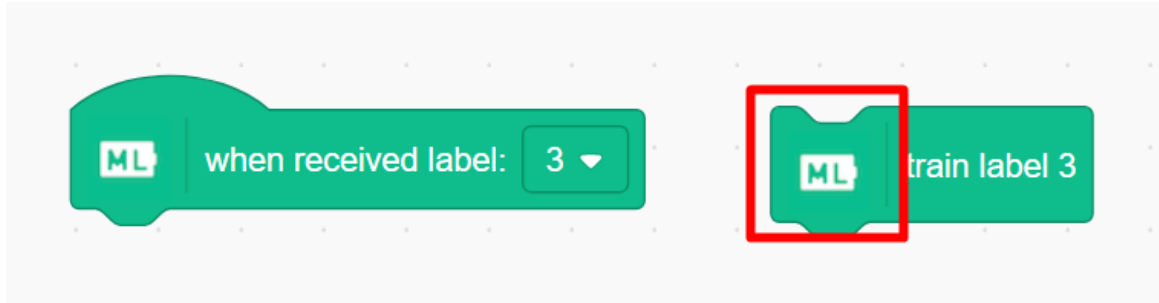
4. Check the blue box for counts of label 3. A window should appear in your game called “ML2Scratch: counts of label 3.”



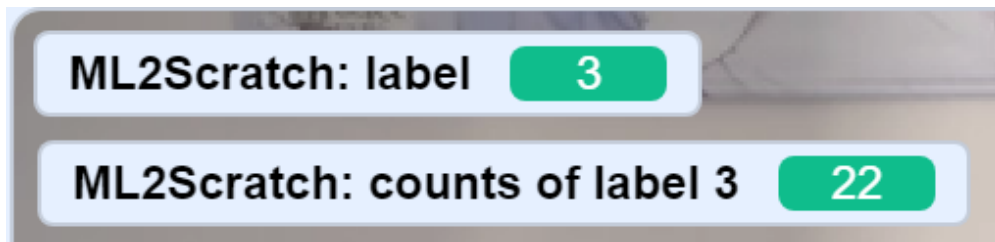
5. Find the page in the book with all the characters. The page is after Kimani's Mission. Find Goldie and hold them up to the camera so that they cover the entire stage.



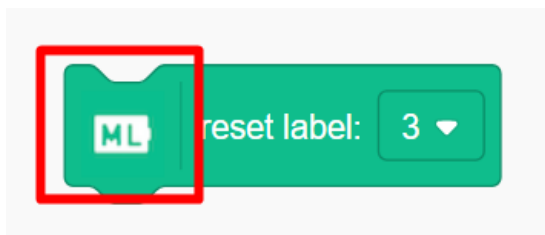
6. While you are holding up Goldie, click on train label 3, about 20 times. Each time you click the camera captures an image and uses that to recognize Goldie in the future.



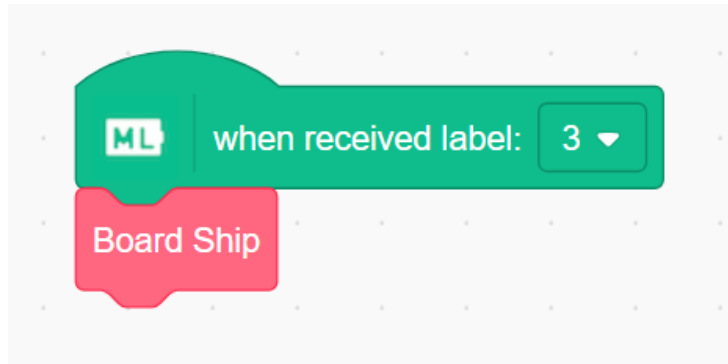
The first box lets you know the camera sees label 3. The second box is how many times you clicked to train Goldie.



