I Create Robot
艾克瑞特机器人教育

ICQbot

Interactive Coding Robot

Primary Section

Teacher's guide book









Edited by I Create Robot Education R&D Center

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Summer Sports Festival

Course Overview

In this lesson, students will design a Summer Sports Festival featuring two characters. Using programming, they will control the movement of the characters to create a racing
effect.

Learning Objectives

1、Learn about some common sports.
2、Learn how to adjust character size using programming.
3、Learn how to control character movement through key commands.

Course Introduction: (0min-10min)

What sports do you know about? Start by asking questions to encourage students to participate actively,helping them understand the importance of sports and leading into the session's task: Everyone knows that exercise is important. What sports are you familiar with? Which sport is your favorite?

In this session, we' ll work together to design a summer sports event.

Students will create two characters and use programming to control their movements, simulating a competitive race.

Guide students to think about how to achieve movement for both characters.

Use an inquiry-based approach to encourage active participation and independent thinking. For example, ask questions like:

"The new character looks a bit large; how can we adjust its size?" Prompt students to consider how to write a program to animate the characters. Select two students to share their thoughts and praise their ideas, guiding others to think critically.

In conclusion, summarize the lesson by explaining that we’ ll use scaling modules to adjust character size and control character movement with a combination of key commands, movement modules, and loop modules.

Preparation

Prepare the classroom by arranging the seating area and guiding students to sit in their assigned spots. Organizing the space beforehand ensures that students can quickly settle into the lesson.

Handing Out Parts : (10-15 minutes)

Distribute parts, providing each student with a set. Use phrases like, "I see that some students are seated; I’ m going to give them their parts," to maintain classroom order

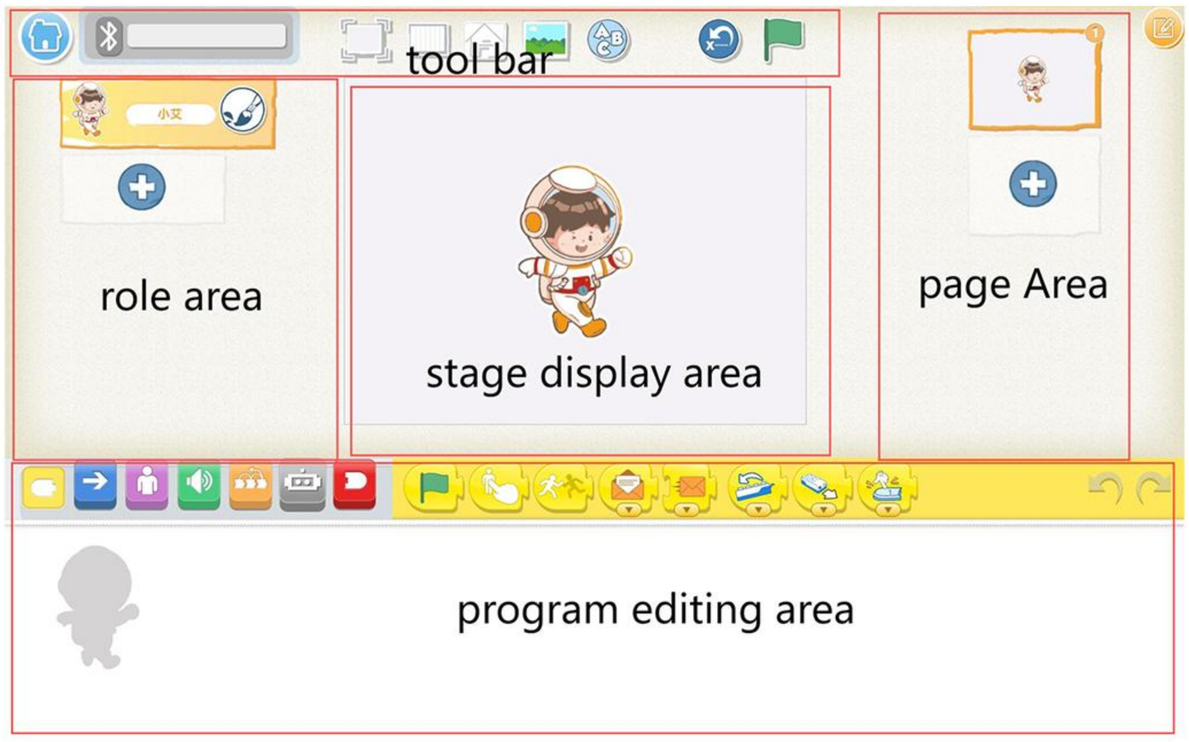
New Knowledge:(15min-20min)



Press and hold the power button to turn on the device, which can be used as a control button once on.

Program Explanation: (20min-60min)

1、Interface Introduction:(20min-23min)



2、Bluetooth Connection: (23min-25min)





Once Bluetooth is on, the ICQbot controller should automatically connect. If it doesn't, a manual connection option is available.



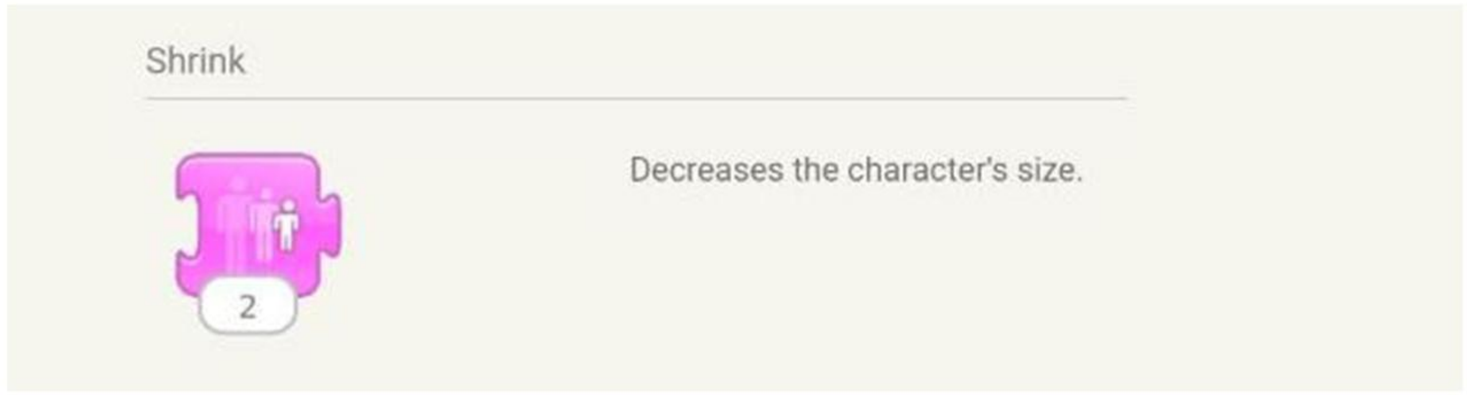
1.Adding Characters and Background. (25min-35min)

（1） Choose Your Preferred Background



（2） Use scale modules to adjust size as needed.





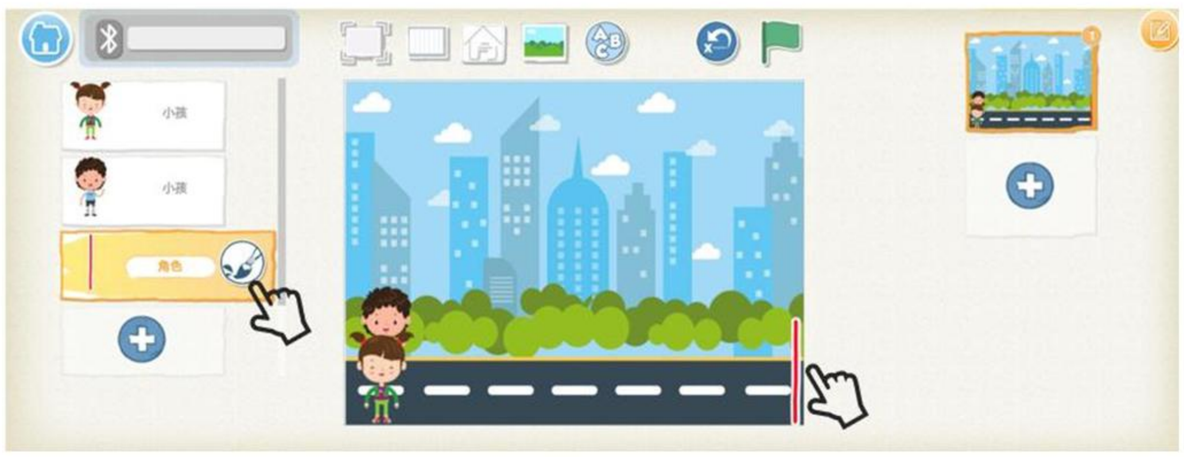
（3） Add and Position Two Race Characters

Add two characters for the race and position them appropriately. Adjust their sizes so they don’ t overlap.



（4） Add and Position the Finish Line

Place the finish line on the far right side.



4、 How to program the boy to run towards the finish line? (35min-40min)

（1） Select the boy character.



（2） Program the boy to move one step to the right.



（3） Add an infinite loop module.

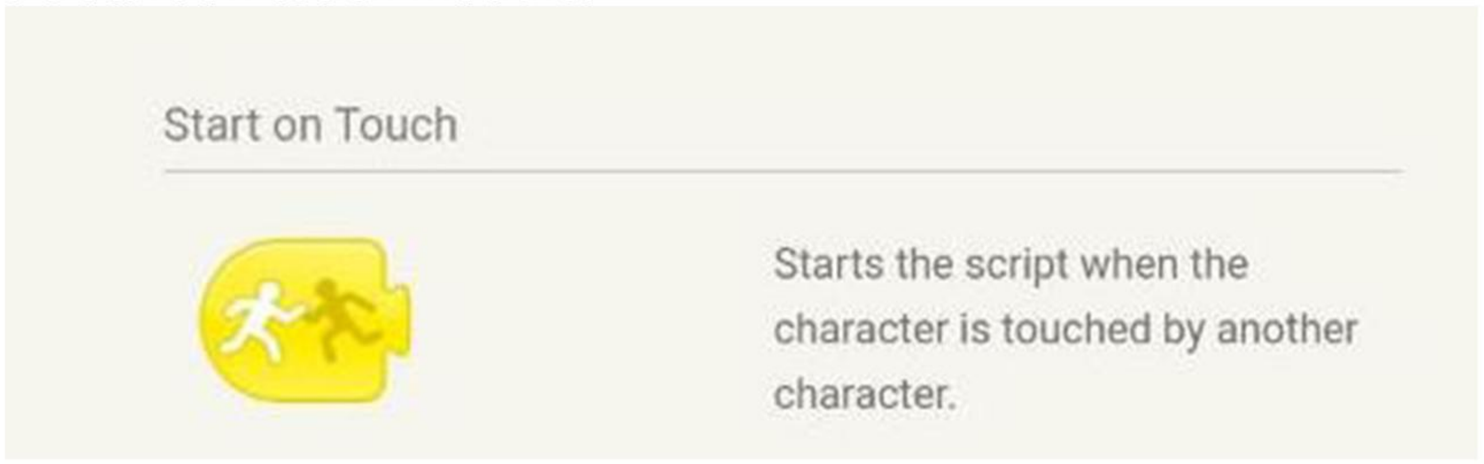


（4） Program the boy to keep moving to the right.



5、How to switch to the “Wins” screen when he reaches the finish line?(40min-45min)

（1） Add a start on touch module.



（2） Create a boy’ s “Win” screen.



（3） Adjust the screen layout.



（4） Program it so that, when the boy reaches the finish line, it switches to the boy’s “Win” screen.



6、How to program the girl to run to the finish using keyboard controls? (45min-50min)



7、How to switch to the “Win” screen when she reaches the finish line?(50min-55min)

（1） Add a girl’s “Wins” screen.



（2）Program it so that, when the girl reaches the finish line, it switches to the "Wins" screen.



8、 How can we add a delay for the boy to increase the girl' s chances of winning? (55min-60min)



Exercise Time:(60min-75min)

Teachers guide students to create roles, by adding a waiting module to the role of the little boy, increase the chance of the little girl to win, and guide students to a human-machine race.

Summary: (75min-90min)

The teacher concludes by asking questions.

1、In this lesson, we have designed a summer sports meeting, which can realize the race between characters.

2、In this lesson, we learned that controlling the movement of a character requires a module called (Motion module).

3、How can the little boy keep moving to the right? (Cycle module)

4、What is used to control the movement of little girls? (press button)

5、What modules do we need to add to little boys in order to make little girls more likely to win? (waiting module)

Throughout this process, make the children the main participants, encouraging them to think independently and develop logical reasoning skills. Facilitate group discussions to allow students to share ideas, helping to build their speaking and listening skills. Using a game format with rewards can further boost their enthusiasm and engagement.

