

Scratch + Raspberry Pi Workshop: Control LED Lights by Programming

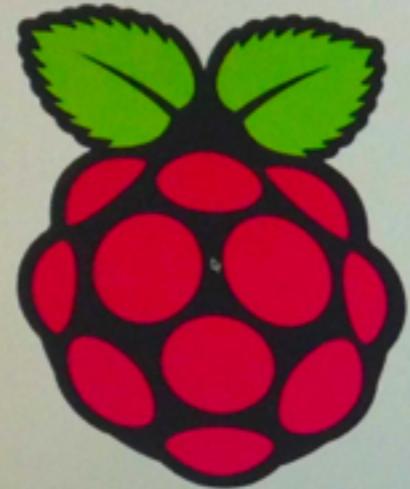


2014/04/17 (Sun)
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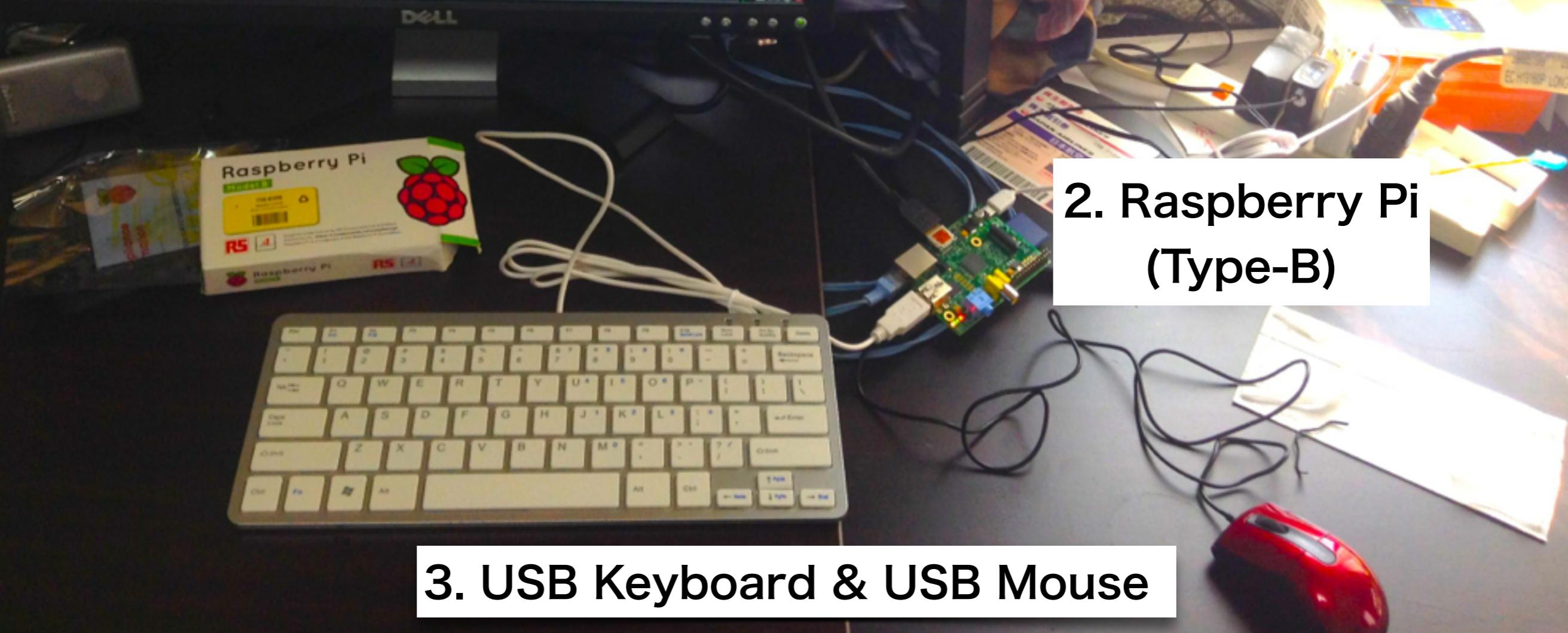
Note for Instructors

- These slides were used in the 1.5 hour workshop, held at Yokohama International School.
 - If you'd like to have this workshop, you will need to prepare the following things/software:
 1. Get a Raspberry Pi and stuffs to boot it: Display, keyboard, mouse, cables, etc.
 2. Download and install Scratch GPIO4.
 3. Buy a breadboard and circuit elements.
- * For details, see **References** on the last slide.

Hands-on: Let's set up Raspberry Pi!



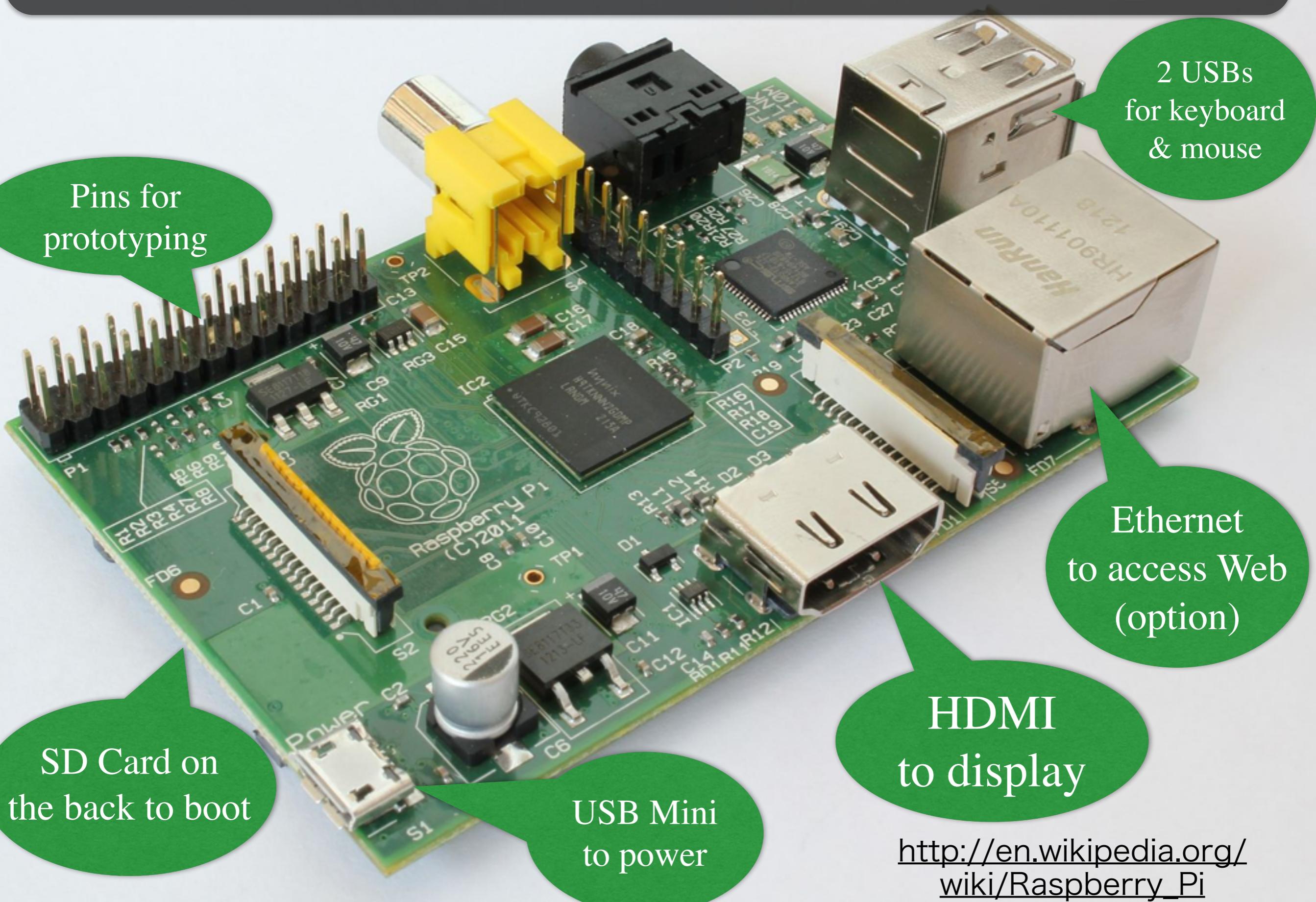
1. HDMI Display



2. Raspberry Pi
(Type-B)

3. USB Keyboard & USB Mouse

Ports we'll use in this workshop



[http://en.wikipedia.org/
wiki/Raspberry_Pi](http://en.wikipedia.org/wiki/Raspberry_Pi)

Summary



SCRATCH

File Edit Share Help

Motion Control
Looks Sensing
Sound Operators
Pen Variables

Stage

Scripts Backgrounds Sounds

when green flag clicked

set score to 0
forever
change score by 1

score 32

Make a variable
Delete a variable
 score
set score to 0
change score by 1
show variable score
hide variable score
Make a list

New sprite:

