



SCRATCH - BASIC PROGRAMMING

Learn basics of programming in Scratch language with leading edge robotics. Solve problems related to activating sensors in robots.

Recommended Age Group

9 - 12 years

Pre-requisites

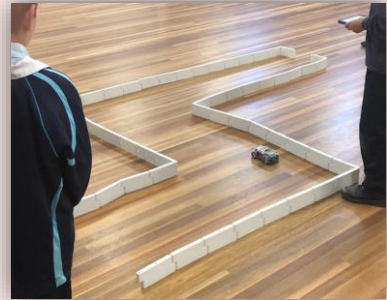
None required

CODE WITH ALTINO

Module 1

(2 x 1 hours)

- Introduction to programming in Scratch language
- Program Altino's lights
- Program Altino to move through maze
- Program pixel art on LED matrix

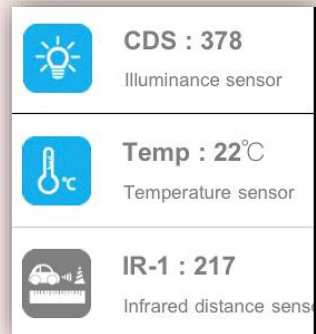


CODE ALTINO'S SENSORS

Module 2

(2 x 1 hours)

- Program with loops
- Program with basic operators
- Apply conditional statements to basic programming
- Activating light sensors on the robot with real sensor data



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