Clean-up and Organization: (90min+)

Students organize and sort the ICQbot set and blocks, fostering organizational skills and classification ability.

Traffic Light

Course Overview:

In this lesson, students will construct a traffic light system to control the lights on the ICQbot. Through programming, students will learn to manage the traffic lights and implement the effect of characters moving when the green light is on. This lesson also can cultivate students' awareness of traffic safety.

Teaching Objectives:

1. Understand the function of traffic lights.

2. Foster students' awareness of traffic safety.

3. Master programming to control the lights on the ICQbot.

Course Introduction:（0min-10min）

1. Introduction to the Lesson: Begin by asking students if they know about traffic lights. Encourage participation by posing questions to engage students, leading to a discussion about the purpose of traffic lights. Introduce the lesson task: Now that we all recognize traffic lights, can anyone tell me their function? In this lesson, we will simulate traffic lights using the ICQbot, controlling the lights through programming and initiating character movement when the green light is on.

2. Guiding Questions: Encourage students to think about how to achieve this effect using an inquiry-based approach. For example, ask, "What is the function of a traffic light? How can we change the timing of the traffic light switches? How can we program the

character to start moving when the green light is on?" Select three students to respond and praise them, prompting further thought. Summarize that traffic lights direct traffic, and we will use a waiting module to control the switching time between colors and a receive information module to trigger character movement.

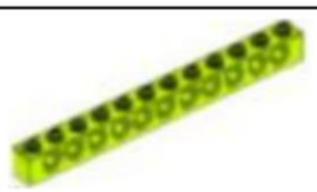
New Knowledge:



Lights that flash in nine colors

Preparation:

Prepare the classroom by arranging the seating area and guiding students to sit in their assigned spots. Organizing the space beforehand ensures that students can quickly settle into the lesson.

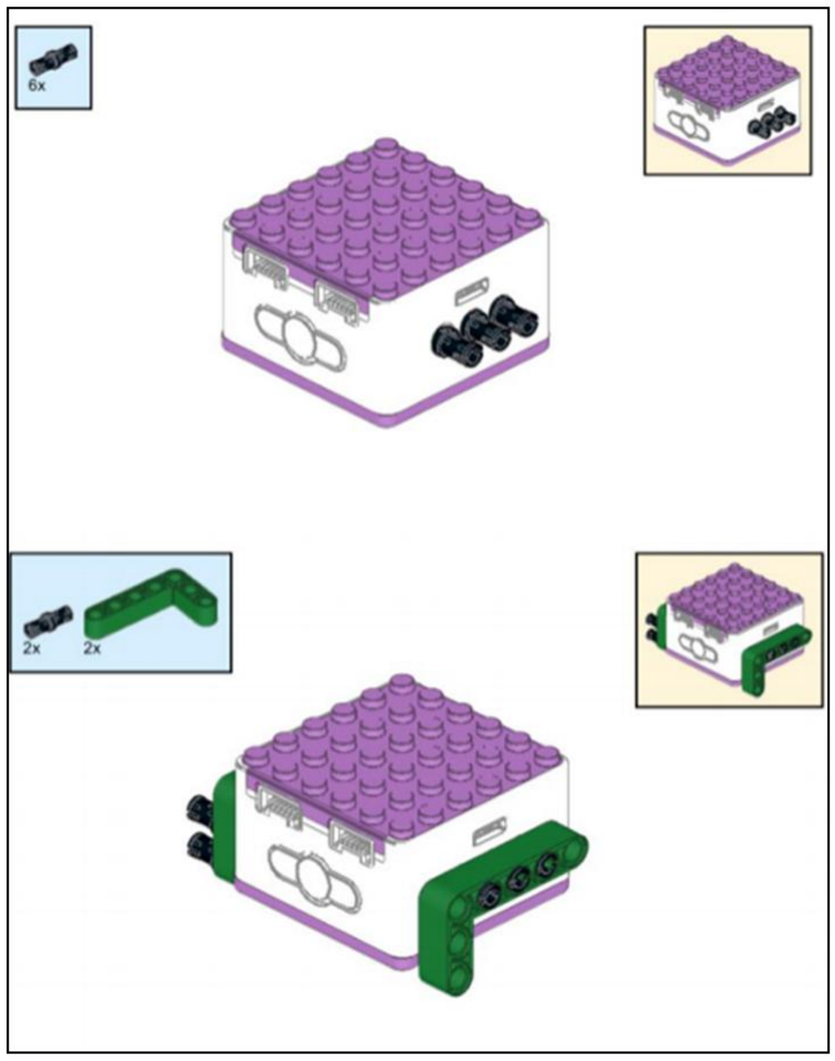
Equipment Checklist			
Item Type	Item Name	Part Image	Quantity
Building Blocks	Friction Pin		10
	2×16 Plate		2
	1×15 Convex beam		2
	1×7 Convex beam		2
	1×11 Convex beam		2
	3x5 L-Shaped Beam		2

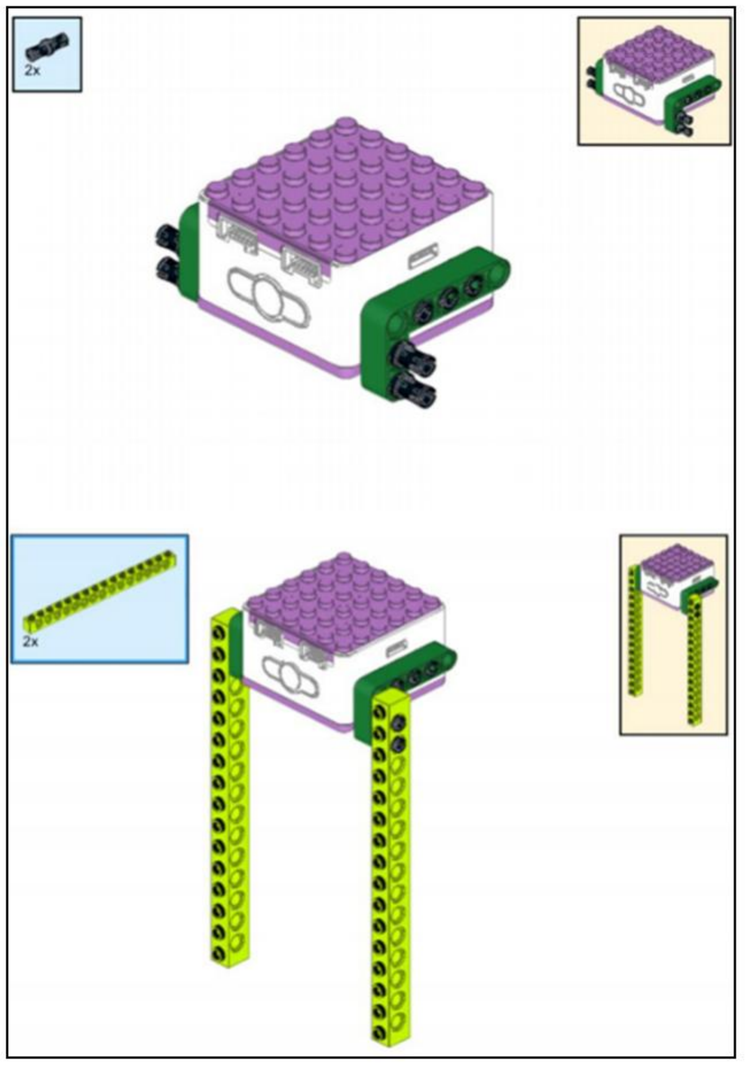
Handing Out Parts : (10-15 minutes)

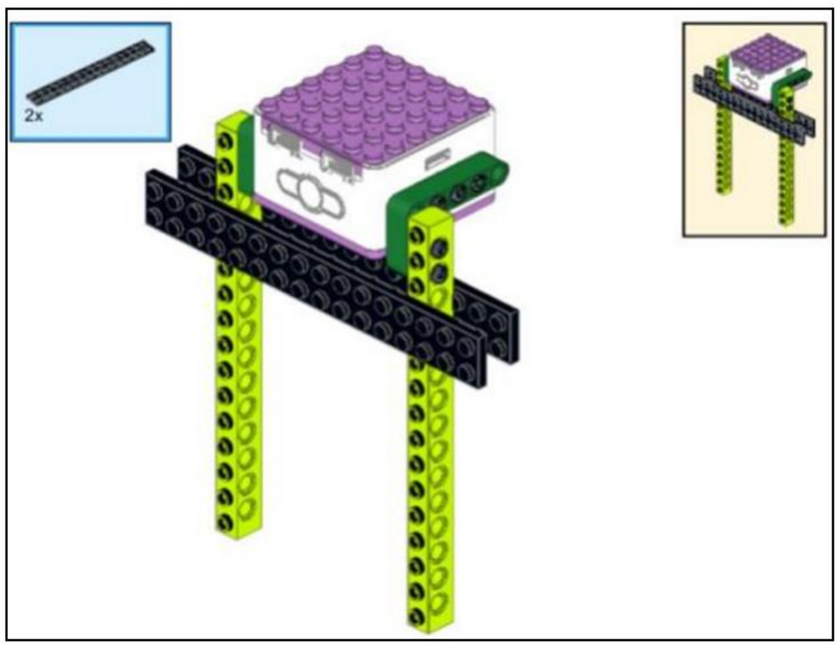
Distribute parts, providing each student with a set. Use phrases like, "I see that some students are seated; I′ m going to give them their parts," to maintain classroom order.

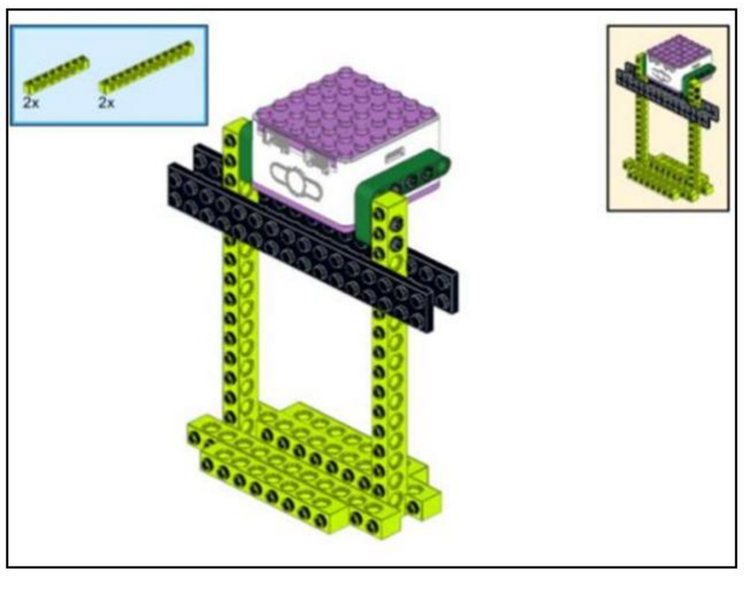
Building the Project : (15min-25min)

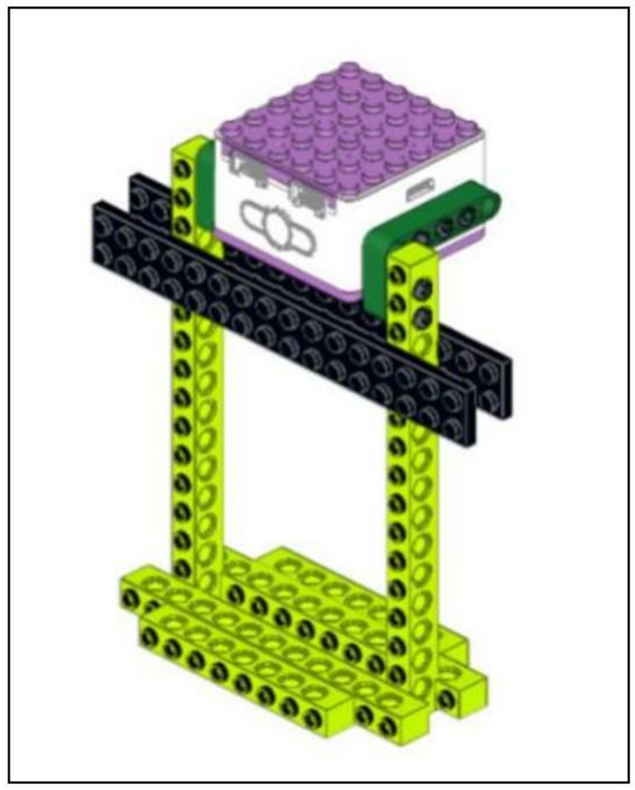
Guide students in constructing their projects.