Sprite1 Sprite2 Sprite3

Stage

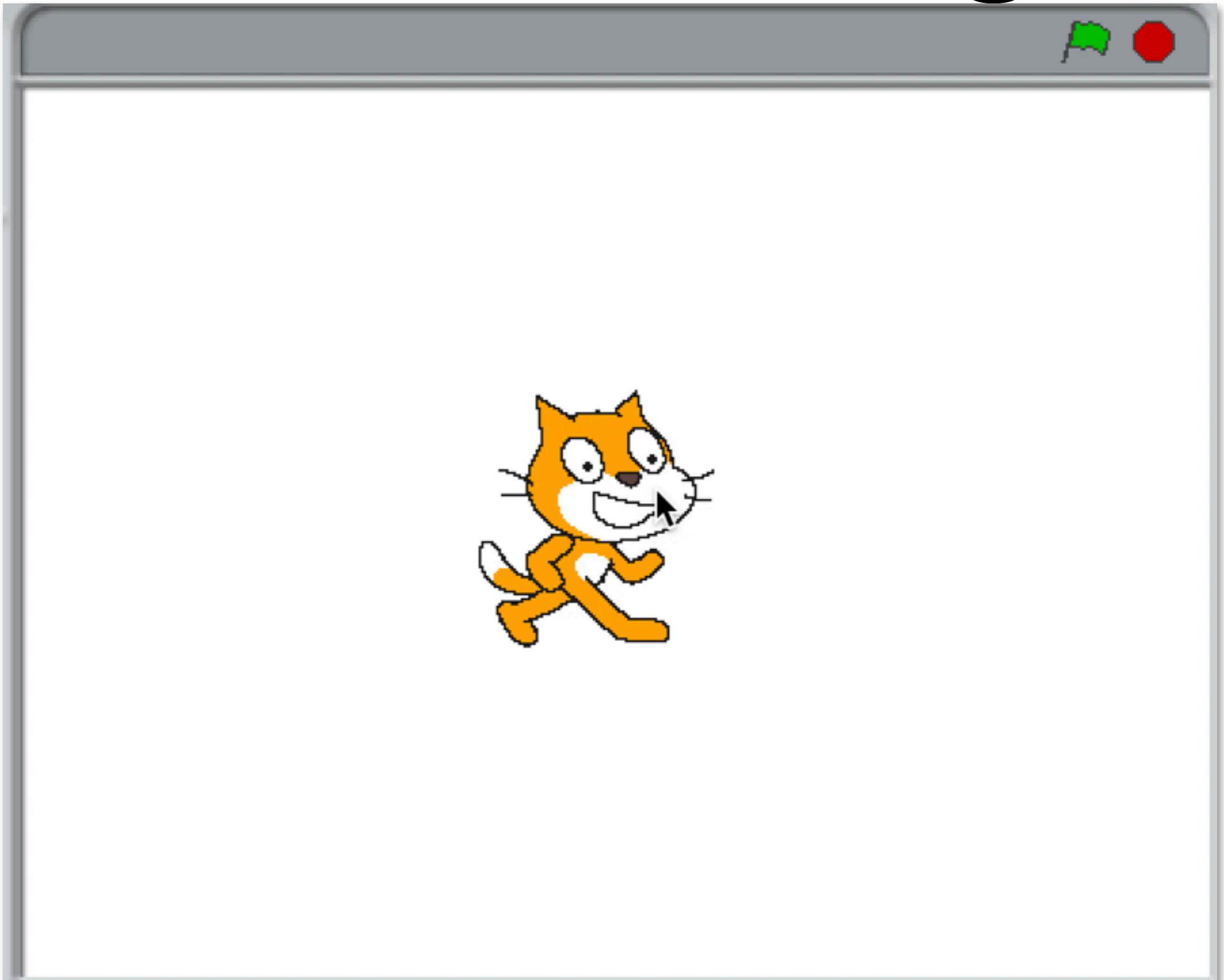
x: -453 y: -118

Making a program with Scratch is really easy.

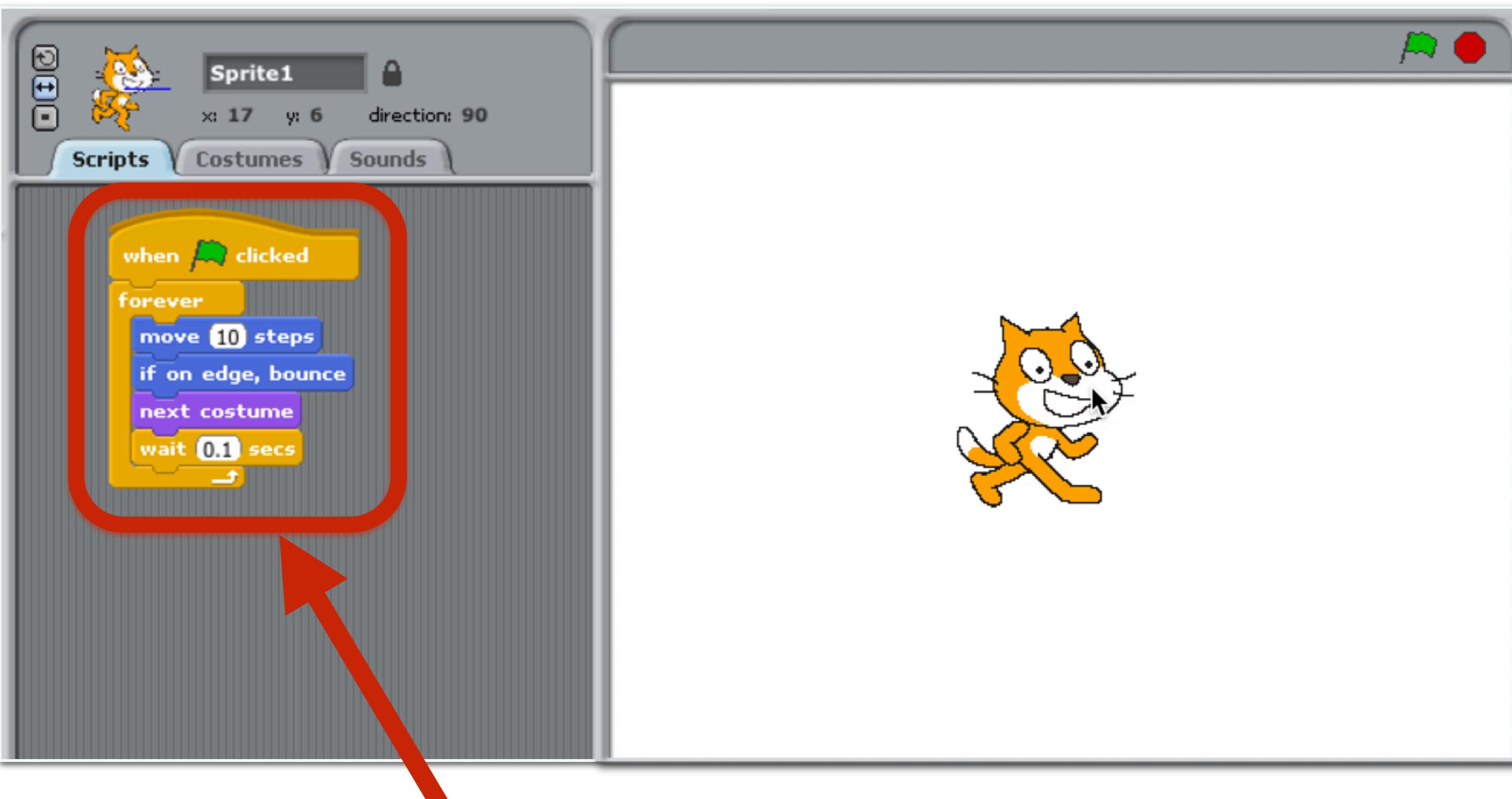
You can run Scratch by double-clicking this icon on Desktop:



Hands-on: Walking Cat



Hands-on: Walking Cat



This is one of answers that makes a cat walk.

