

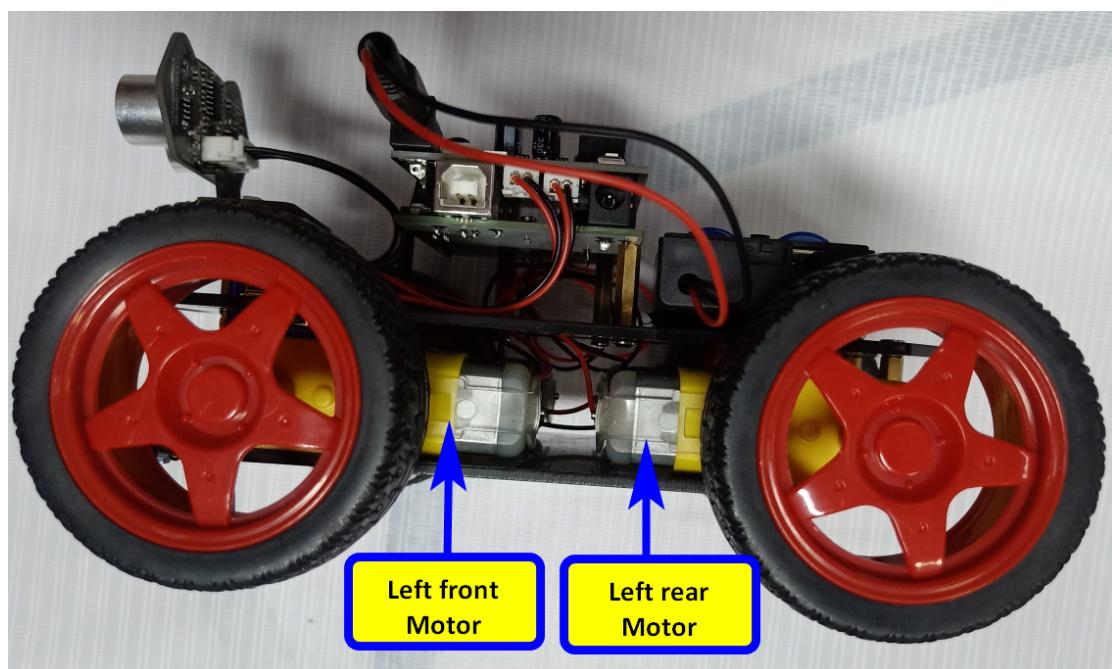
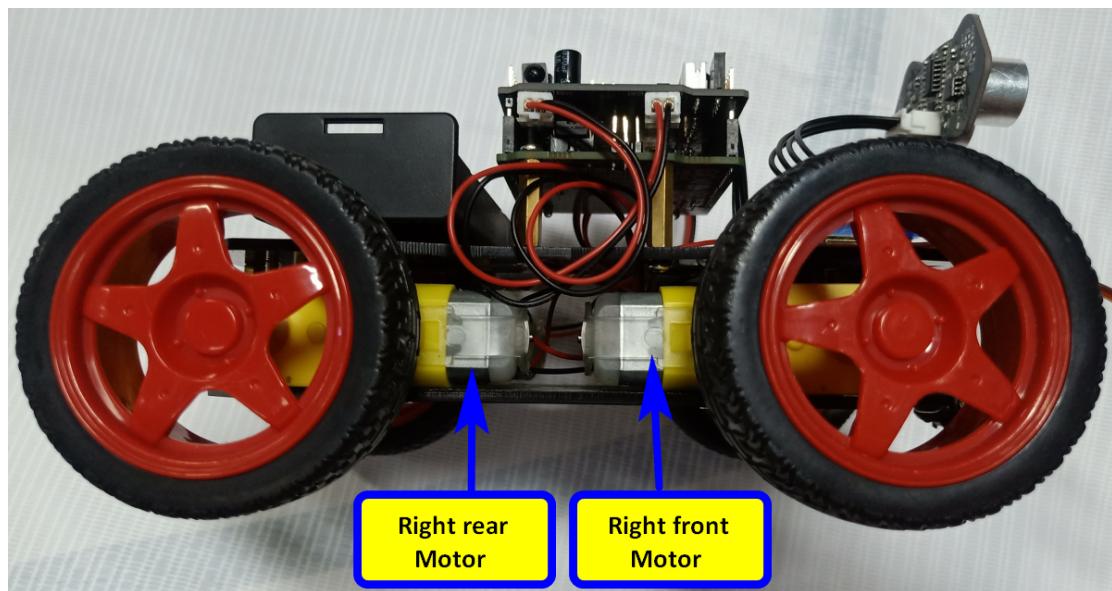
Scratch course ---10.Car advance

1. Learning goal

In this lesson, we will learn how to control motor of robot car.