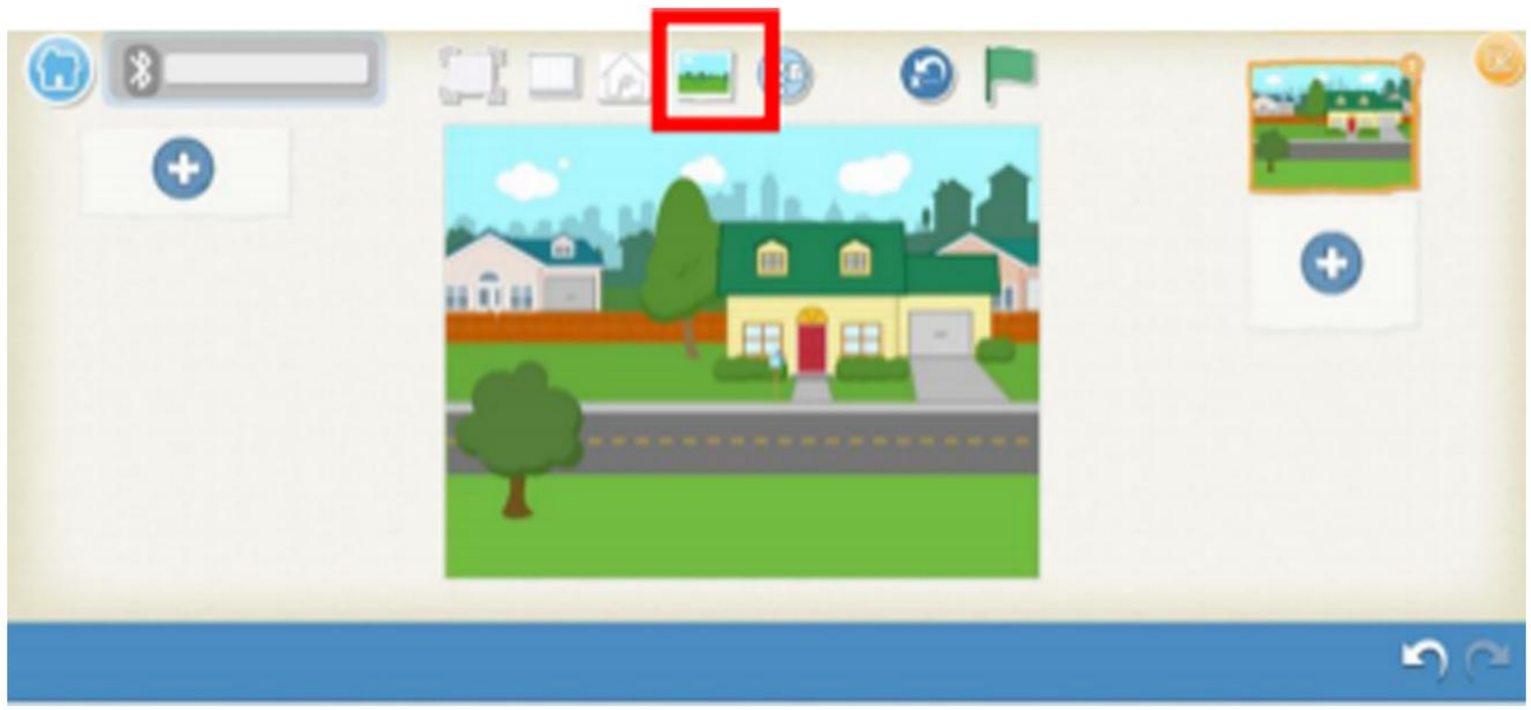




Programming Explanation：(25min-55min)

1、Adding Characters and Background (25min-30min)

（1） Choose a highway as the background for the traffic light.



（2） Add characters such as a father and child, placing them appropriately.



2、LED Light Module(Let's get the different lights on)(30min-35min)

Use the LED Light module to control the ICQbot's lights, with a selection of nine colors available. (As shown below)



3、Control green lights up. (35min-40min)

(1) Start the program by clicking the green flag. (Check to see if the lights are working!)



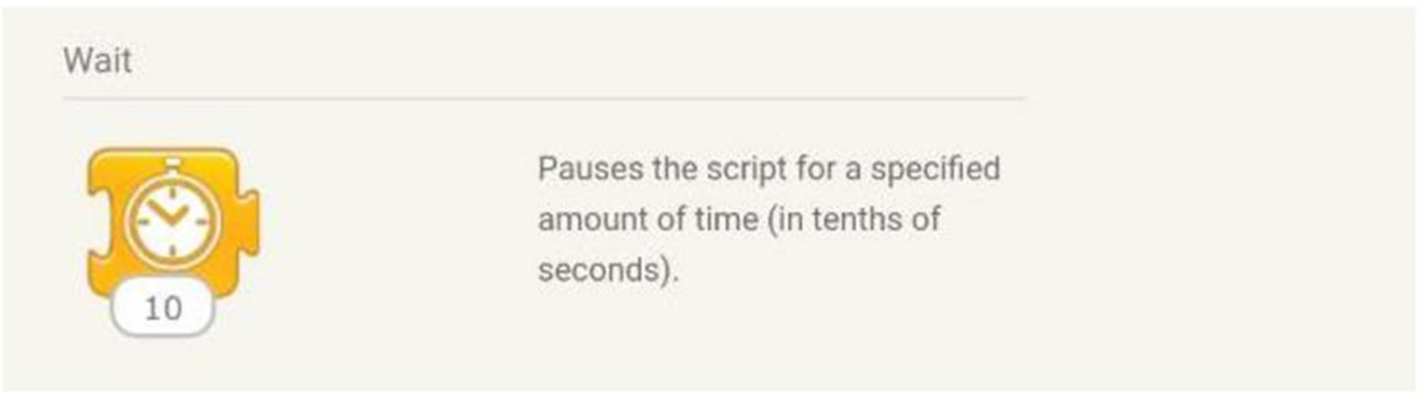
(2) Light the green.





4、Turn on the green and red lights.(40min-45min)

(1) Wait module.

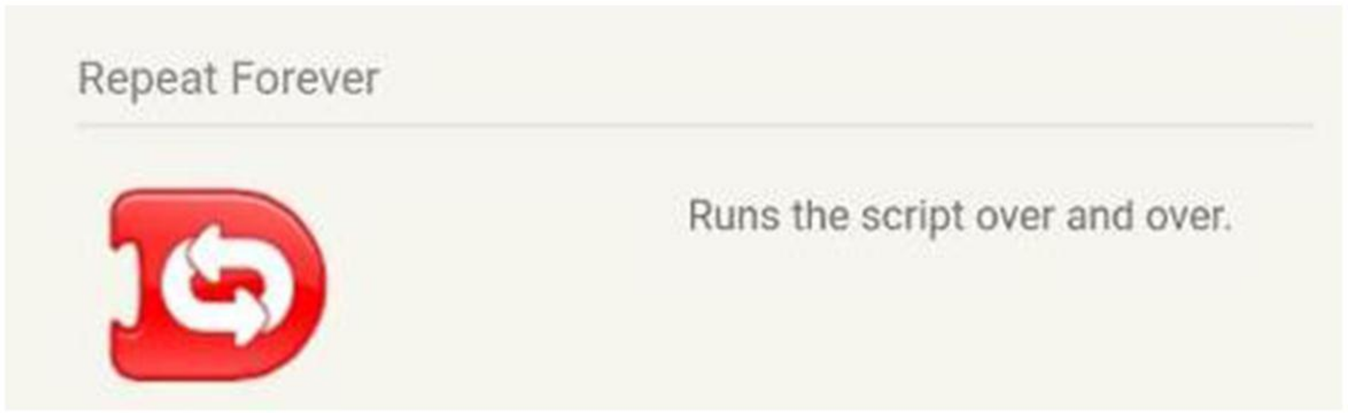


（2） Let the green light go on for eight seconds before the red light goes on.



5、Green Light for 8 Seconds, Red Light for 8 Seconds, Yellow Light for 3 Seconds, Repeatedly（45min-50min）

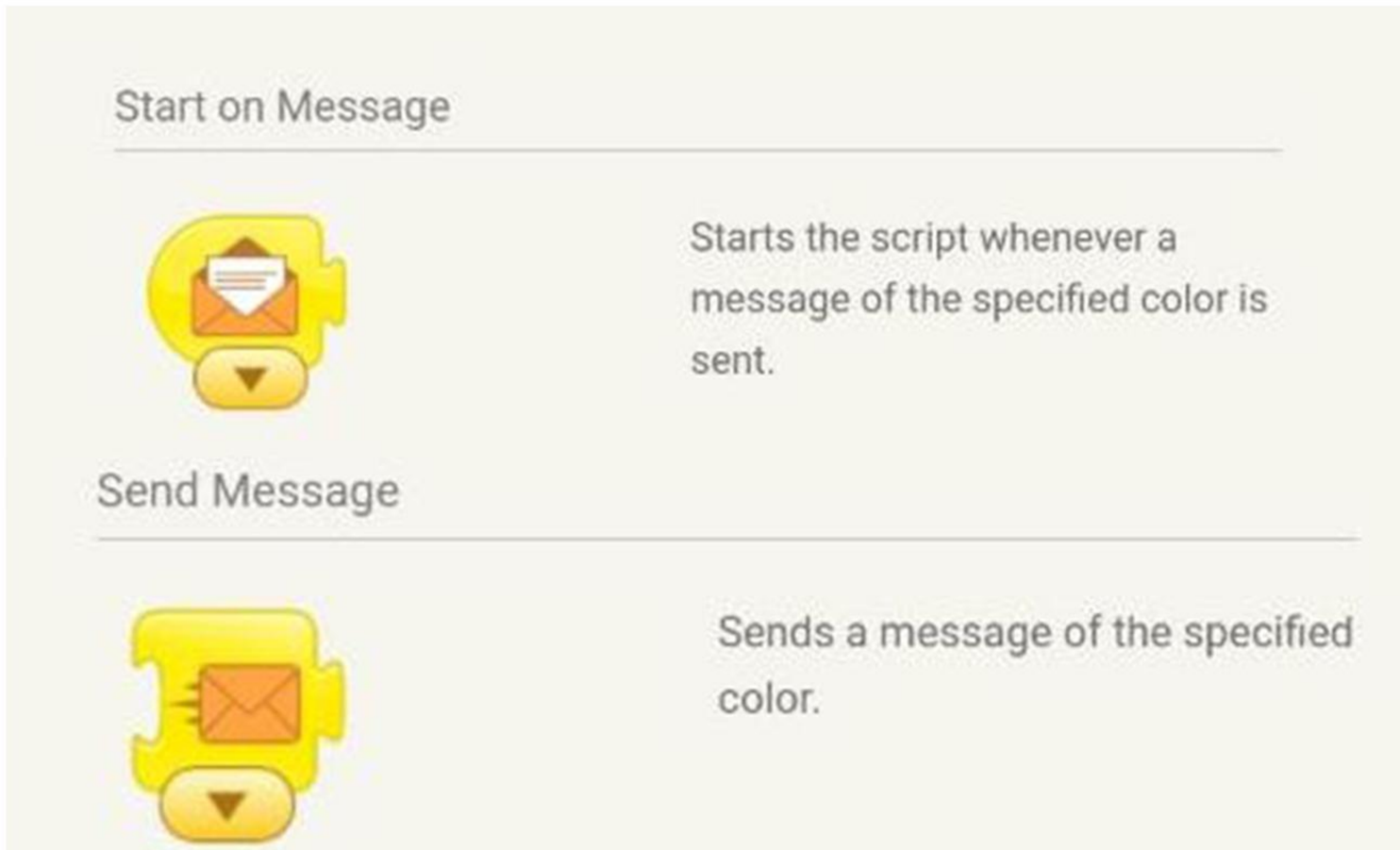
（1） Repeat Forever module.



（1） Use the Repeat Forever module to cycle through green for 8 seconds, red for 8 seconds,and yellow for 3 seconds.



6、Introducing New Modules (Start on Message/Send Information Module) (50min-55min）



7、The child crossed the road when the green light came on. （55min-65min）

The message is sent when the light is green, and the child begins to exercise after receiving the message.。



8、Expansion Activity：(65min-75min)

Teachers organize students to do outreach activities together, when the yellow light, the children jump in place.



Summary：(75min-90min)

The teacher concludes by asking questions.