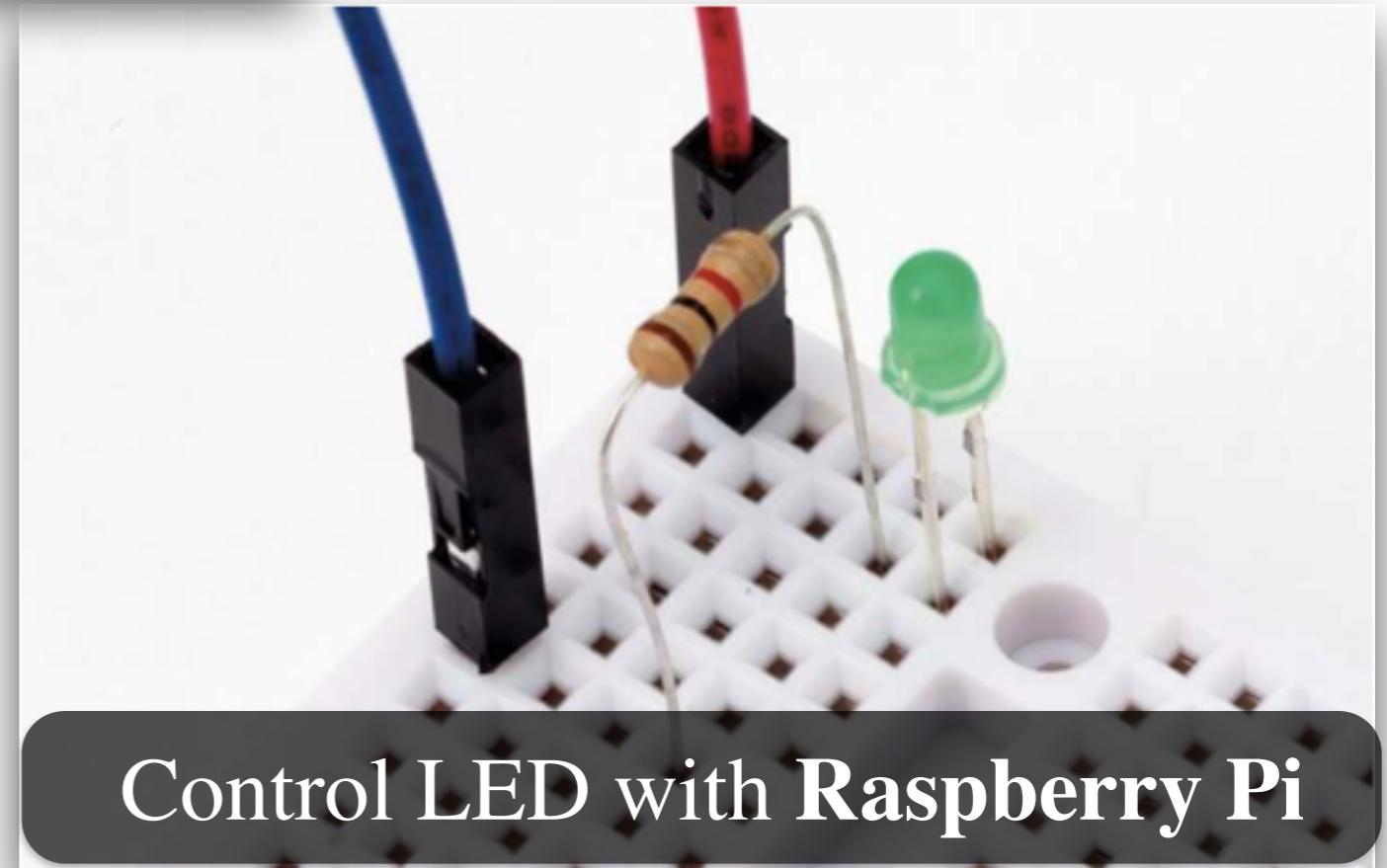
Other Sample: Whack a Cat



Other Sample: Escape from Cat



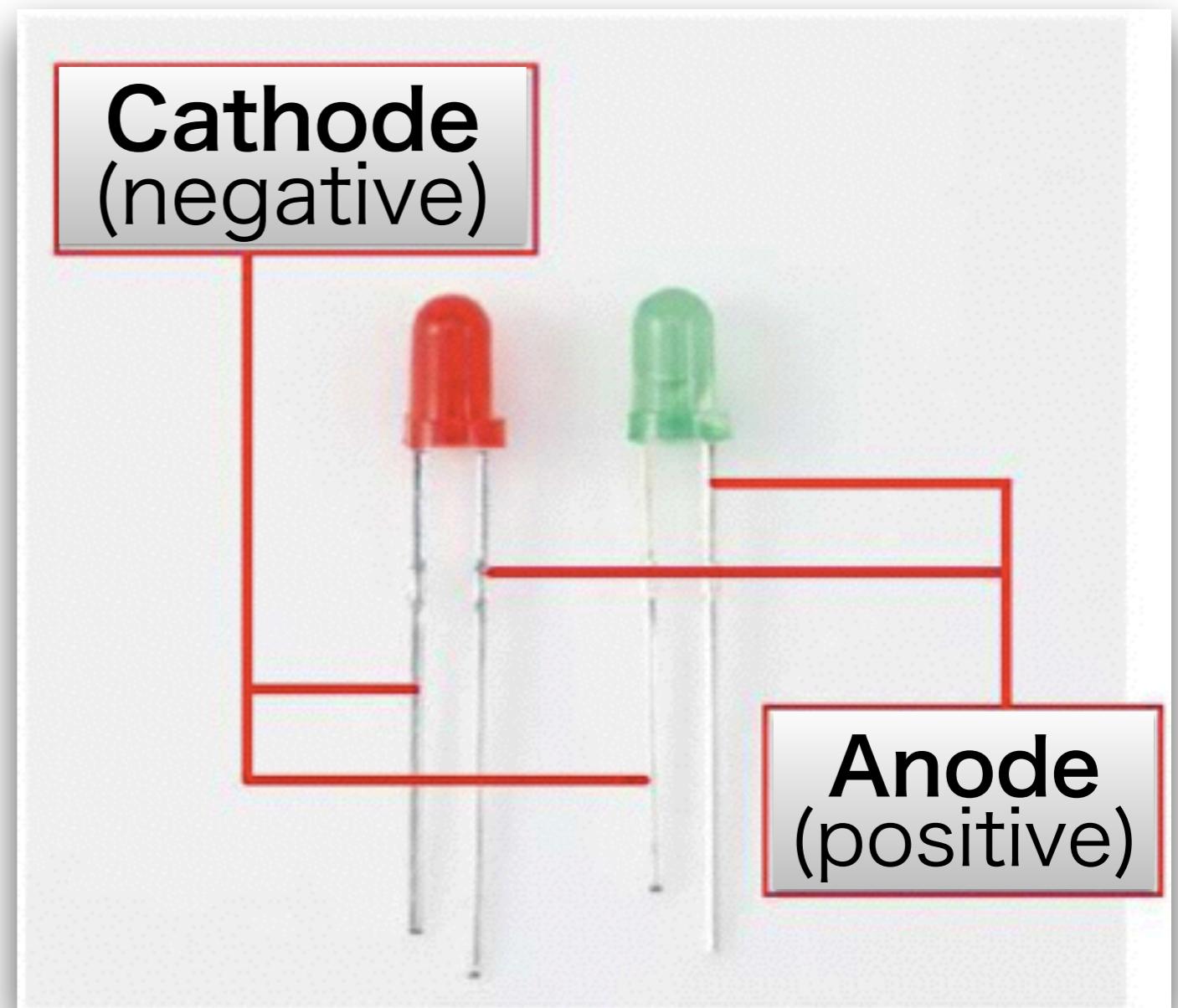
Summary



LED: Light Emitting Diode

The length is different.

- The short is negative.
- The long is positive.

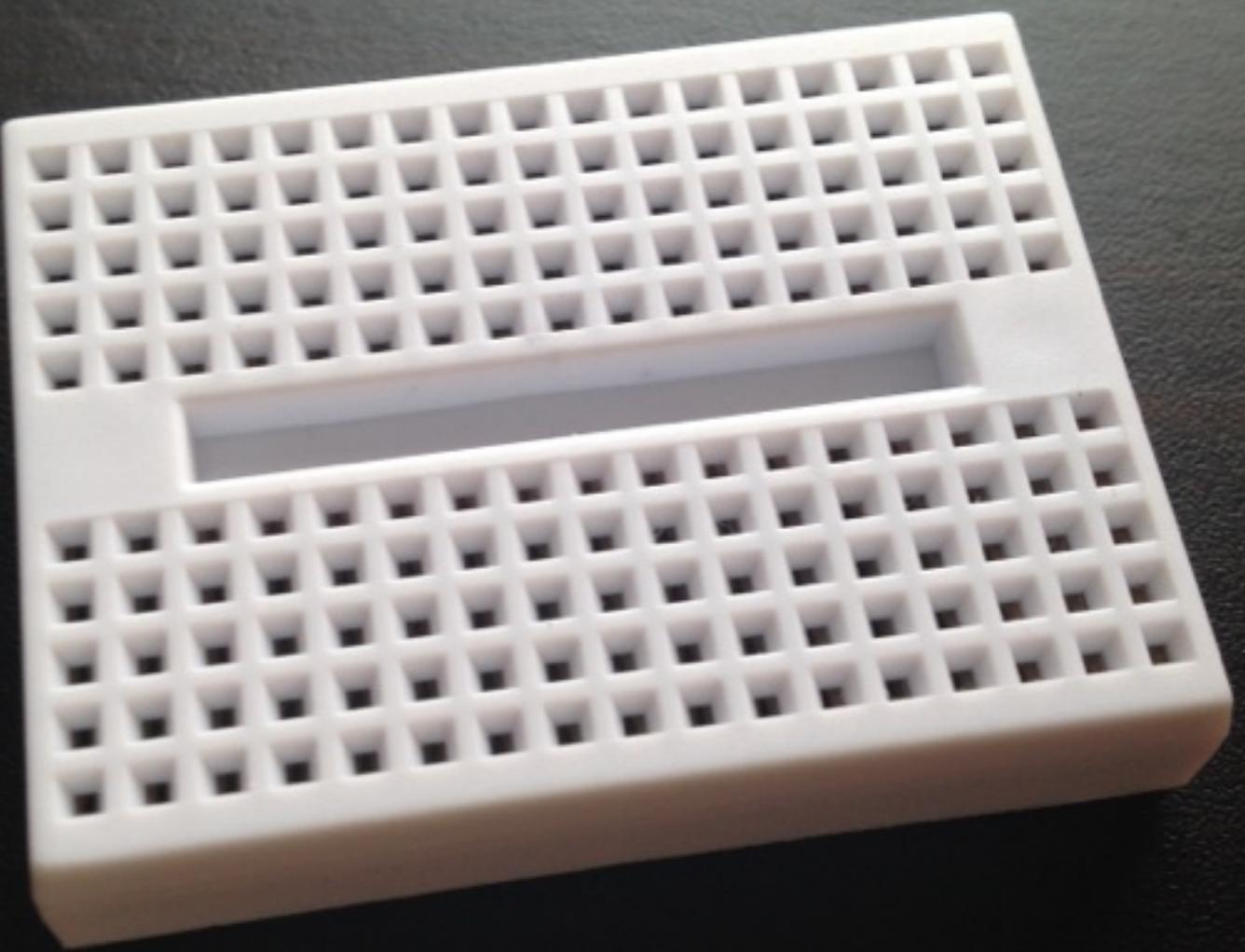


Breadboard

is usually a construction base for prototyping of electronics.

The term "breadboard" is commonly used to refer to a solderless breadboard.