2. Preparation

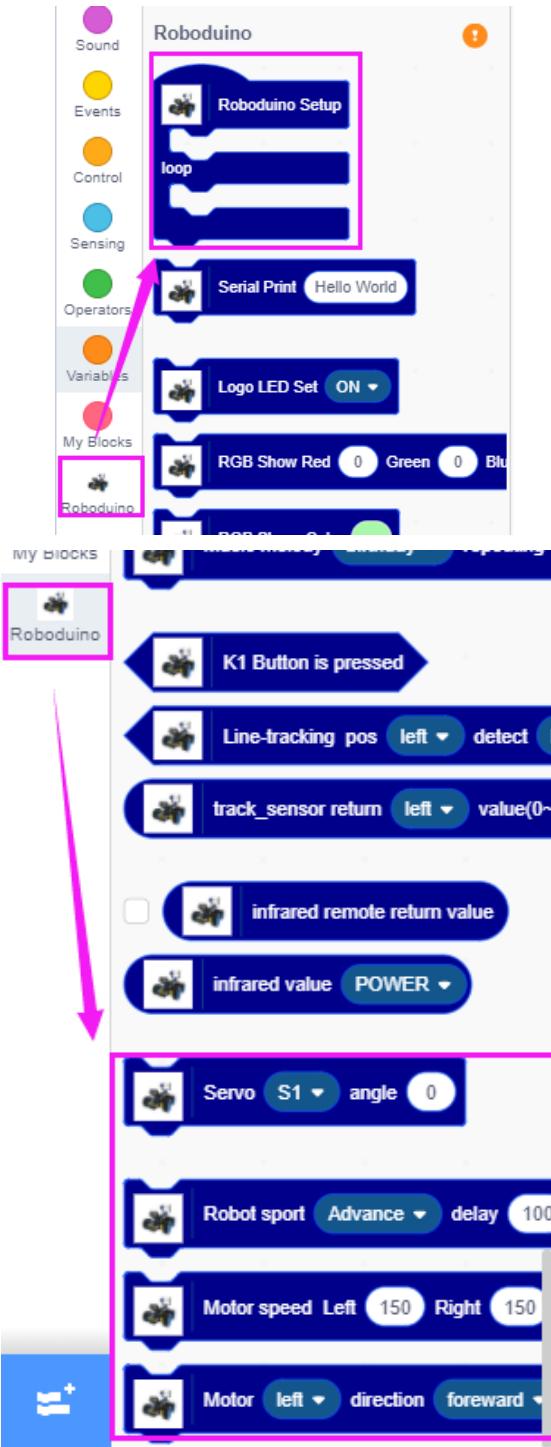
2.1 The position of the motor on the robot car. As shown below.

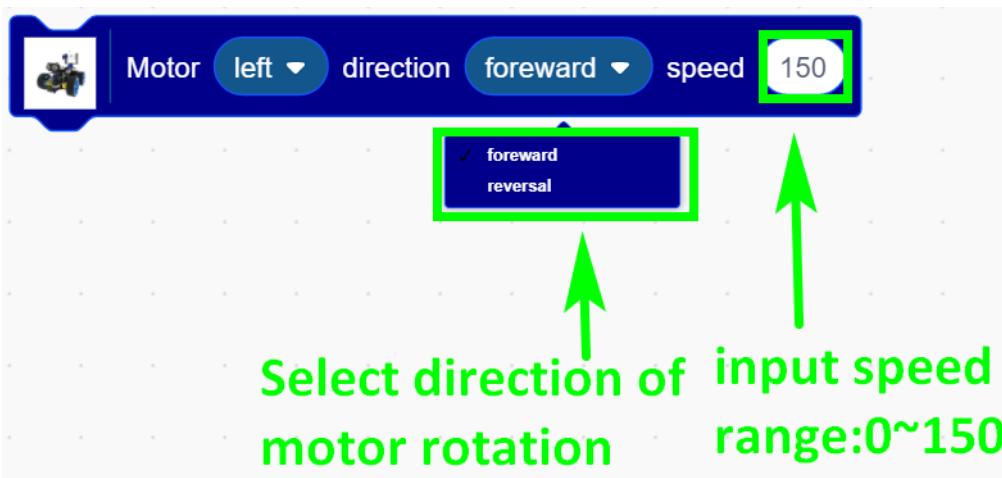
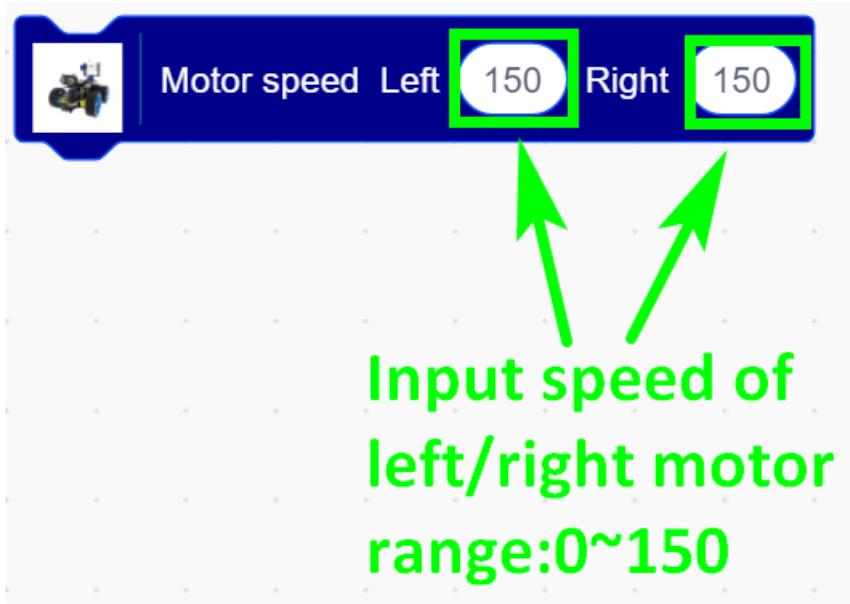