1、What type of light did we create today? (Traffic Light)

2、What is the function of the traffic light we built? (To direct traffic)

3、Traffic lights come in three colors. How do we control the timing for each light? (Using the waiting module)

4、What module do we use to send messages when the green light is on? (Send message module)

5、What module is used to control the character's movement when the green light is activated? (Receive message module)

During this process, make the children the focal point, encouraging them to think critically to enhance their logical reasoning skills. Facilitate group discussions to improve their oral communication and listening skills, thus fostering greater engagement.

Clean-up and Organization: (90min+)

Students organize and sort the ICQbot kit and blocks, fostering organizational skills and classification ability.

Sharp Eyes

Course Overview:

In this lesson, we will design a “Sharp Eyes” game, utilizing an tilt sensor to build a remote control handle. The character will move left and right based on the inclinometer’s readings to catch falling designated characters, thereby achieving the effect of the “Sharp Eyes” game.

Learning Objectives:

1. Familiarize students with games that test visual acuity.

2. Encourage students to develop habits for protecting their eyesight.

3. Master the use of the tilt sensor.

Course Introduction:（0min-15min）

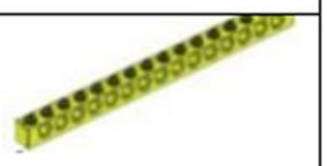
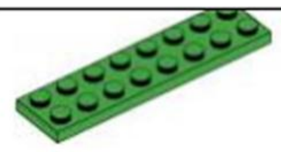
1. Introduction to the Course — It’s Time to Test Eyesight! (Let’s Find the Differences)



Engage students through questions to actively participate in discussing the importance of eye health. This leads to the task for the lesson: We all know that protecting our eyes is important. What games do you know that test your eyesight? Let’s design a game to test our visual acuity together! In this lesson, we will design a “Sharp Eyes” game, constructing a remote control handle that utilizes the tilt sensor to move the character left and right to catch the falling designated characters.

2.Use an inquiry-based teaching approach to encourage students to think independently. Ask questions such as, “What type of sensor can we use to control the character’s left and right movements?” Select two students to answer and praise them, prompting further thought. Ultimately summarize that we need a sensor to control left and right movements, so we will use a tilt sensor.

Preparation

Item Type	Item Name	Quantity	Image
ICQbot Interactive Programming Robot	Master Controller	1	
	Tilt Sensor	1	
Building blocks	Friction Pins	4	
	1x16 Brick with 15 Holes	2	
	2x8 Plate	4	

Prepare the classroom by arranging the seating area and guiding students to sit in their assigned spots. Organizing the space beforehand ensures that students can quickly settle into the lesson.

Handing Out Parts : (15-20minutes)

Distribute parts, providing each student with a set. Use phrases like, "I see that some students are seated; I’m going to give them their parts," to maintain classroom order.

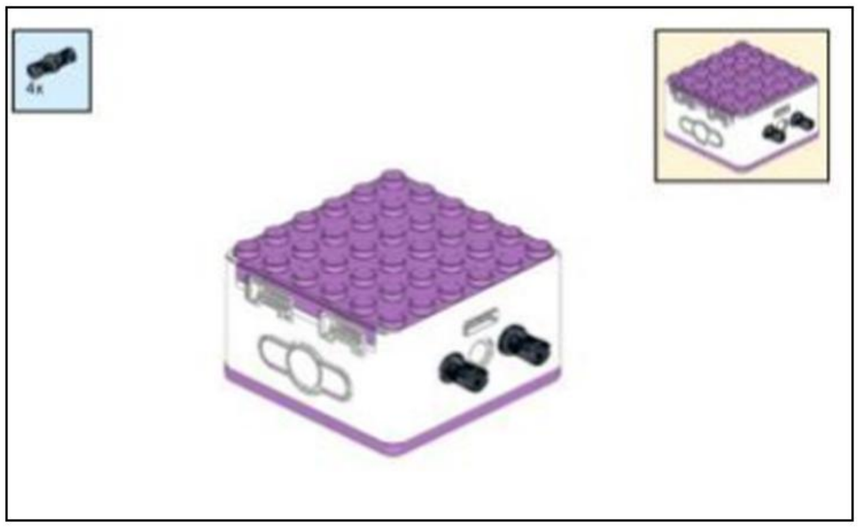
New Knowledge: (20min-25min)

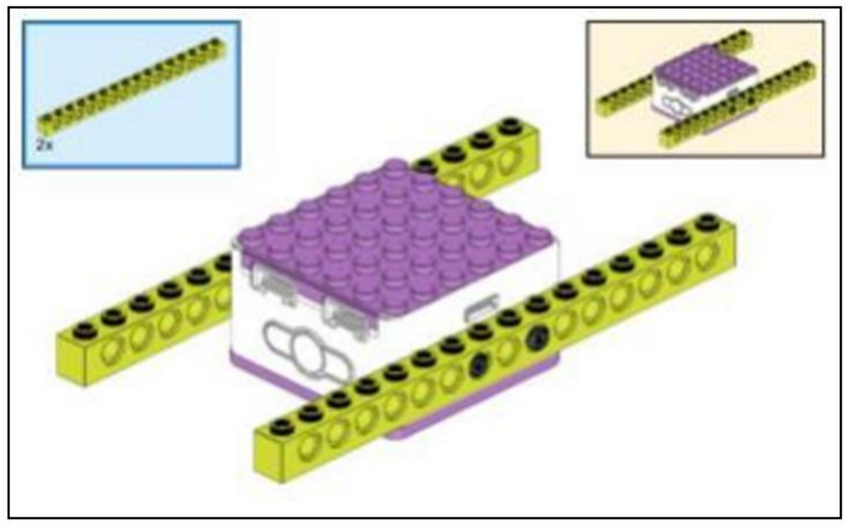
Connect to the blue input

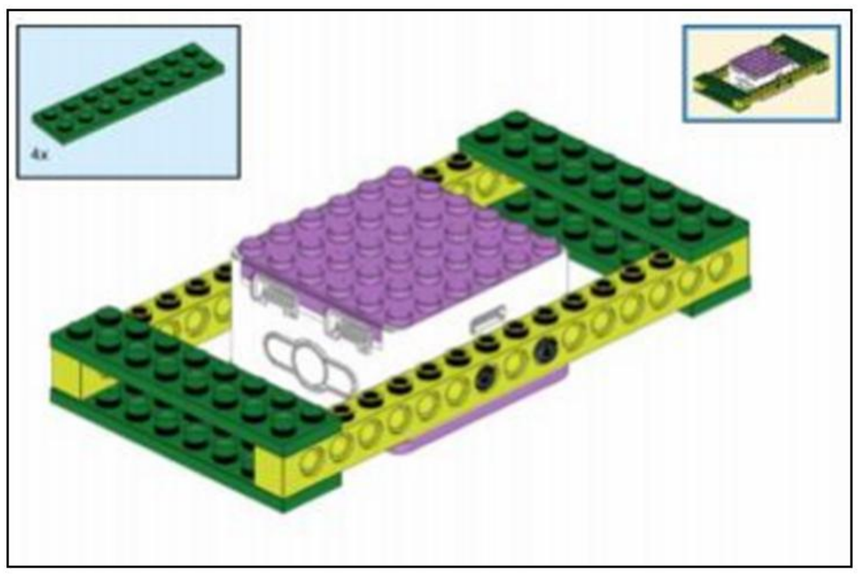


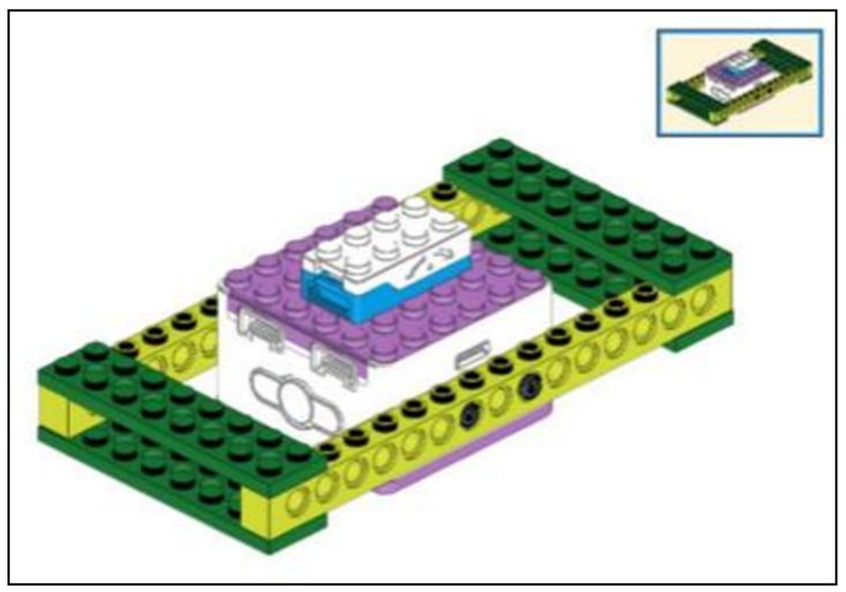
Building the Project: (25min-35min)

Guide students in building their projects.









Program Explanation:(35min-65min)

1、Designing the First Level Scene and Character (Designated Character: Fish)

(35min-37min)



2、Setting Fish, Chicken, and Duck to Move Downward in a Loop.(37min-40min)

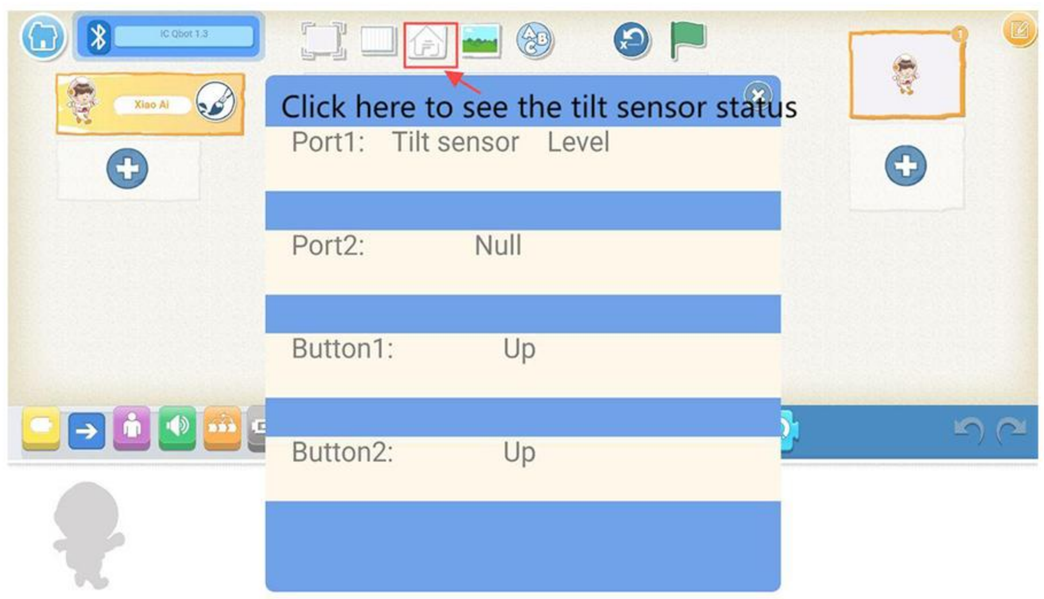


3、How to Control the Girl’ s Left and Right Movement Using the Tilt Sensor? (40min-45min)

（1）The tilt sensor has four states: forward tilt, backward tilt, left tilt, right tilt.



（2）Determine which port the tilt sensor is connected to.



（3）Control the girl’ s left and right movements using the tilt sensor.



4、How to Program for the Fish to Transition to the Second Level Upon Collision? (45min-50min)

（1）Create a new scene and design the second level with the designated character (Earth).





5、How to Program for the Chicken and Duck to Transition to a Game Over Page Upon Collision? (50min-55min)

（1）Design game failure scenarios.



（2）Set the chicken and duck to enter the game failure page after being touched.



6、How to achieve football, basketball is encountered after the program into the game failure interface?(55min-60min)



7、How to enter the successful interface of the game after the earth is touched by the program?(60min-65min)



(2) The program realizes that the earth is touched and enters the game success interface.



Exercise Time: (65min-75min)

Guide students to build the remote control handle and organize them to control the character′ s left and right movements using the tilt sensor, catching each designated character that falls.

Summary: (75min-90min)

The teacher concludes by asking questions.

1、Today, we created a really fun game. What is this game called? (Sharp Eyes)

2、We built a remote control handle to enable body-sensing control of the character′ s left and right movements. What is the magical sensor we used? (Tilt Sensor)

3、In this lesson, we all learned about the tilt sensor. Can you remember the states of the tilt sensor? (Forward tilt, backward tilt, left tilt, right tilt)

Encourage students to take the lead in discussions, which helps cultivate their logical thinking skills. Use group discussions to enhance their verbal expression and listening abilities. Implement a rewards system through games to boost student engagement.