([http://en.wikipedia.org/
wiki/Breadboard](http://en.wikipedia.org/wiki/Breadboard))



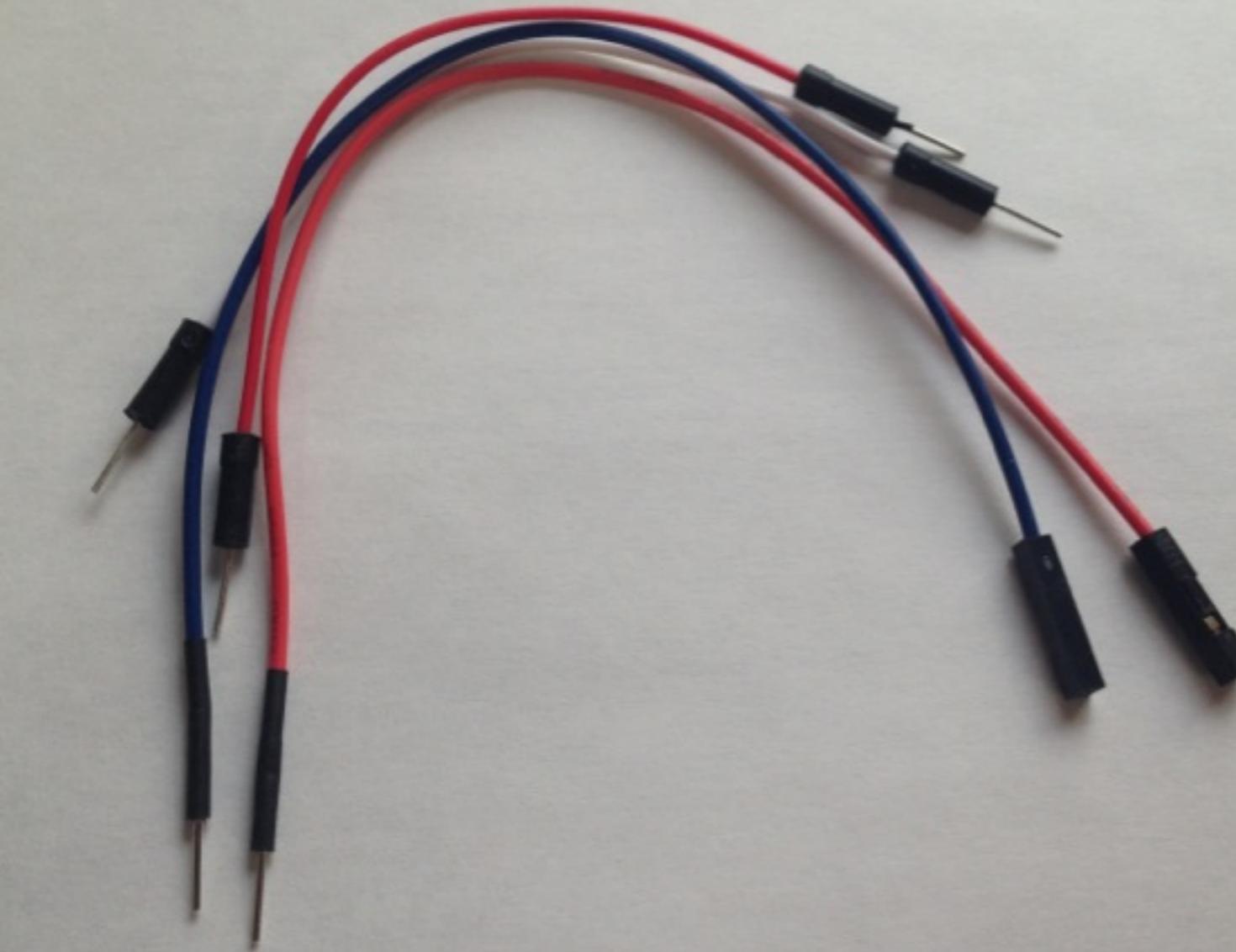
Jumper Wire

There are two types for connecting between:

1. Raspberry Pi and Breadboard

2. Breadboard and Breadboard

* You don't have to care about it's color.



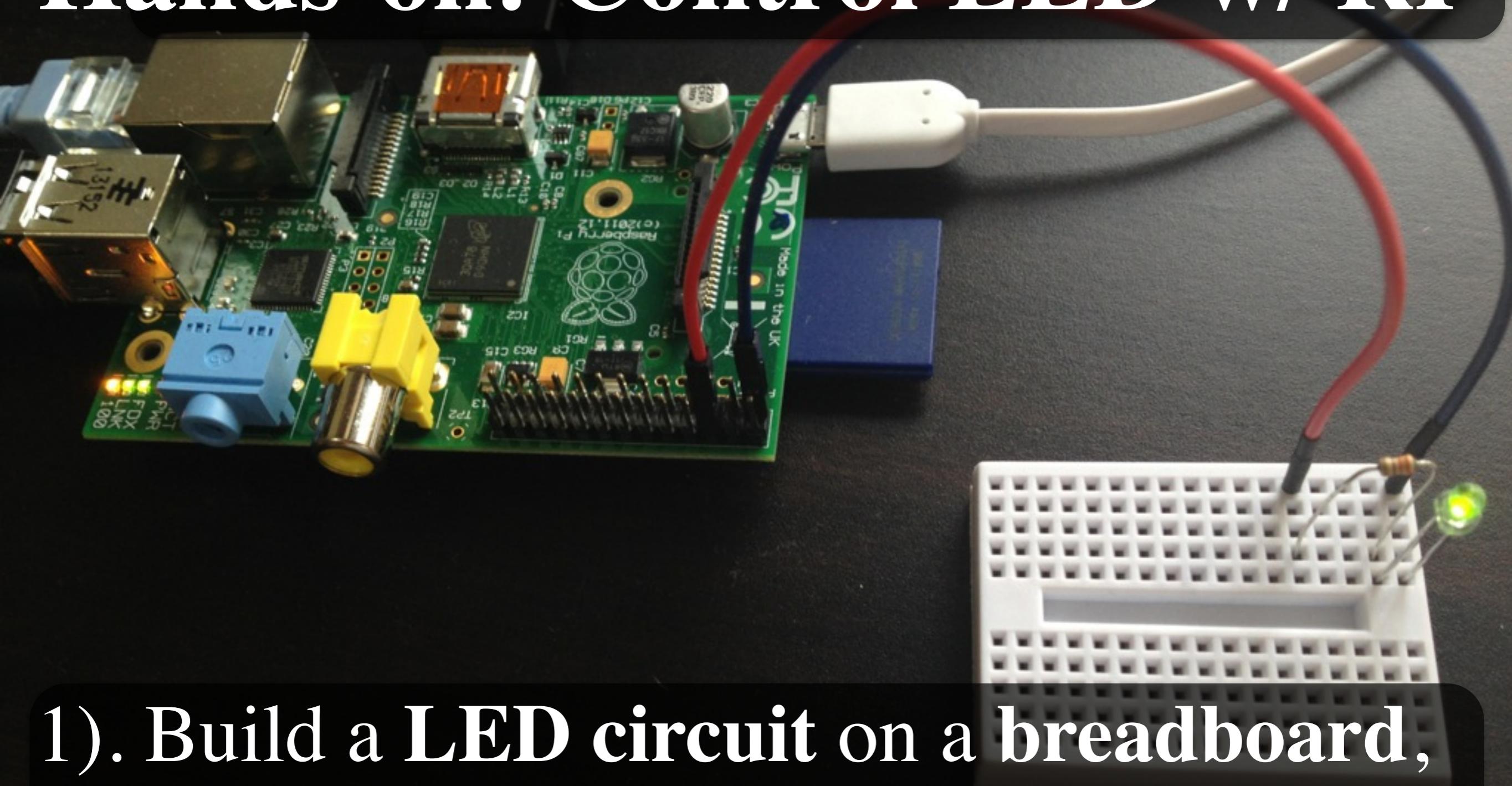
Resistor

is an electronic element to control current to LED

Bend a resistor ‘C’ shape to wire it into your breadboard.

