#### Scratch GPIO Introduction

Wilmslow CoderDojo

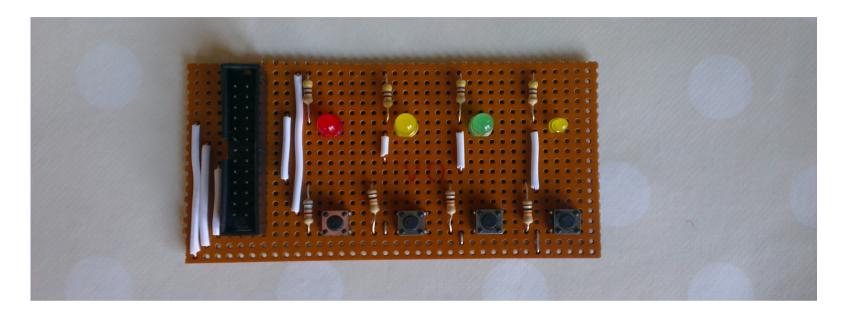
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### The Hardware



- GPIO connector connect to the Pi with the Ribbon cable (power off)
- 4 coloured LEDs
- 4 push buttons

## Installing

- Before you use it for the first time on your Pi, you need to install Scratch GPIO5 from cymplecy's website
  - http://simplesi.net/scratchgpio/
- Run Scratch using the special "Scratch GPIO5" icon on the desktop
- Load the special Scratch Project file "ScratchGPIOStarter.sb"
- Save it with a new name before you start work, in the "Documents/Scratch Projects" folder

### Set Me Up!



- You need this bit in all your programs
- It tells Scratch GPIO which pins are inputs and which way up the outputs are
- Don't worry about this, but keep it in!
- Click the green flag now to get everything ready

## Let there be light!



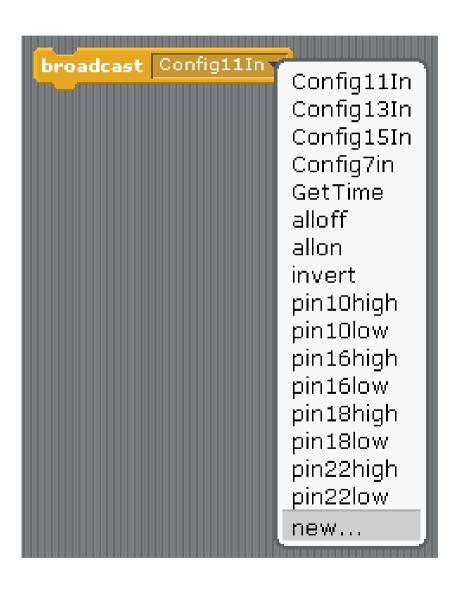


- Scratch uses "broadcast" to talk to the hardware
- "allon" means switch everything on!
- Guess what "alloff" does!
- There are no spaces in these messages

Try these scripts!

Press 'g' and 'b' – what happens?

#### I Don't Understand!



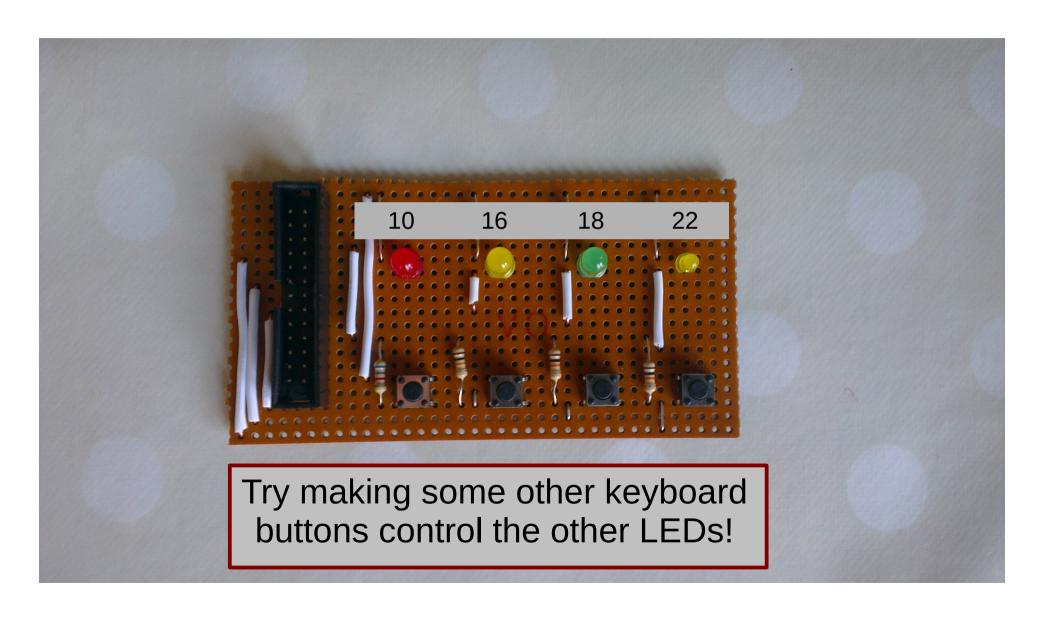
- If you want to send a message which isn't in the list, you need to click "new..." and type it in – carefully!
- Once you've got this message in your program, it will appear in the list so you don't have to type it again