2.2 Learn how to use robot sport and motor graphically program building blocks.

3. Search for blocks

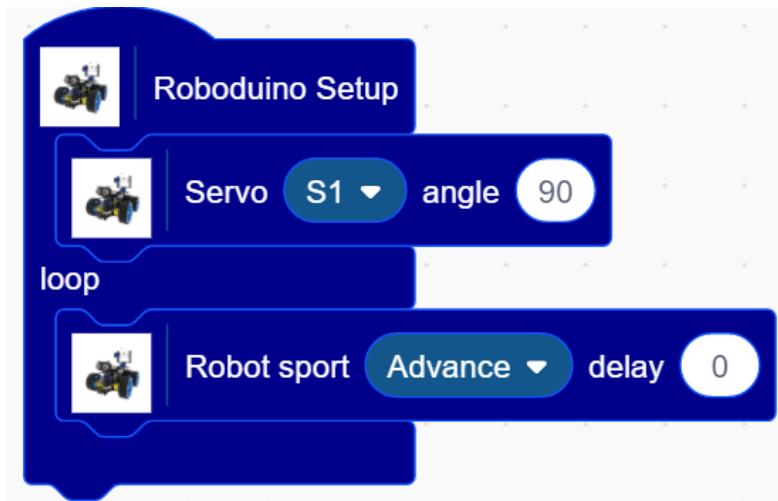
The following is the location of the building blocks required for this programming.



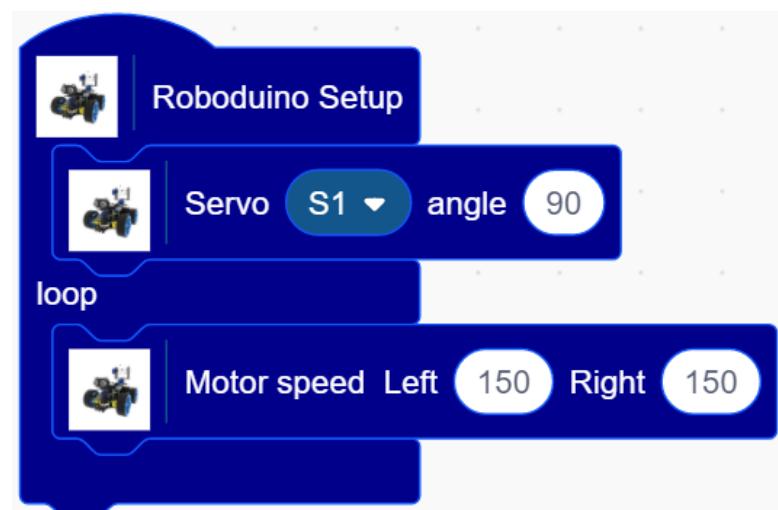


4. Combine blocks

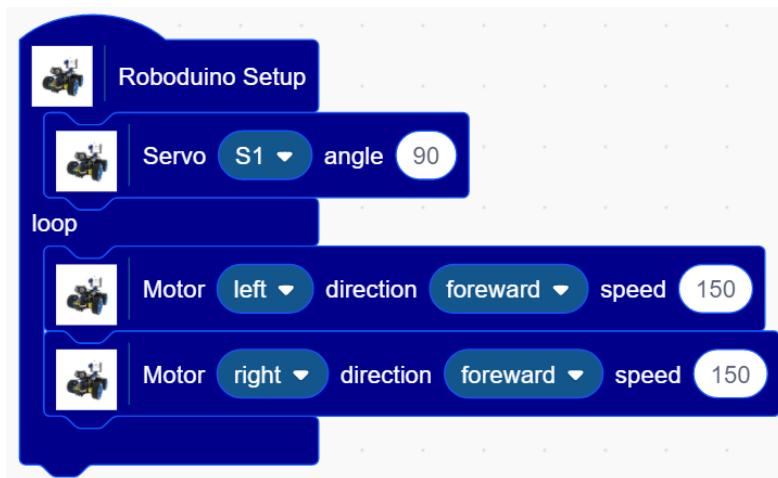
Method1:



Method2:



Method3:



5. Experimental phenomena

After the program is downloaded. When we can open the power of car, the car will advance.