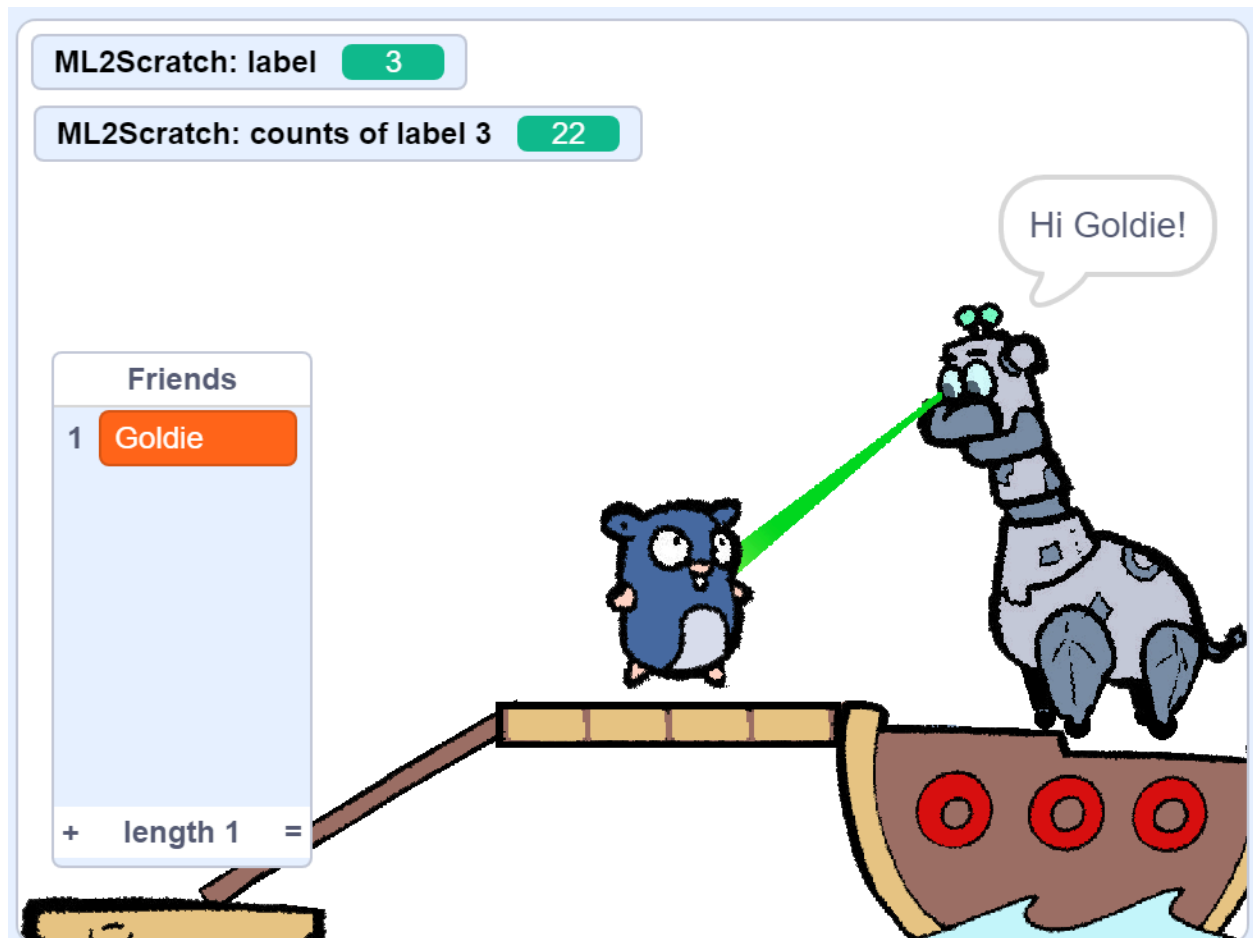
If you think you messed up and want to reset your training data, drag this box and set it to label 3. Then click on it to reset your training data. **Only do this if you accidentally scanned something other than Goldie.**



7. Why isn't Goldie appearing? We need the program to make Goldie appear when it detects label 3. Find these blocks under ML2Scratch and My Blocks. Set "when received label" to 3.

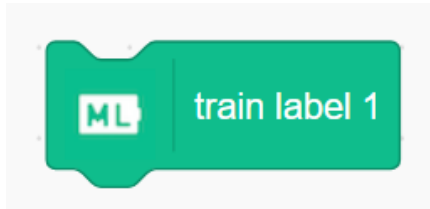


Goldie will be added to the friends list and board the ship!

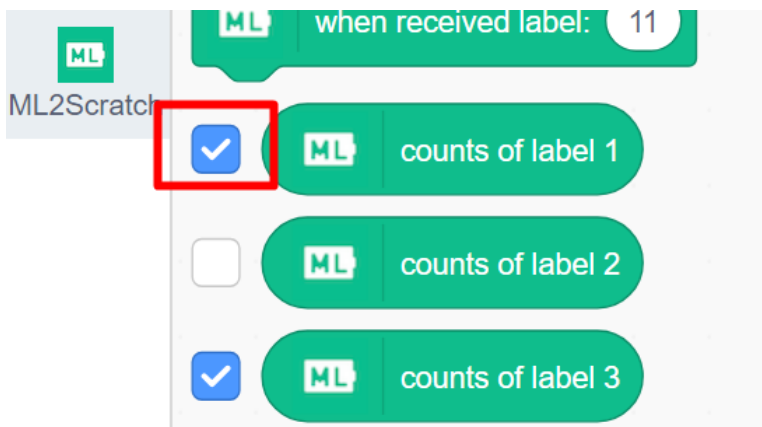


8. Goldie just keeps running even when the book is not held up to the camera. We need to create training data so that the AI algorithm knows when nothing is happening.