Clean-up and Organization: (90min+)

Students organize and sort the ICQbot set and blocks, fostering organizational skills and classification ability.

The Flying Bird

Course Overview

In this lesson, we will design a game interface using a distance sensor to create a wearable device that will be strapped to the leg. By moving the leg, students will control a character to dodge obstacles, achieving the effect of exercising while playing a game.

Learning Objectives

1. Understand the necessity of physical exercise.
2. Cultivate a love for sports among students.
3. Master the use of the distance sensor.

Course Introduction:（0min-10min）

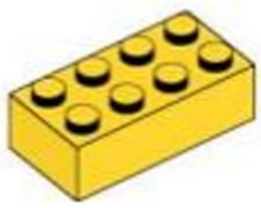
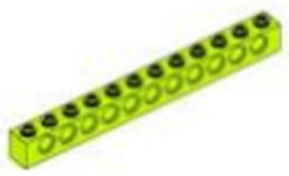
1. Course Introduction — What Is Your Favorite Sport?

Engage students with questions to prompt active participation, helping them understand the importance of exercise and introducing the lesson′ s task: We all know that exercise is important, but games are also a lot of fun. Is there a way to play games while exercising? In this lesson, we will design a jumping game, and build a wearable device to be worn on the leg. Through leg movements (jumping), we will control the character, a bird, to fly up and dodge obstacles, achieving the effect of exercising while playing a game.

2. Guiding Students to Consider Which Sensor to Use:

Employ an inquiry-based teaching approach to encourage students to think independently. Ask questions like, "What type of sensor can help us achieve this effect?" Select two students to answer and praise them, fostering further thought. Ultimately summarize that we need a sensor to control the character′ s movements through jumping, so we will use a distance sensor that can detect whether we have jumped (changes in distance from the ground).——Distance Sensor

Preparation:

Item Type	Item Name	Quantity	Image
ICQbot Interactive Programming Robot	Master Controller	1	
	Distance Sensor	1	
Building blocks	2x4 Brick	3	
	2x4 Brick	1	
	1x12 Brick with 11 Holes	2	
	1x16 Brick with 15 Holes	2	
	Friction Pins	4	
	13x5 L Hole Beam	2	

Prepare the classroom by arranging the seating area and guiding students to sit in their assigned spots. Organizing the space beforehand ensures that students can quickly settle into the lesson.

Handing Out Parts : (10min-15min)

Distribute parts, providing each student with a set. Use phrases like, "I see that some students are seated; I′ m going to give them their parts," to maintain classroom order.

New Knowledge: (15min-20min)

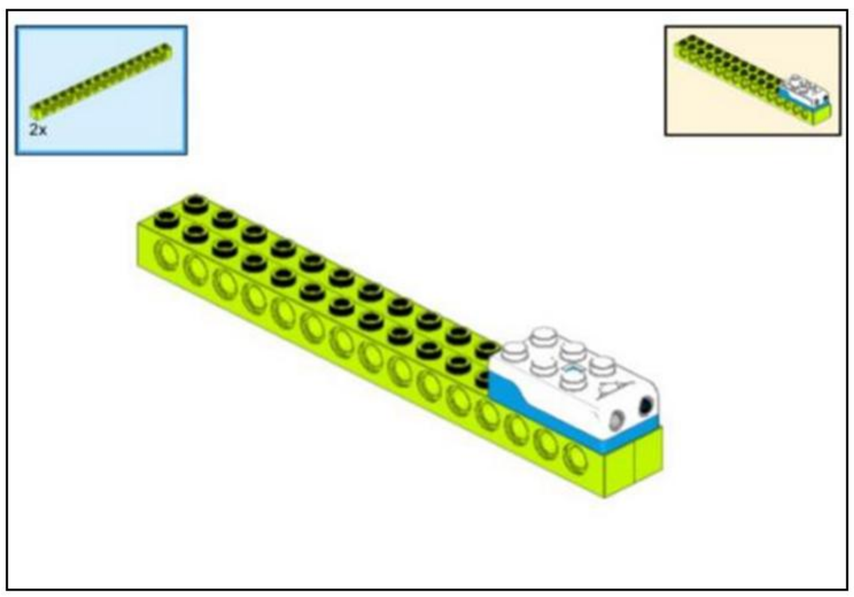
Connect to the blue input

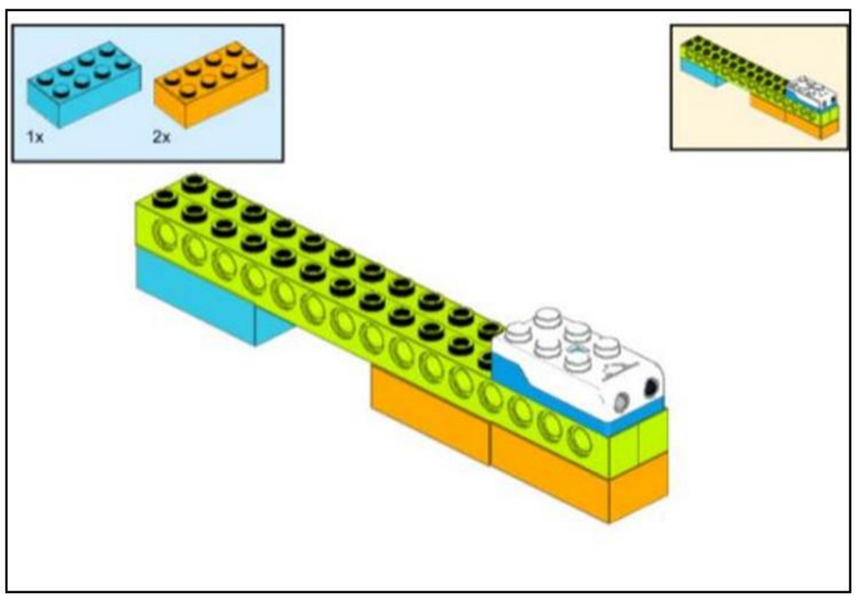


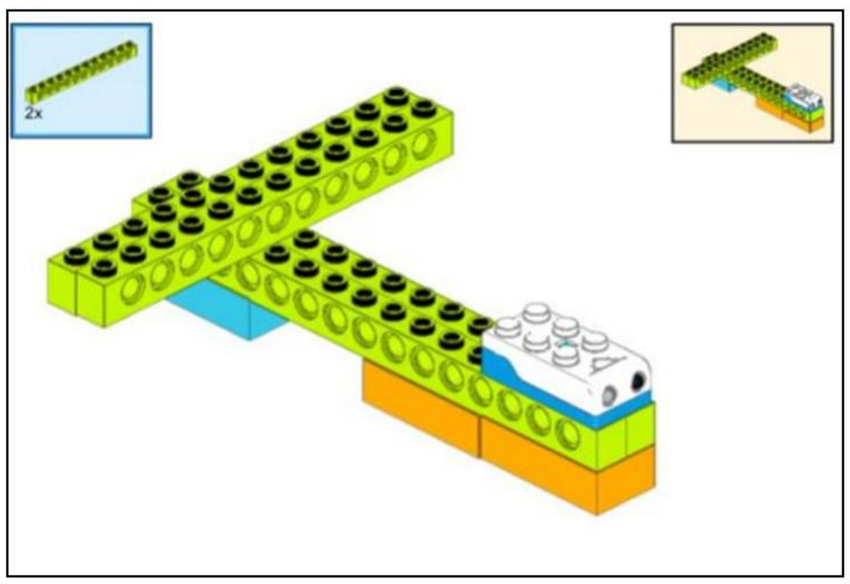
I am the ICQbot distance sensor connected to the blue input port of the main control.

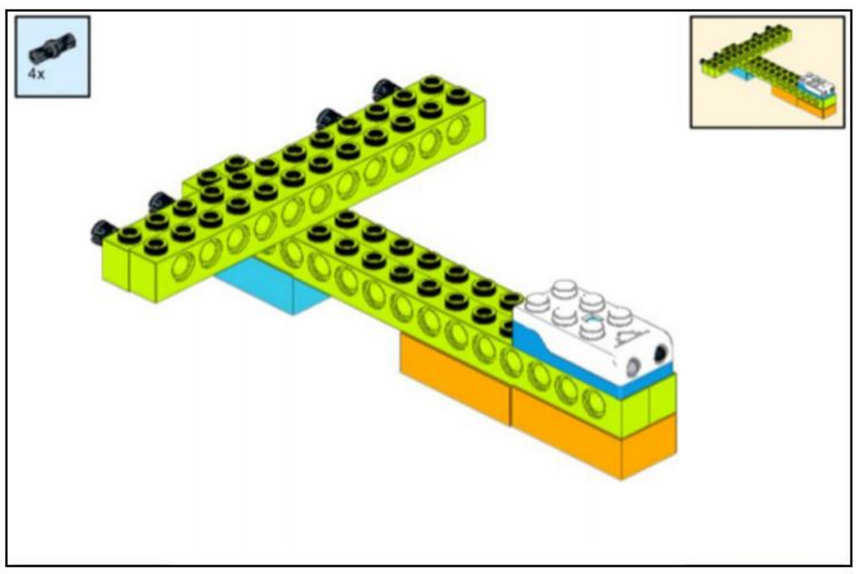
Building the Project: (20min-30min)

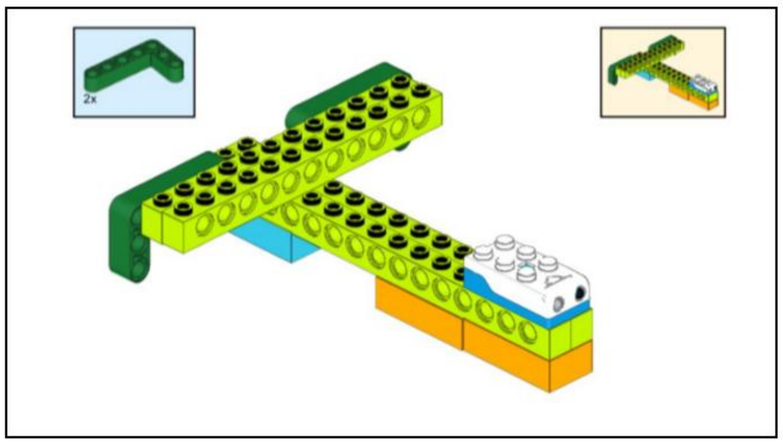
Guide students in building their projects.

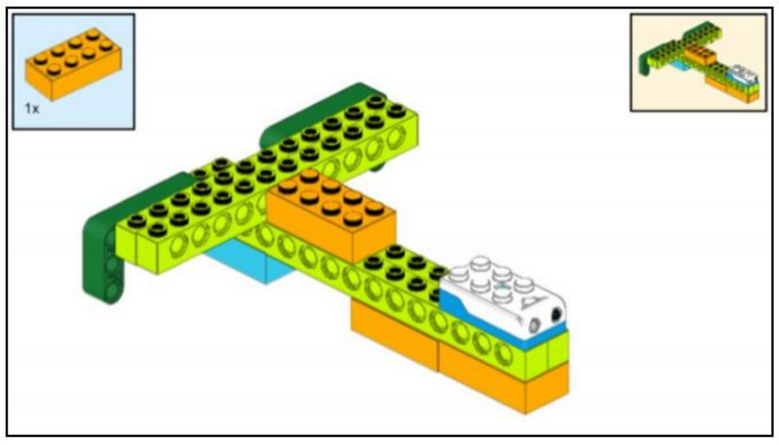


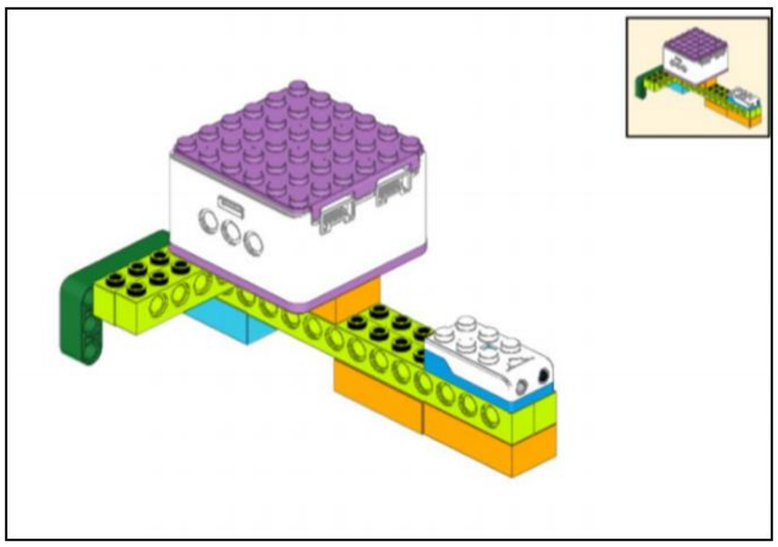












Program Explanation: (30min-65min)

1、Add Characters and Background（30min-45min）

（1）The bird will fly in the sky, so we can choose the sky as the background.



