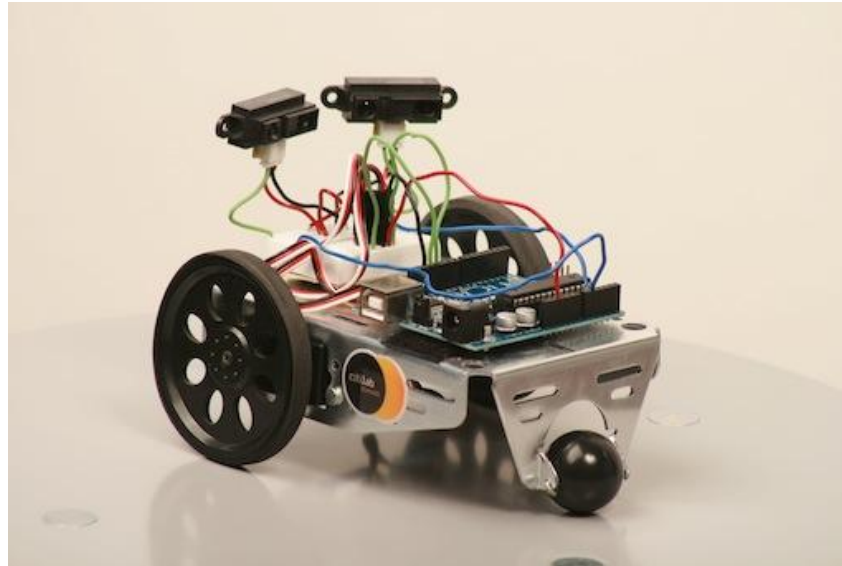
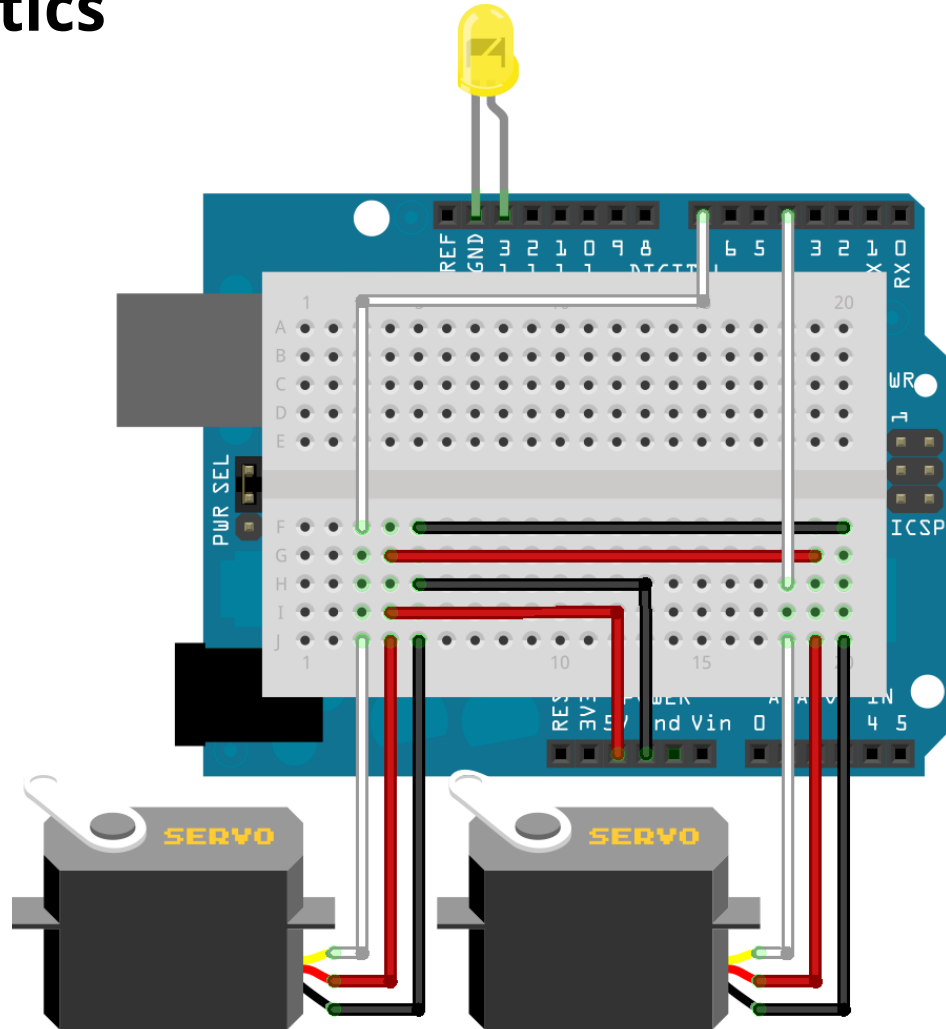


>> Sample 3 - Programming a robot with S4A Introduction



- 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=RJAgSUIf12U>



>> Sample 3 - Programming a robot with S4A Schematics



Made with  Fritzing.org

>> 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?



or



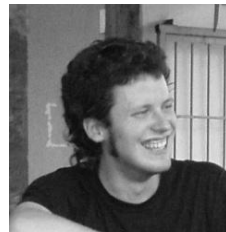
?

>> Citilab Scratch Team

Thank you



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