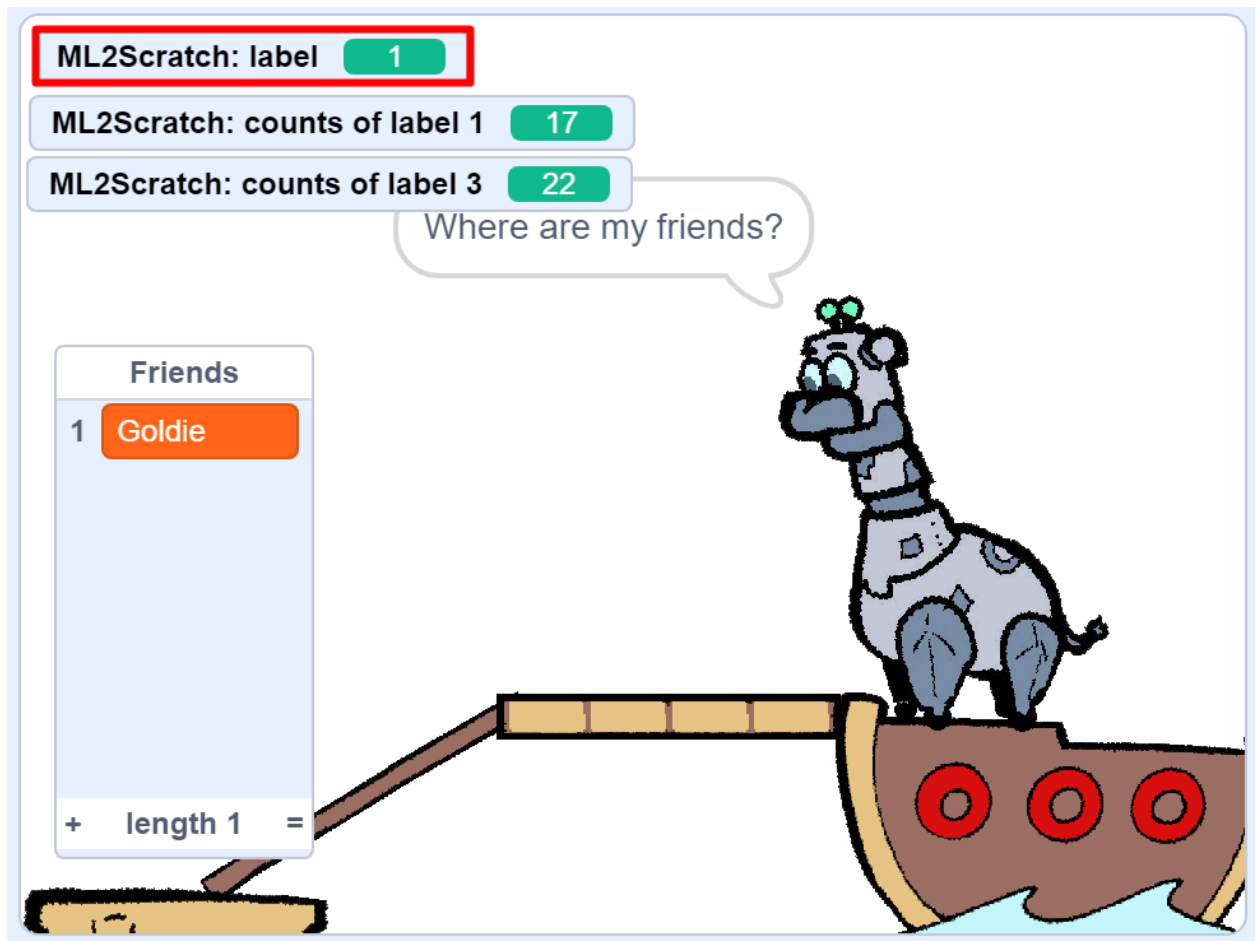
Find the train label 1 box and drag it in.



9. You can check the counts of label 1 box so that you know how many times you have taken image data.



- Click on train label 1 about 20 times without holding the book up. Try taking pictures while you are in front of the camera, and away from the camera so that the model gets more data.



Now the AI model is comparing your video to label 1 and label 3. When the book is not held up, the video is closer to label 1 so Goldie won't board the ship.

- Try holding Goldie from the book up to the camera. Goldie will board the ship!