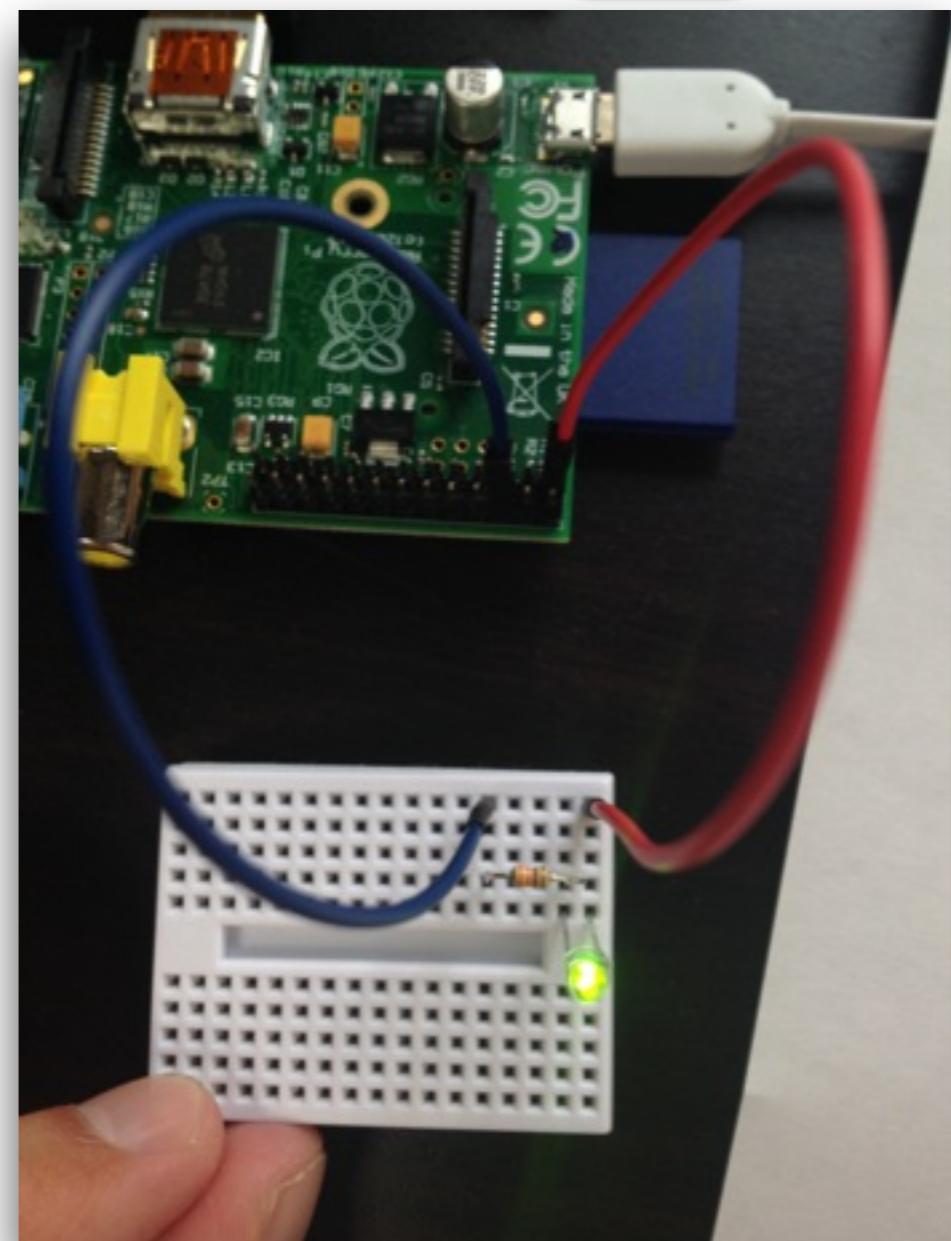
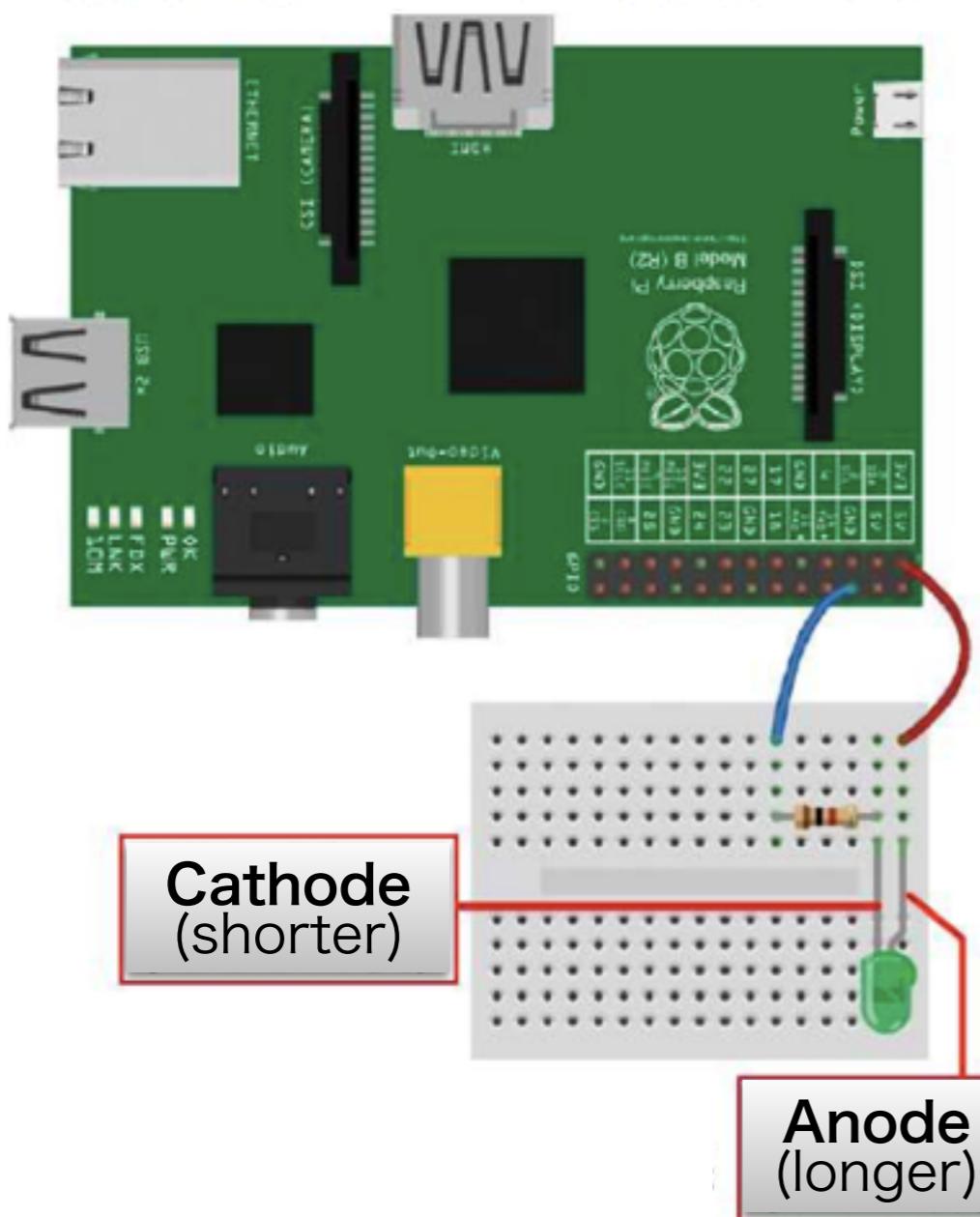
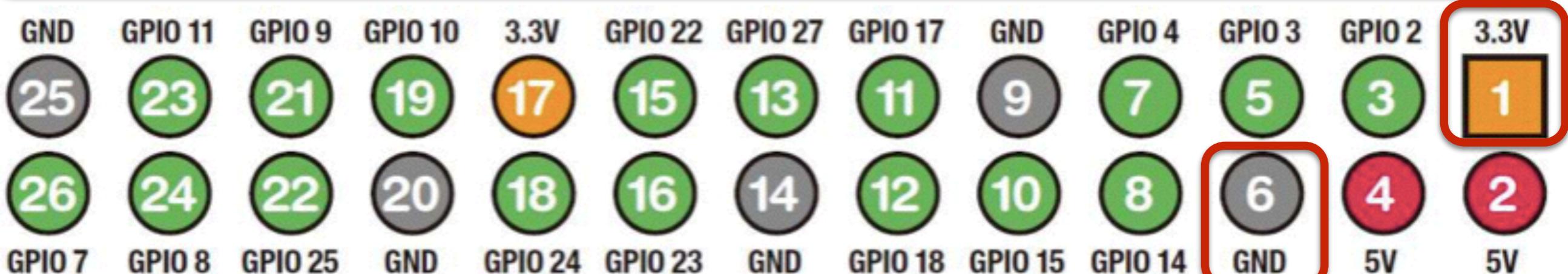