（2）Add the bird and obstacles (columns) and position them appropriately. Make sure to place the bird a bit lower (so that the columns can move up to hit it).



2、Control the Columns to Move（45min-55min）

Simply make the columns continuously move to the left (both columns will be the same).

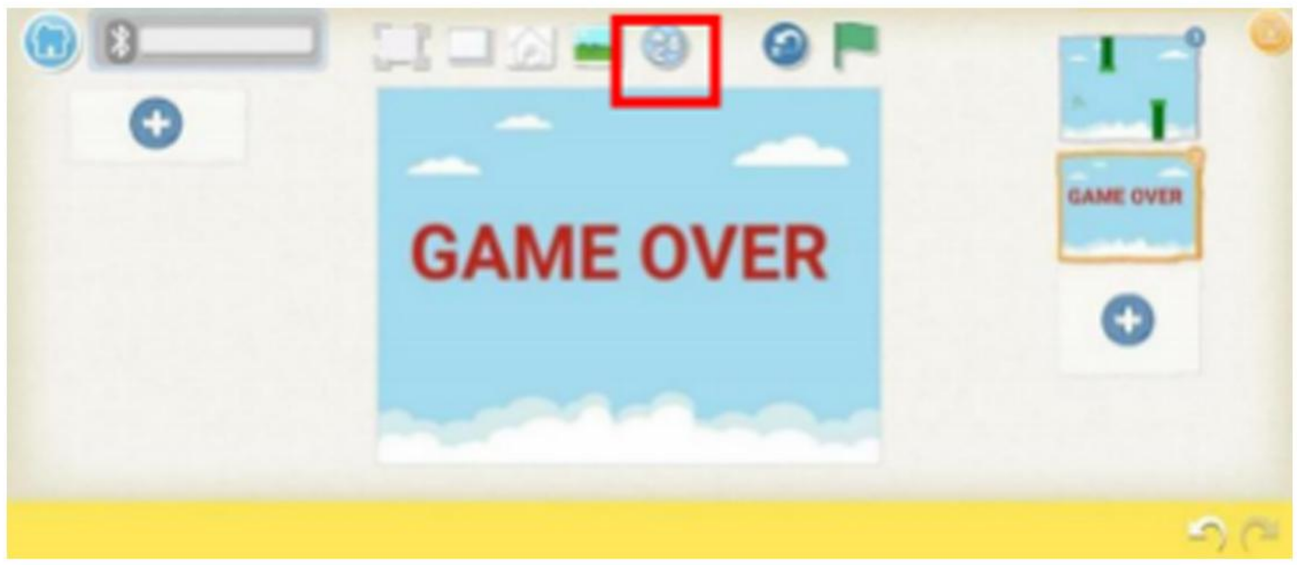


Add Failure Prompt（55min-60min）

（1）Add the failure screen.



（2）Add prompt text.



（3） Switch to screen 2 when the bird is hit.



4、Control the Bird to Fly Up（60min-65min）The distance sensor has three detection states: Close、Medium、Far:Based on tests, when jumping, the distance will be greater . So, when the program starts running, if the distance sensor detects close or medium distances, the bird will move down one step; when the distance sensor detects a far distance, the bird will quickly move up one step.



Exercise Time: (65min-75min)

Guide students to wear the device on their legs and organize them to jump together:

Now please strap the wearable device to your leg, run the program, and let’ s jump together to help the bird dodge the columns.

Summary：(75min-90min)

The teacher concludes by asking questions.

1、Today, we created a really fun game that allows us to exercise while playing. What is this game called? (The Flying Bird)

2、We built a wearable device to achieve the jumping effect, and we used a magical sensor that measures changes in distance. What is this sensor called? (Distance Sensor)

3、In this lesson, we controlled the character in the software by jumping. When does the character jump in the software? (When the distance is far)

Encourage students to take the lead in discussions, which helps cultivate their logical thinking skills. Use group discussions to enhance their verbal expression and listening abilities. Implement a rewards system through games to boost student engagement.

Clean-up and Organization: (90min+)

Students organize and sort the ICQbot set and blocks, fostering organizational skills and classification ability.

Space Transportation Competition

Course Overview

In this lesson, we will have a Space Transportation Competition where students will build a space transport vehicle using the ICQbot main control unit, motors, and a voice recognition module. The vehicle will be programmed to transport materials to designated areas using voice commands, and we will compete to see who can return the materials the fastest.

Learning Objectives:

1. Understand knowledge related to space.

2. Master the use of the voice control module.

3. Control motor movement using voice commands.

Course Introduction:（0min-10min）

Introduction： What do you know about space? By asking questions, students are guided to speak actively, understand some space-related knowledge, and lead to the task of this lesson. In this lesson, we will build a space transporter together, control the motor to carry materials to the designated area through voice programming and compete who can transport the materials back the fastest.

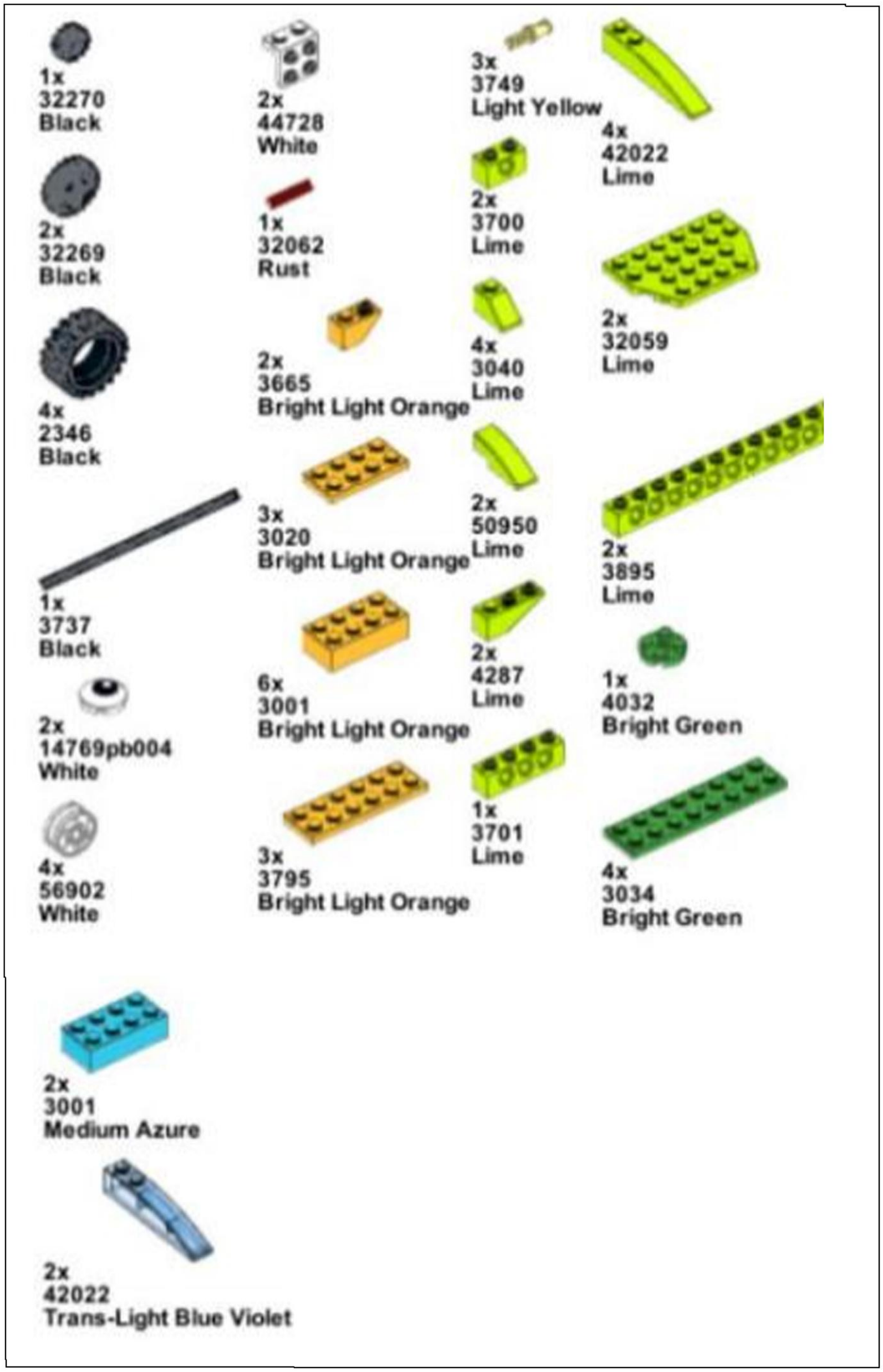
Guide students to think about how to realize the effect of transporting materials by space transporters. Using inspiring teaching principles to mobilize the initiative of students and inspire students to think independently. For example, the way of asking questions:

Students please think about what is needed for the space transport car movement.

What module is needed to control the movement of the space transporter by voice?

Find two children to answer, and praise, and guide the children to think. In the end, space vehicles need motors to move. Voice control space transport vehicle movement needs -voice recognition module.

Preparation:



Organize the classroom space and guide the children to their designated seats. Preparation should ensure that students can enter the classroom state more quickly.

Handing Out Parts : (10min-15min)

Distribute parts, providing each student with a set. Use phrases like, "I see that some students are seated; I′ m going to give them their parts," to maintain classroom order.

New Knowledge: (15min-20min)

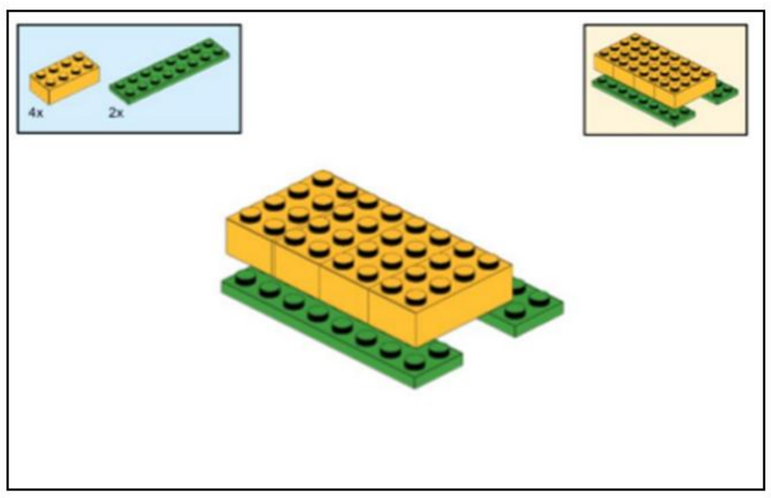
Voice recognition module, connected to the main control blue input.

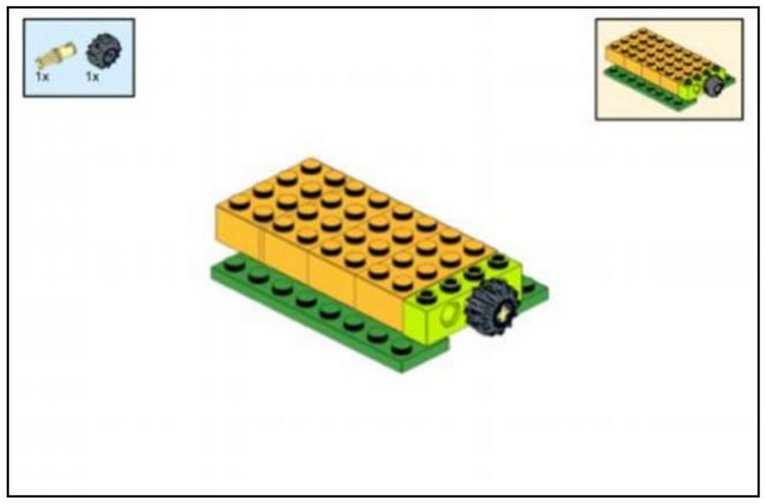


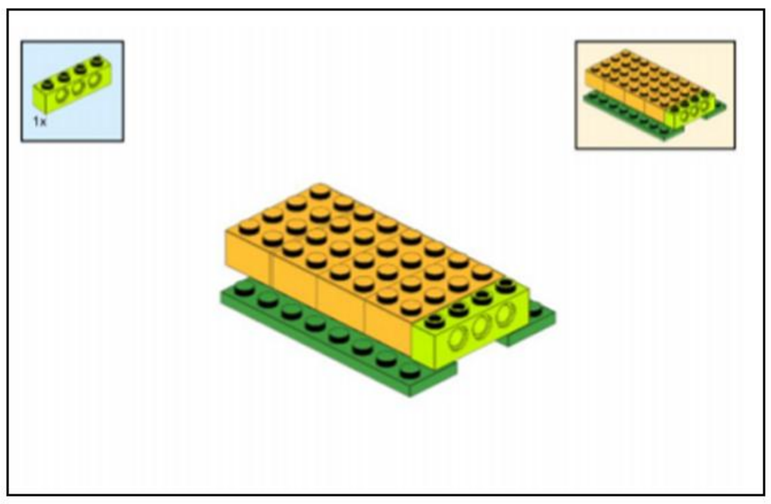
Motor, connected to the main control green output.

