Sample 3 - Programming a robot with S4A

Introduction

- Building a simple robot and controlling it by using the computer keyboard (typically with the arrow keys) with Scratch 4 Arduino.
- We can control both servomotors and the LED.
- [http://www.youtube.com/watch?v=RJAgSUlf12U](http://www.youtube.com/watch?v=RJAgSUlf12U)
Sample 3 - Programming a robot with S4A
Schematics
Sample 3 - Programming a robot with S4A
Code tips and questions

- For example, if:
  - Left servo: pin 4
  - Right servo: pin 7

- Then, to go straight **forward**:

- And, of course, to go **backwards**:

- **Question 1**: how would you make it turn **right** and **left**?

- **Question 2**: which block is better for capturing the direction keys, and would you use both of them?
Thank you

http://www.citilab.eu

http://seaside.citilab.eu
scratch@citilab.eu