Hands-on: Control LED w/ RP

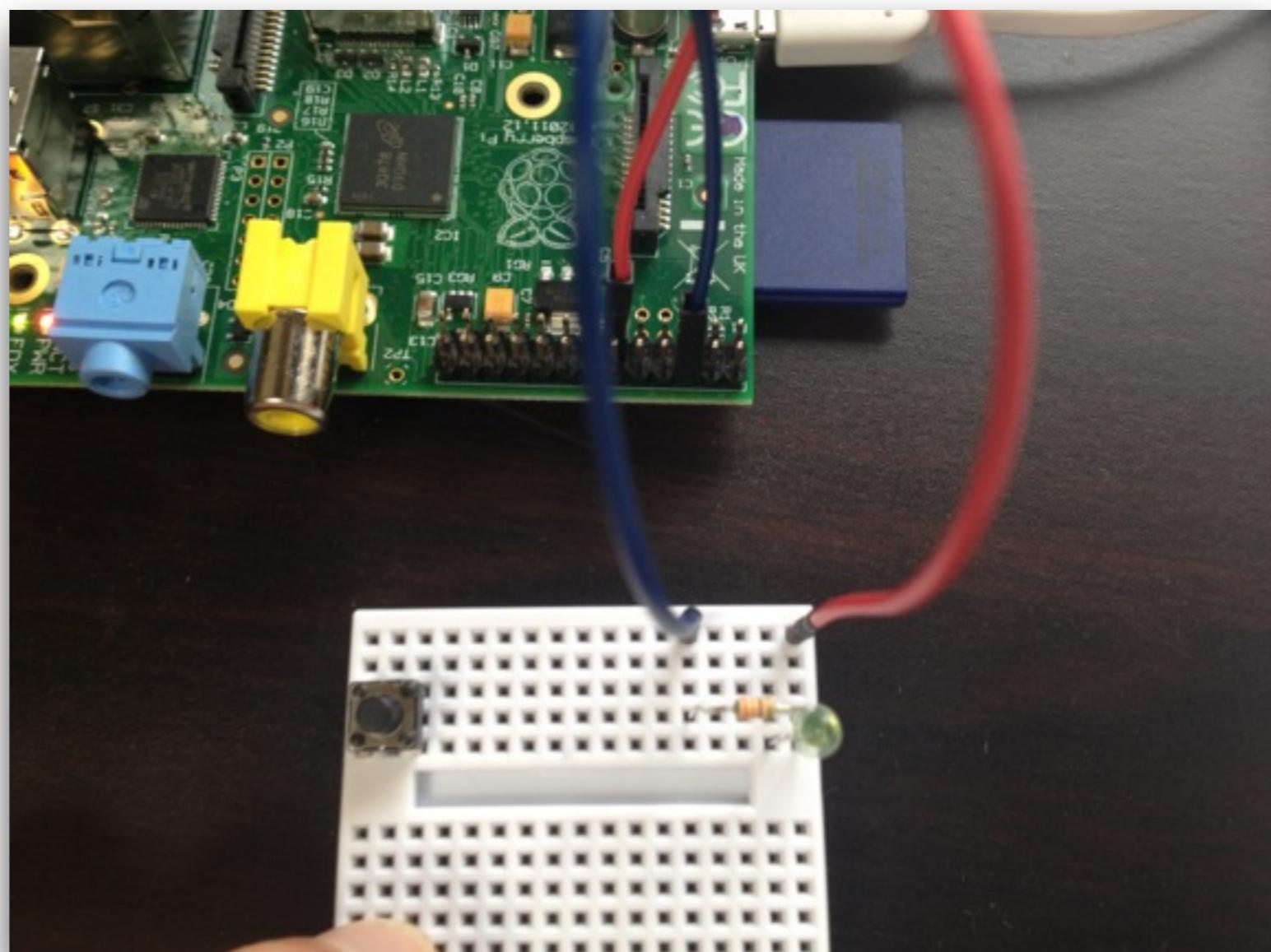
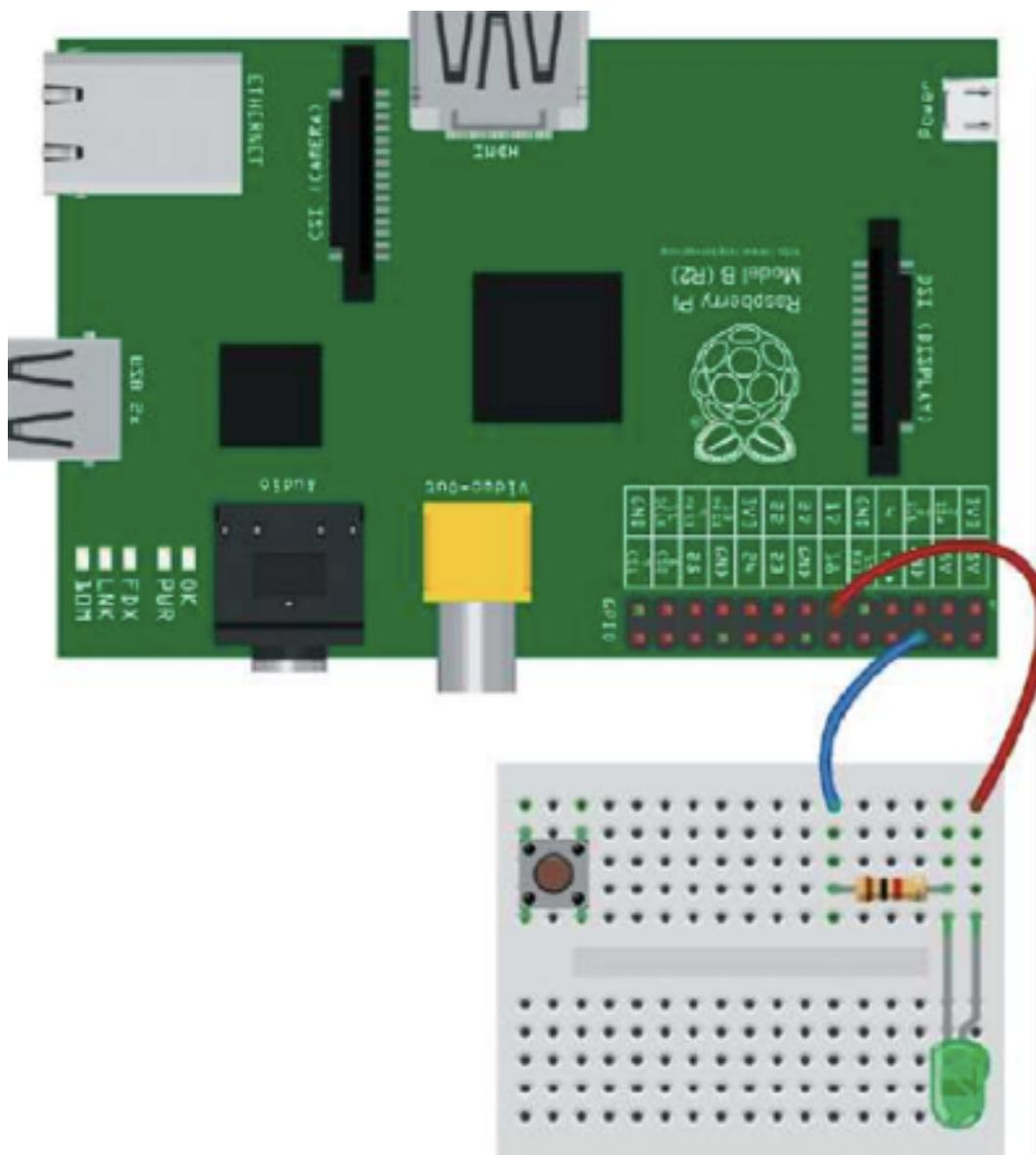
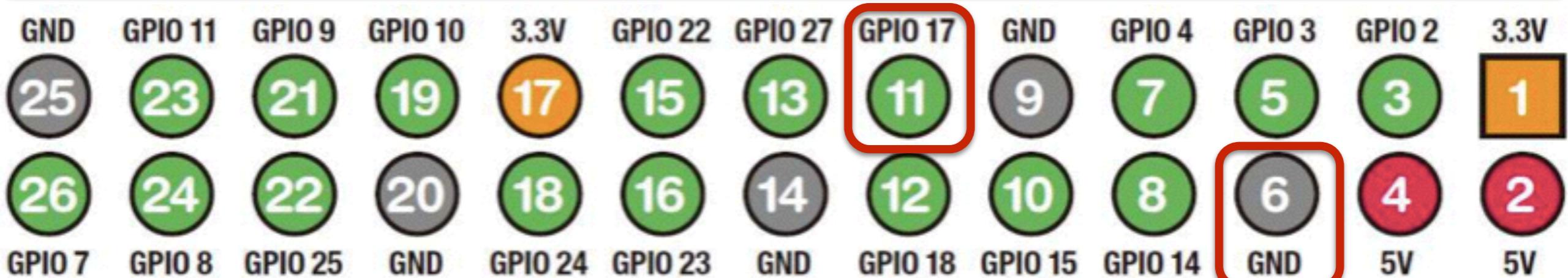


- 1). Build a LED circuit on a breadboard,
- 2). connect it to Raspberry Pi's GPIO, and
- 3). control LED light from Scratch.

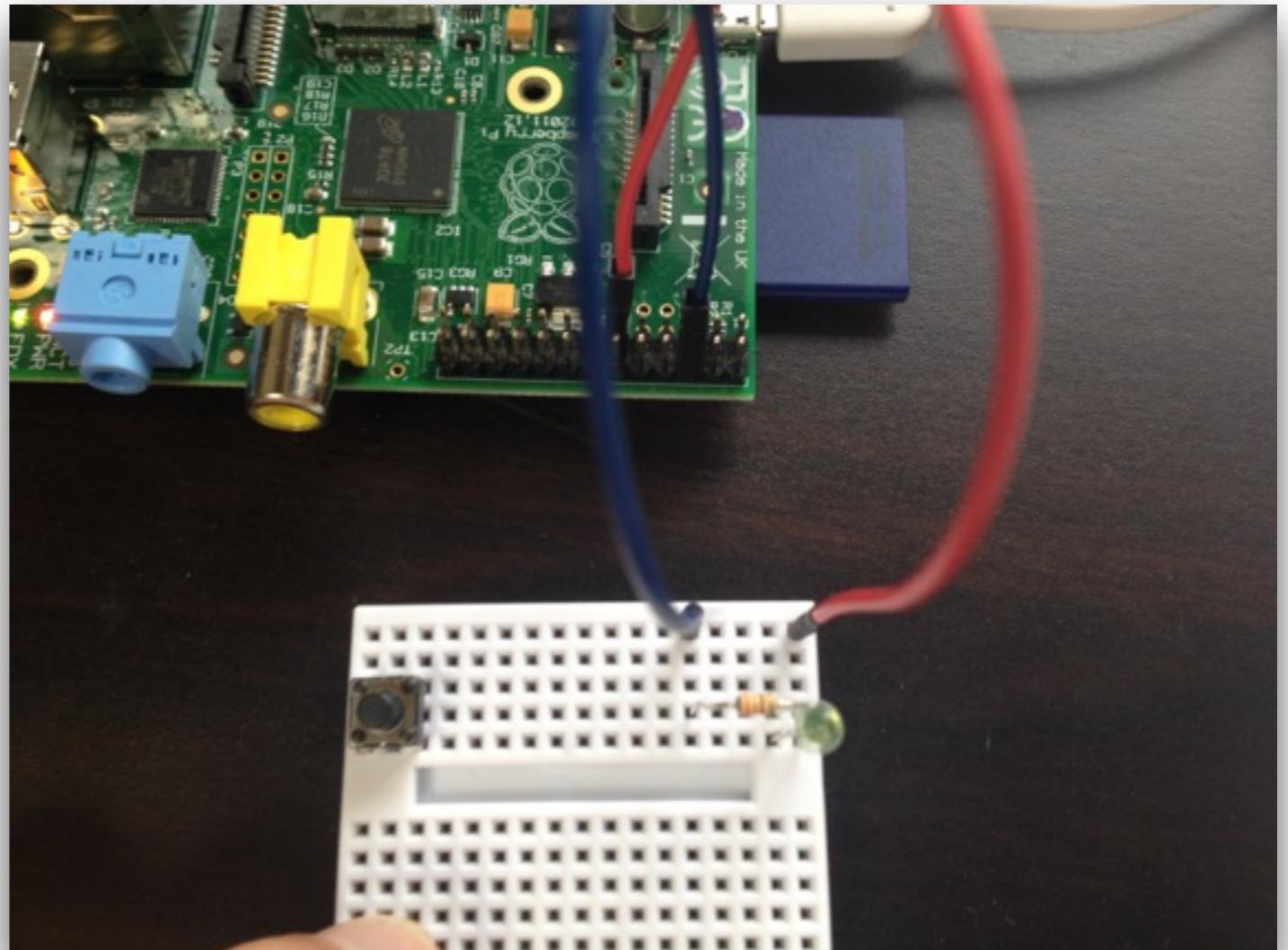
1). Build a LED circuit on a breadboard



2). Connect it to Raspberry Pi's GPIO



3). Control LED light from Scratch



1. Close Scratch window.
2. Open Scratch GPIO4.
3. File -> Open **blink11**.
4. Click the green flag.



Scratch GPIO4

Hands-on: Lightning by Space

- Create a script that turns on LED light while pressing ‘Space’ on your keyboard.
- If not pressing ‘Space’, LED light should be off.