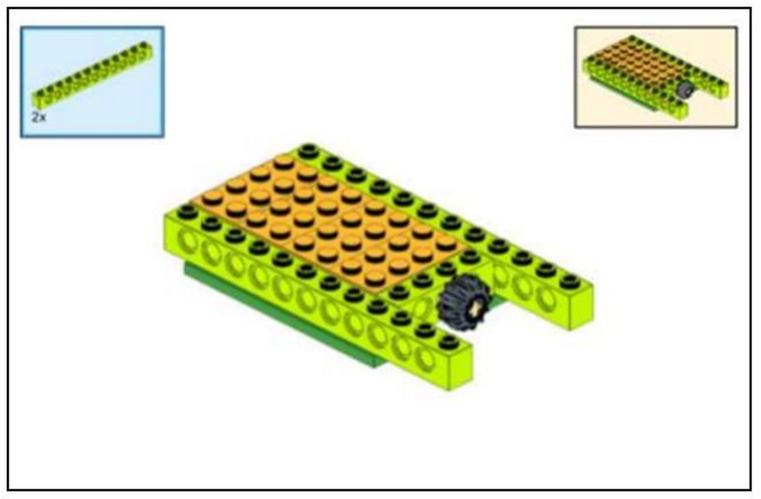
Building the Project: (20min-35min)

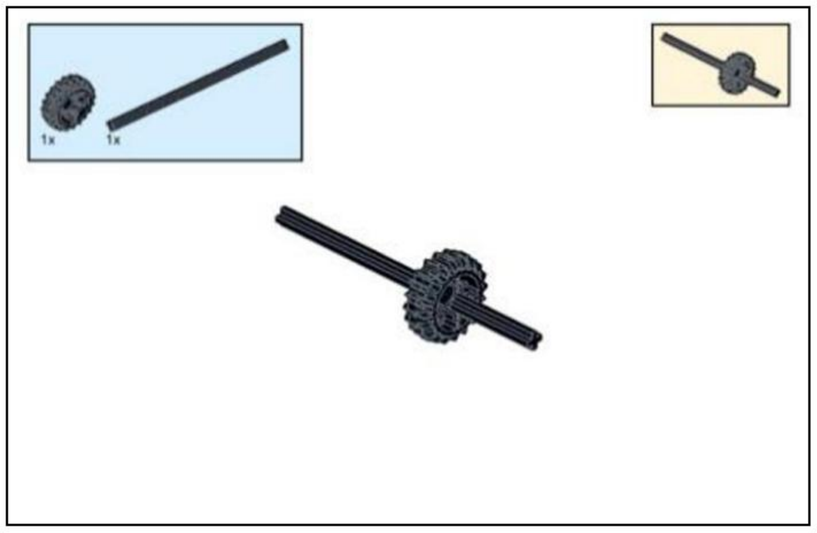
Guide students in building their projects.







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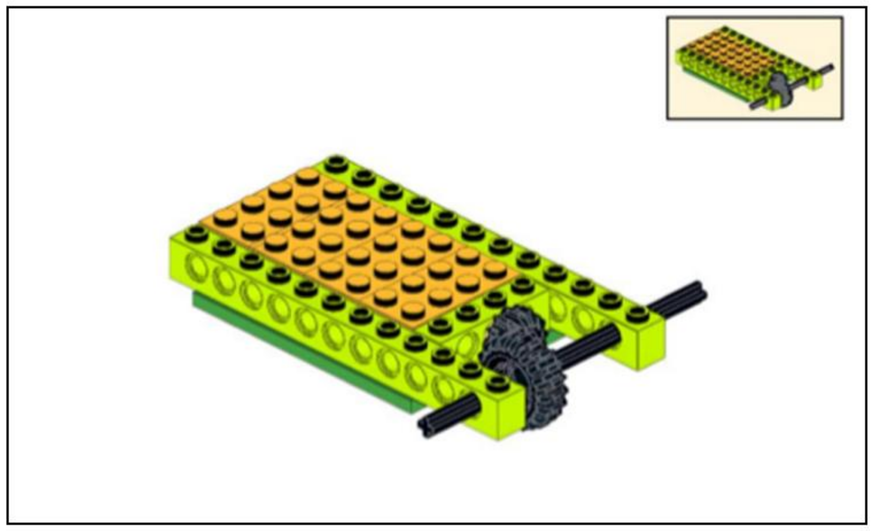

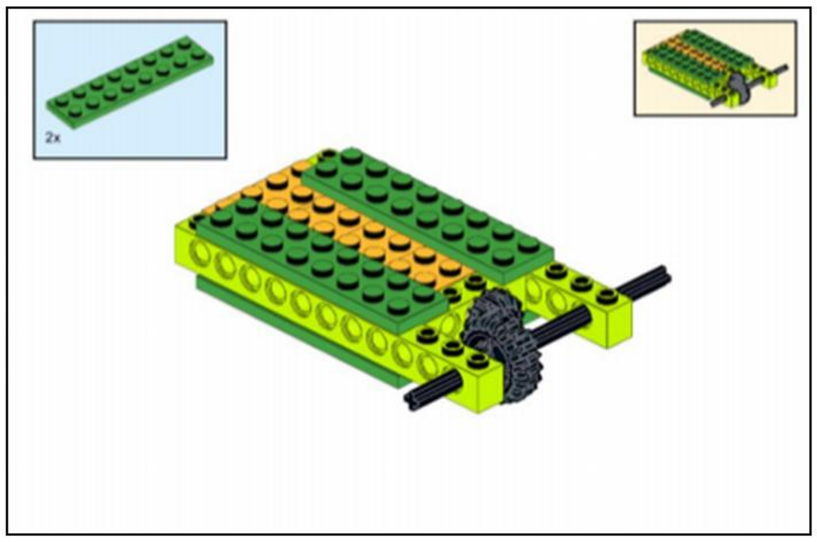
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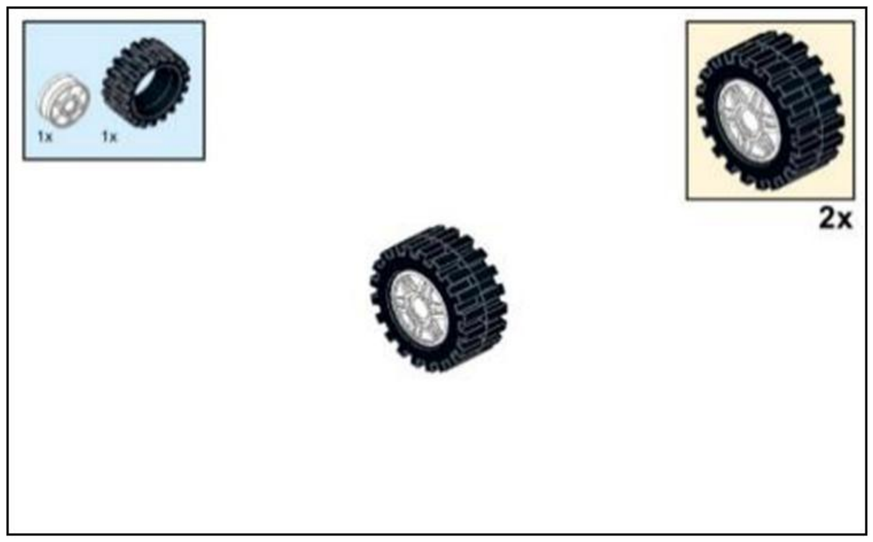
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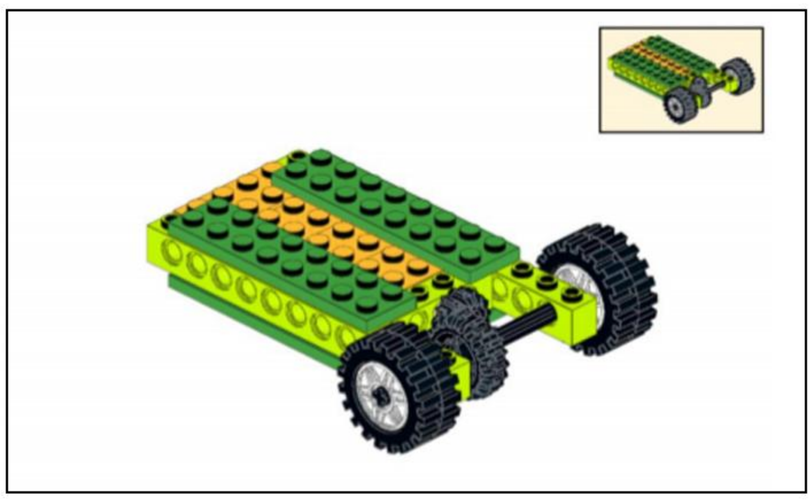