### **Individual Control**

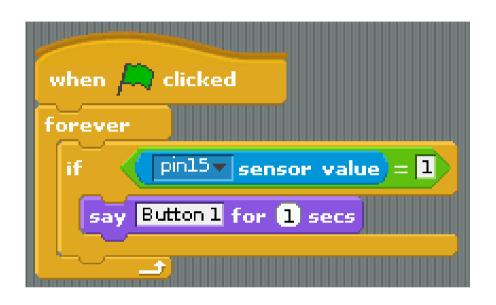


 Scratch uses "pin10high" and "pin10low" messages to switch pin 10 (the red LED) on and off

# LED pin numbers



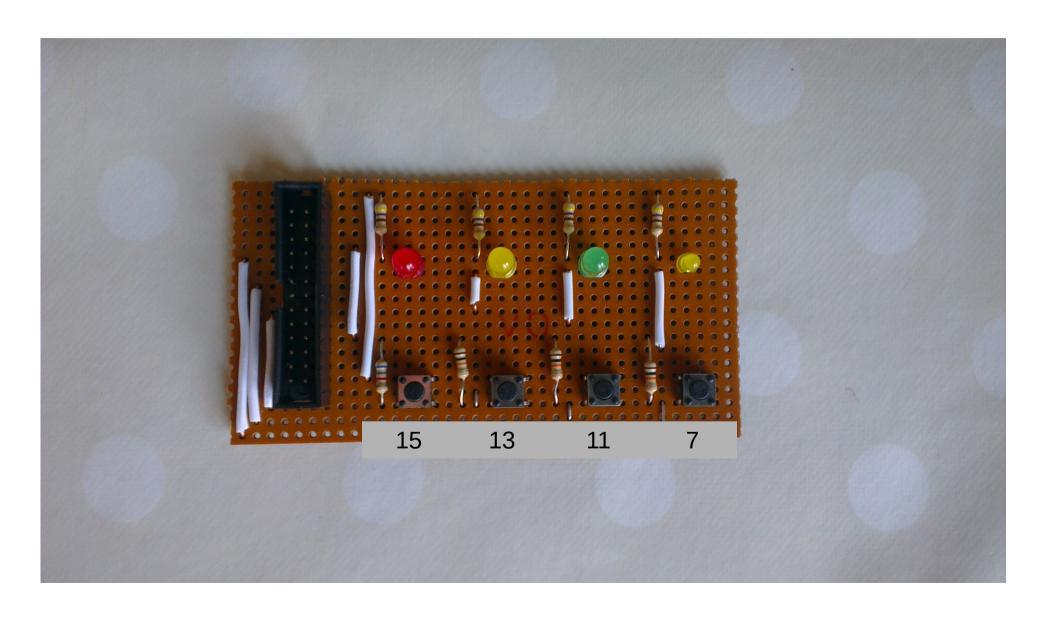
### **Push My Buttons!**



 A Sensor will tell you if a button is pressed

• "1" means it is pressed

# Button pin numbers



#### Over To You!

- Could you use the buttons and LEDs in a Scratch program you've already created?
- Could you make a game which just uses the buttons and LEDs?
- Is there anything in the real world which you could simulate using the LEDs and/or buttons?
- You could just make pretty moving patterns with the lights
  - Can you use the buttons to choose the pattern?
  - Or change the speed?