Hands-on: Lightning by Space

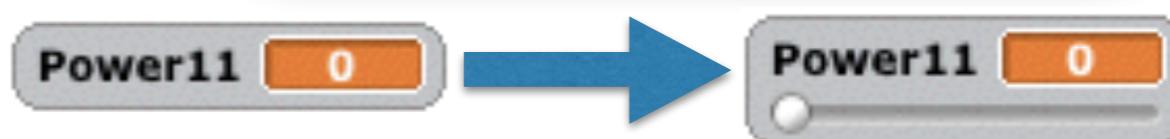
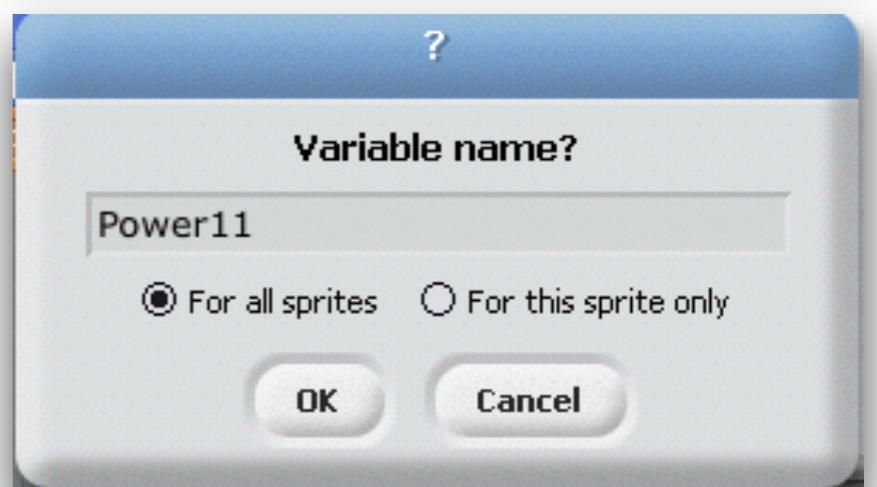
- Create a script that turns on LED light while pressing ‘Space’ on your keyboard.
- If not pressing ‘Space’, LED light should be off.



Control from 0/1 to 0~1

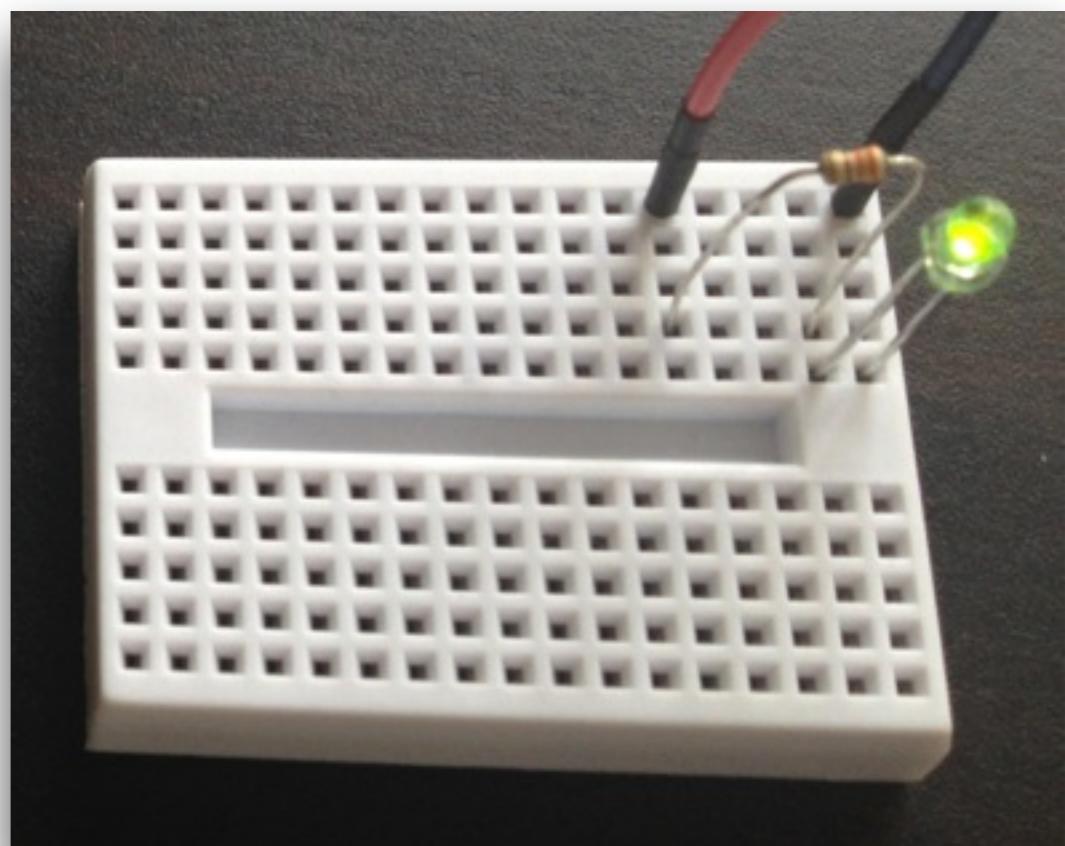
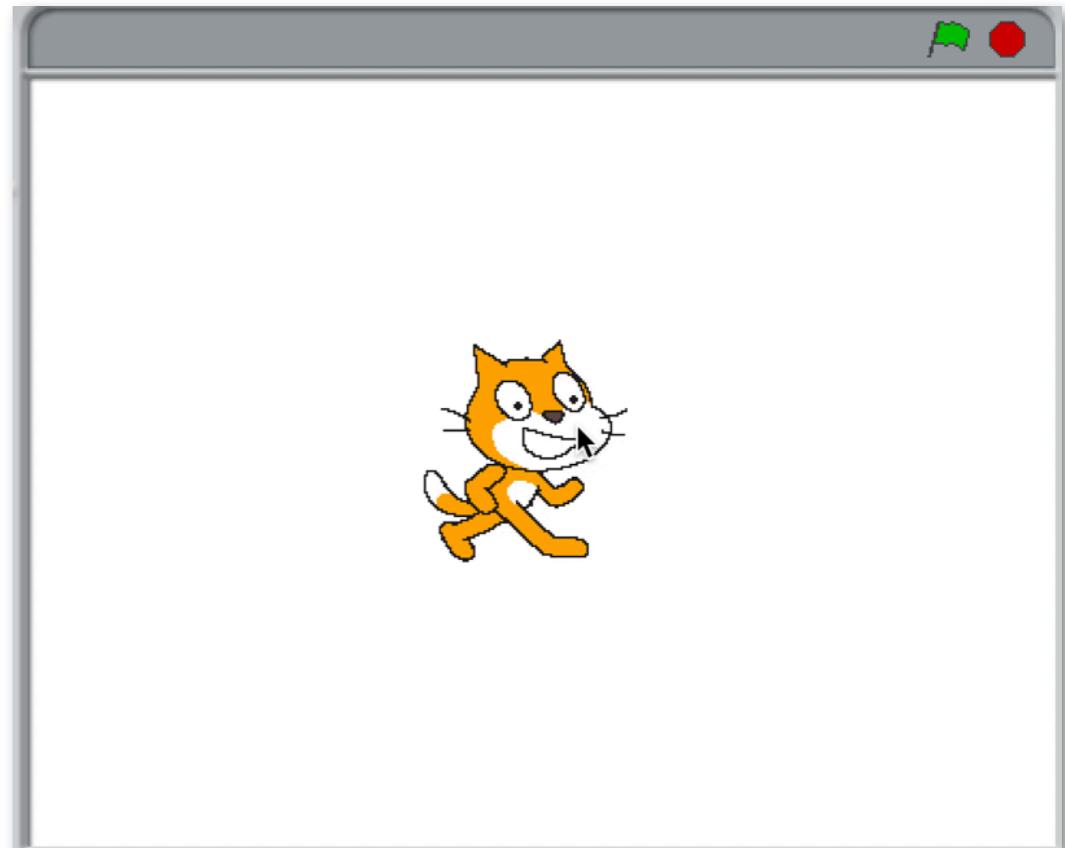
Let's control brightness of LED light by using **Variables** (orange block).

1. Go to **Variables**, and click **Make a variable**.
2. Name it **Power11**, and click **OK**.
3. Double click **Power11** appeared at the top left in the stage.
4. Change the number by dragging the slider next of **Power11**.



