



programming Nuggets

Nod

Speak

Mouth Synch

Recognise a human

Ask

Look at you

Tell a joke

1. Nod

set HeadNod ▾ to 5

set HeadNod ▾ to 0



You will need

Events

when space ▾ key pressed

Motion

set HeadNod ▾ to 5

set HeadNod ▾ to 5

Control

wait 1 secs

Try this code

when space ▾ key pressed

set HeadNod ▾ to 0

wait 1 secs

set HeadNod ▾ to 5

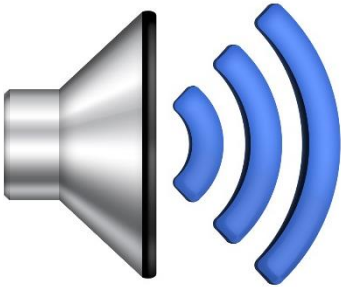
Click here
and enter 0

Do it

space

Press the key to start

2. Speak



You will need

Events

when key pressed

Speech

say until done

Try this code

when key pressed

say until done

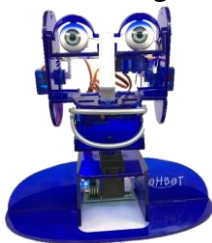
Click here and enter the words you would like Ohbot to speak

Do it

space

Press the key to start

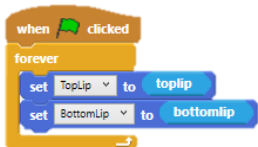
3. Mouth Synch



You will need



Try this code



Do it

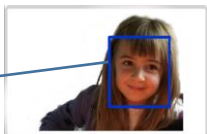


space

Click the green flag to start the speech sensing
Press the Space key to run the speech

4. Recognise a human

Square
indicates a
recognised
face

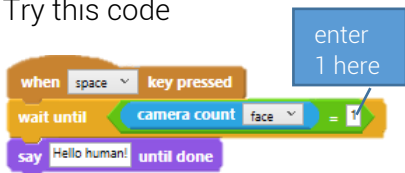


Hello human

You will need



Try this code

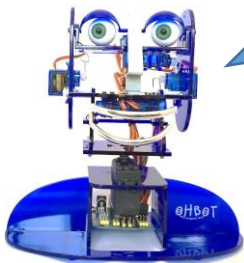


Do it

space

Press the key to start

5. Ask



What's
your
name?

You will need

Events

when key pressed

Sensing

ask and wait

answer

Speech

say until done

say until done

Try this code

when key pressed

ask and wait

say until done

say until done

Do it

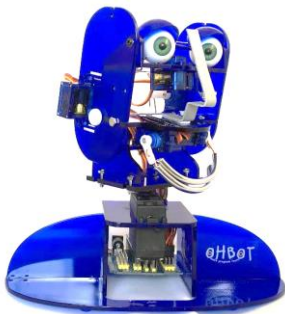
Space

Press the key to start



Type in and press Enter

6. Look at You



You will need

Events

when  clicked

forever

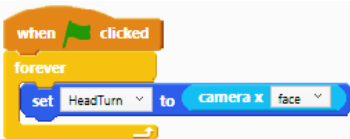
Motion

set HeadTurn ▾ to 5

Sensing

camera x face ▾

Try this code



Do it



Click the green flag

Move in front of the camera

7. Tell a joke

You will need

Events

when key pressed

Control

wait 1 secs

Speech

say Hello until done

Try this code

when key pressed

say What goes Ha Ha Ha Clunk? until done

wait 1 secs

say A robot laughing its head off! until done

wait 1 secs

say Ha Ha Ha! Oh no! until done

Type each line in a separate block

Alter these to adjust Ohbot's comic timing

Do it

space

Press the space key

Tinker

Try adding Mouth Synch so that Ohbot's mouth moves as he/she speaks