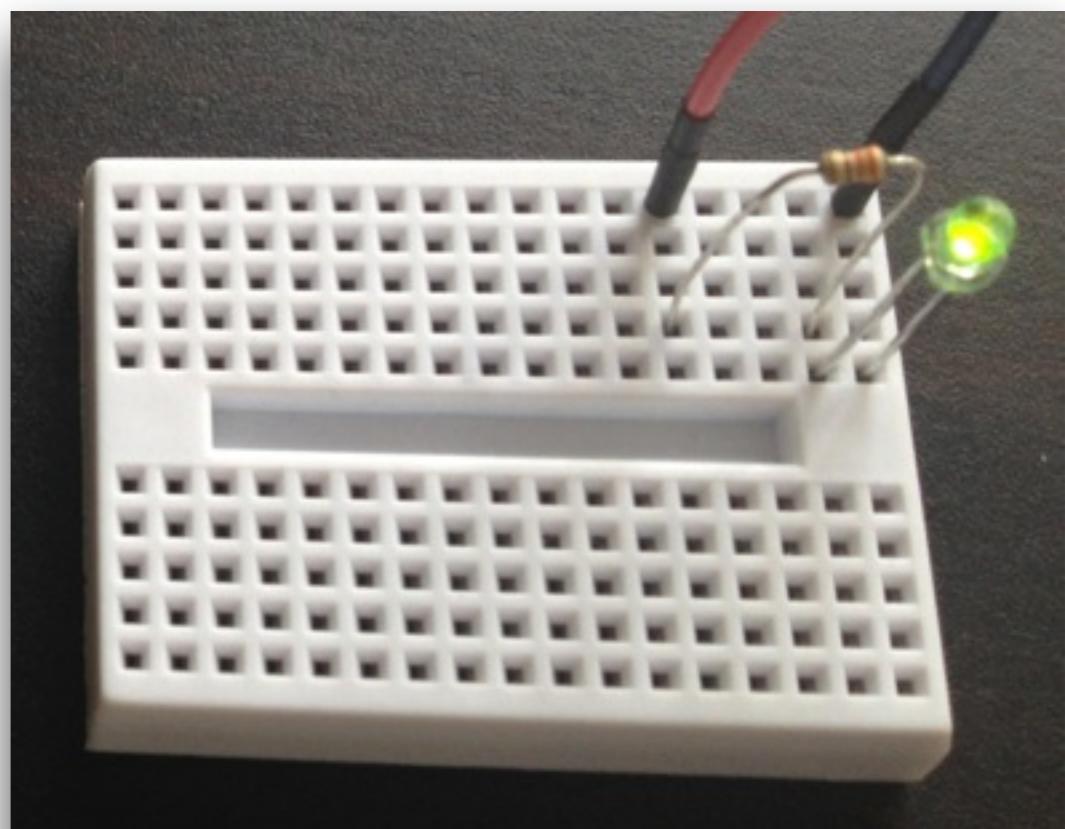
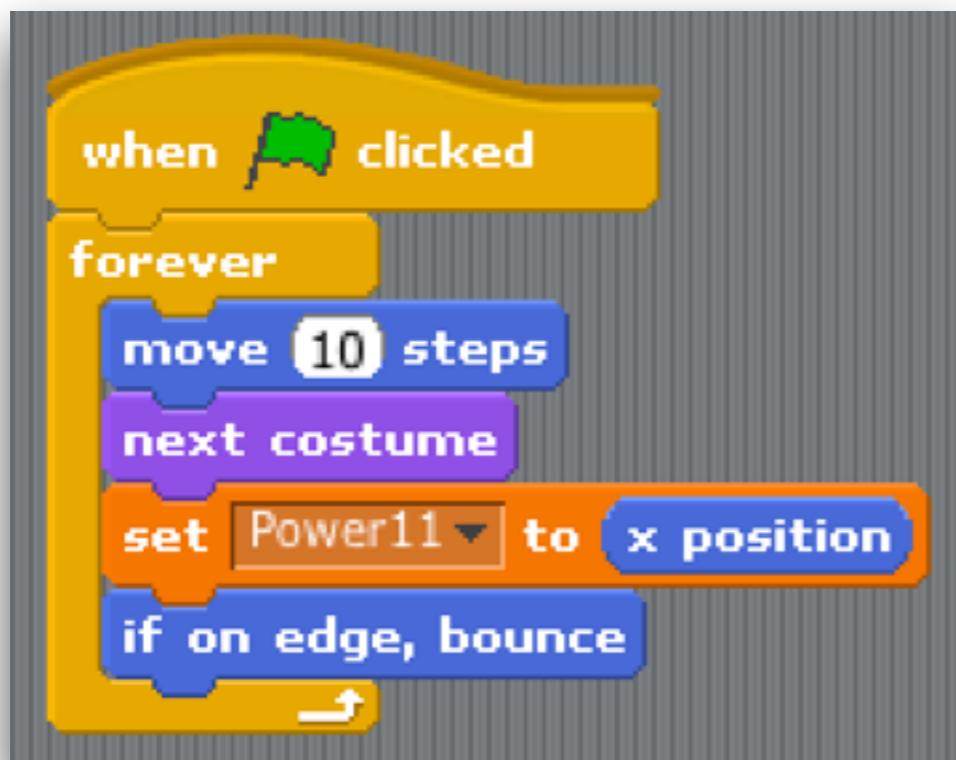
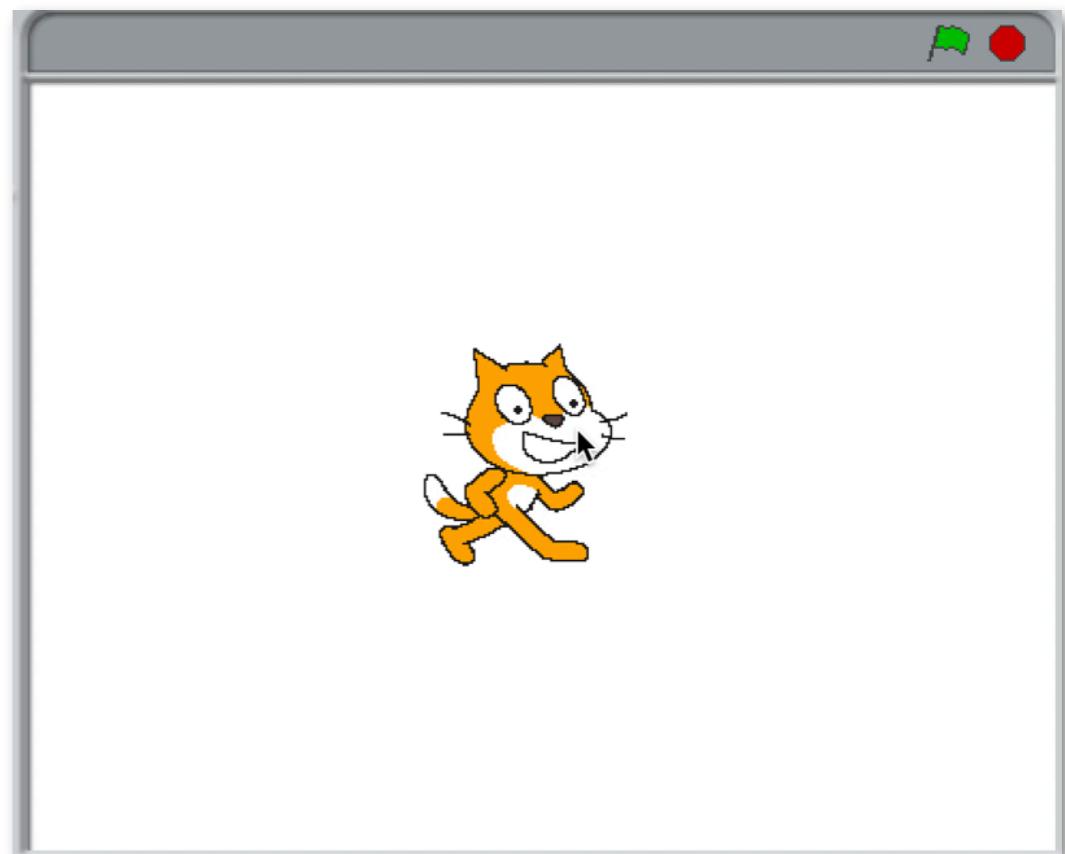
Hands-on: Cat closer to Edge, brighter Light

- When a cat moves to right/left and it's **closer to edges**, change the LED light **brighter**.
- **Hint:** You may need to know the position of Cat by using some block(s) in Motion.



Hands-on: Cat closer to Edge, brighter Light

- When a cat moves to right/left and it's **closer to edges**, change the LED light brighter.
- Hint: You may need to know the position of Cat by using some block(s) in Motion.



Summary



For further topics, you can replace LED light with something like:

Piezoelectric Loudspeaker
to control sounds:



Vibrating Motor
to vibrate something:



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References

- Raspberry Piではじめる どきどきプログラミング (はじめるプログラミング シリーズ) [単行本] 阿部 和広 (著, 監修), 石原 淳也 (著), 塩野 複隆 (著):

<http://www.amazon.co.jp/Raspberry-Piではじめる-どきどきプログラミング-はじめるプログラミング-シリーズ/dp/4822297314>

(Available only in Japanese)

- PEG (Programming Education Gathering):
<http://pegpeg.jp/> (Available only in Japanese)

- Scratch GPIO version 4

<http://cymplecy.wordpress.com/2013/04/22/scratch-gpio-version-2-introduction-for-beginners/> (Available only in English)

- Raspberry Pi – Wikipedia:

http://en.wikipedia.org/wiki/Raspberry_Pi