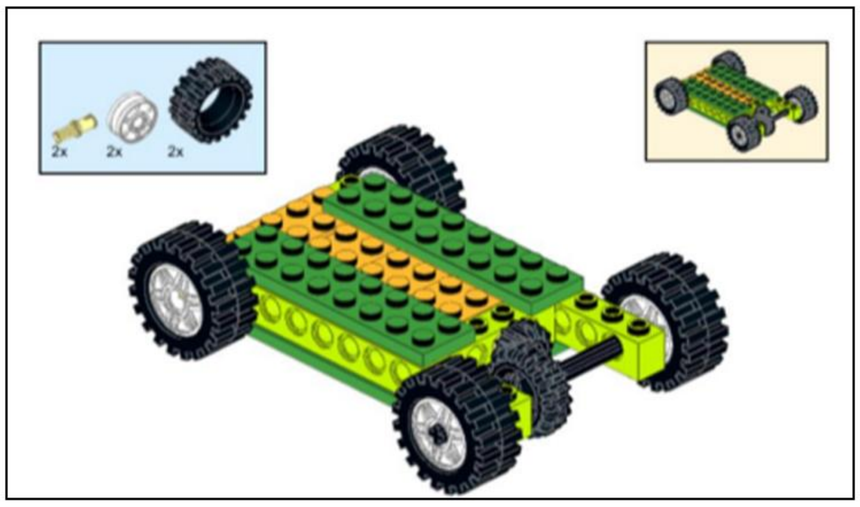
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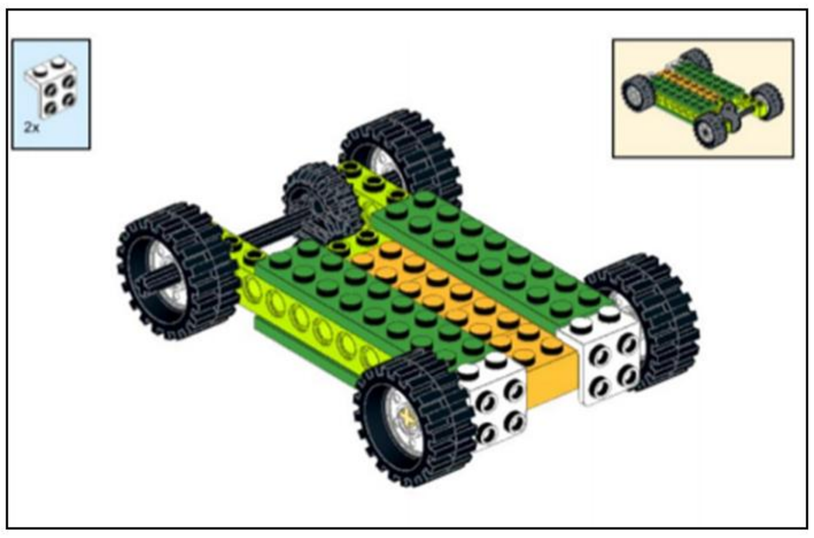
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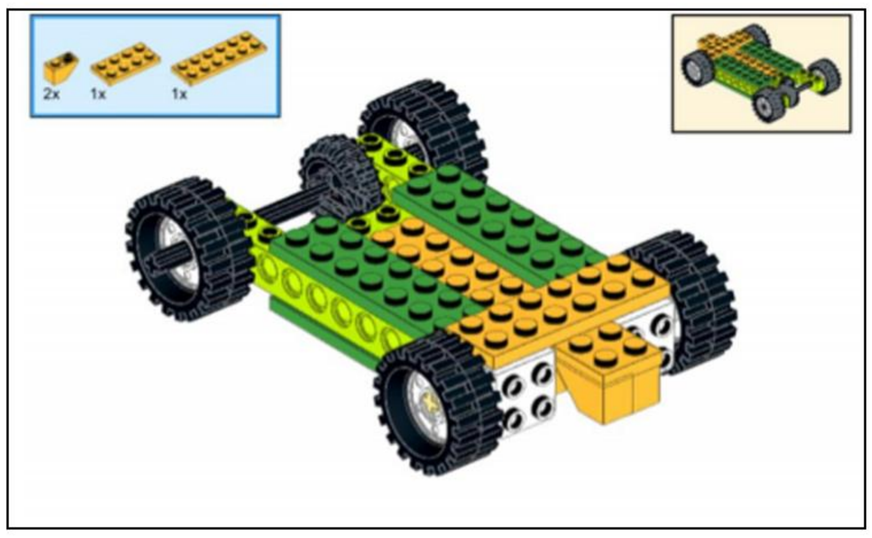
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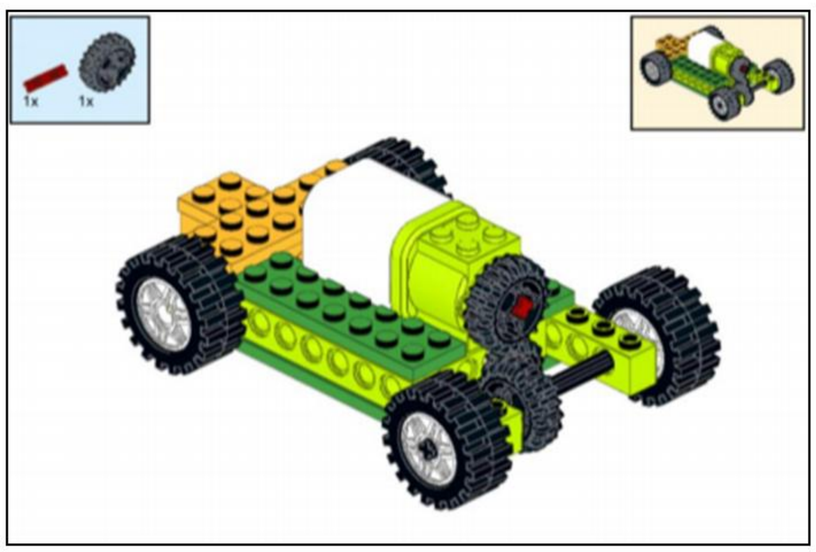
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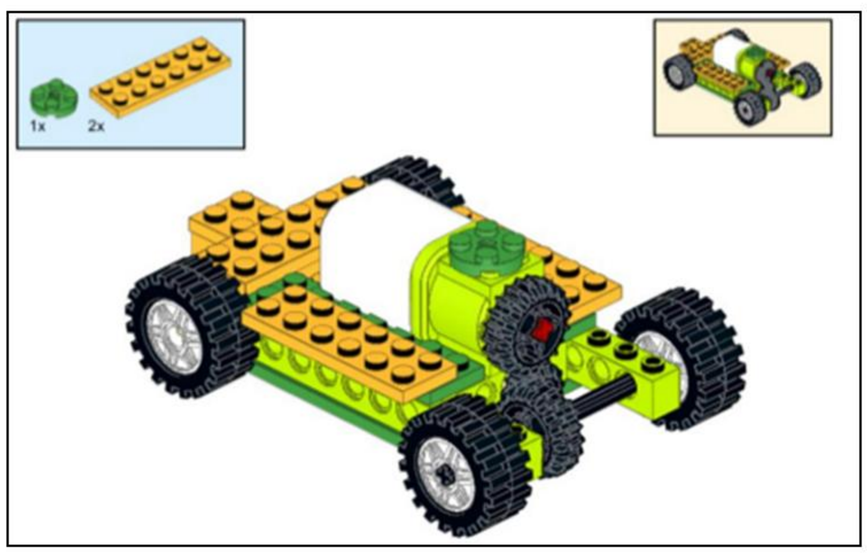
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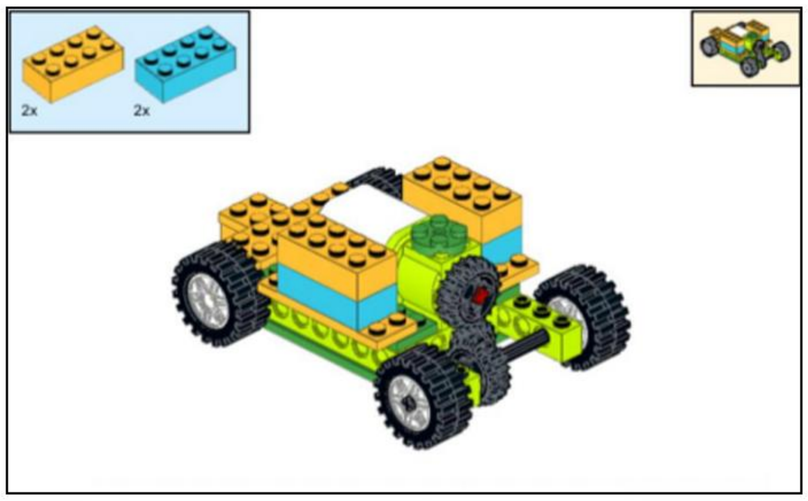
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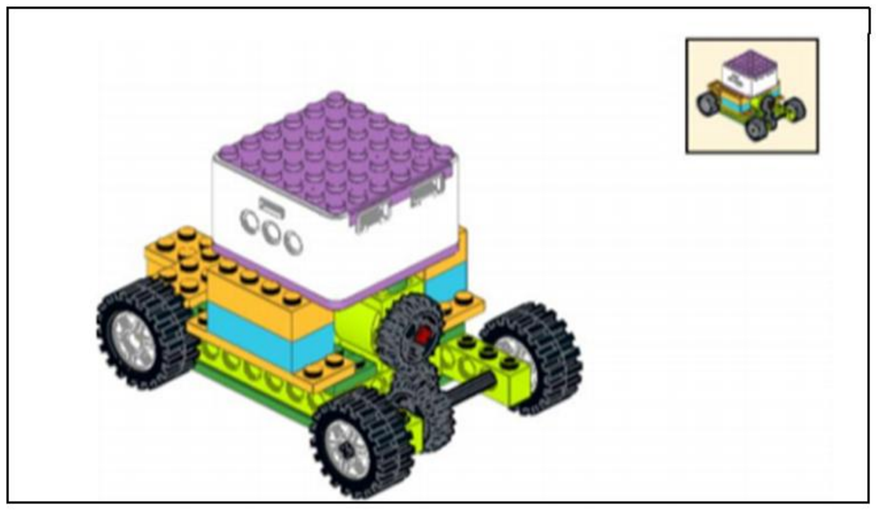


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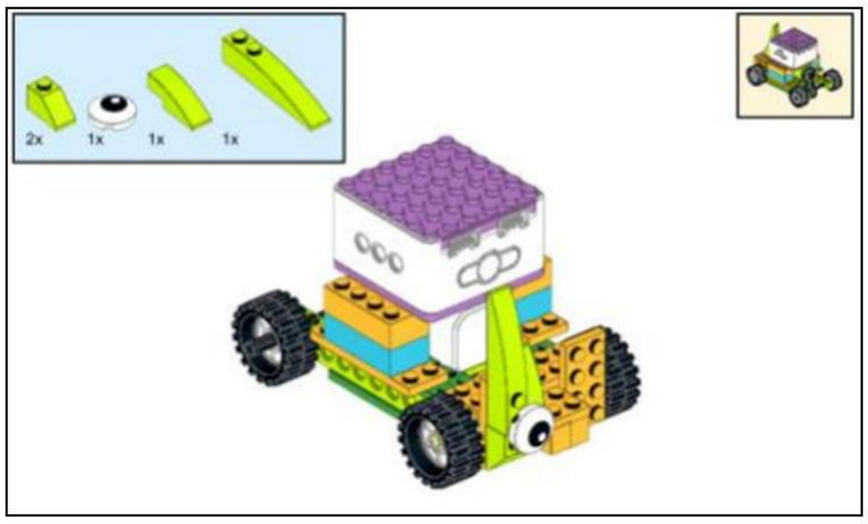
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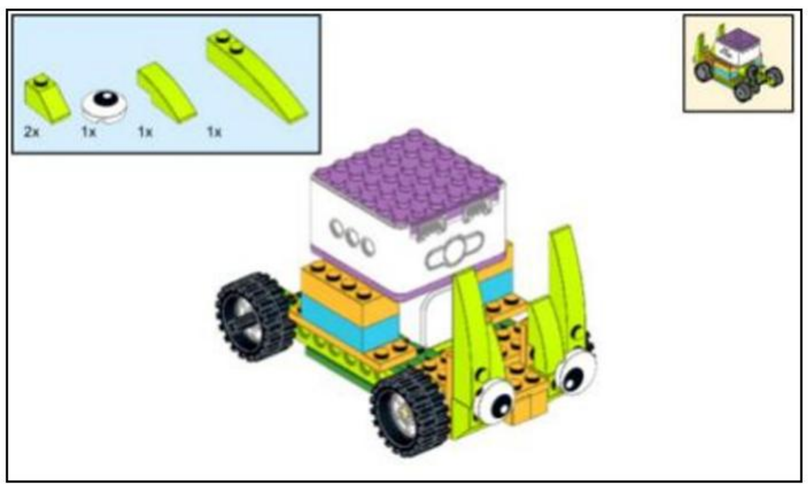
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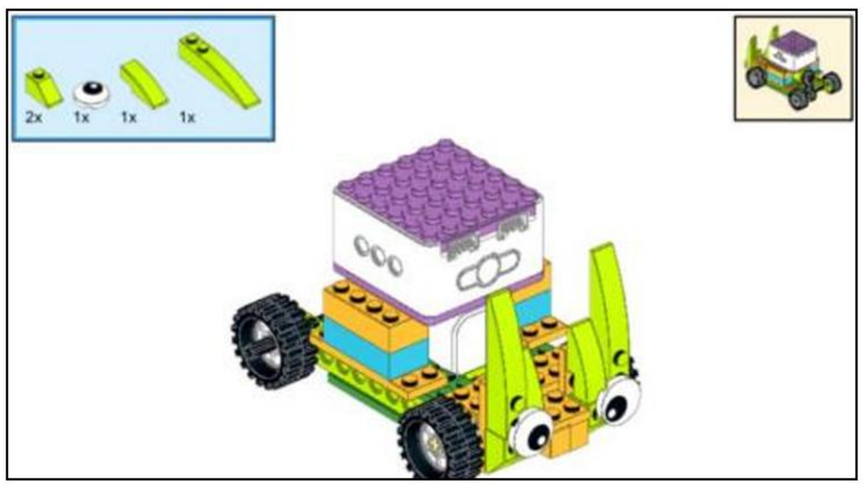
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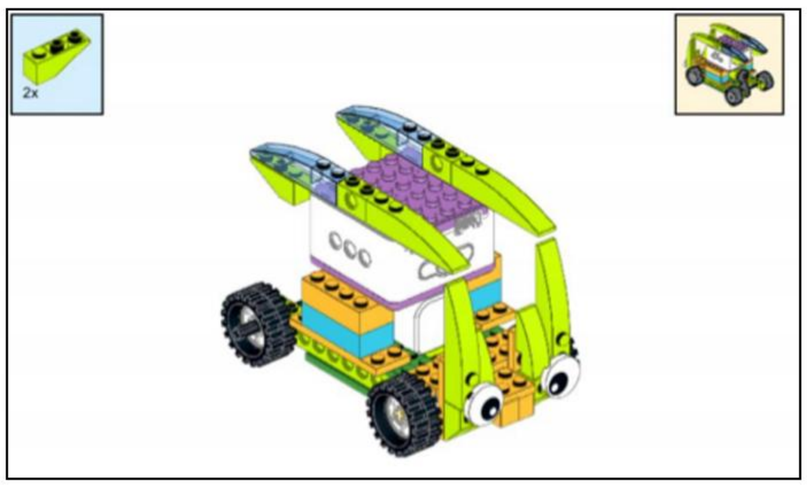
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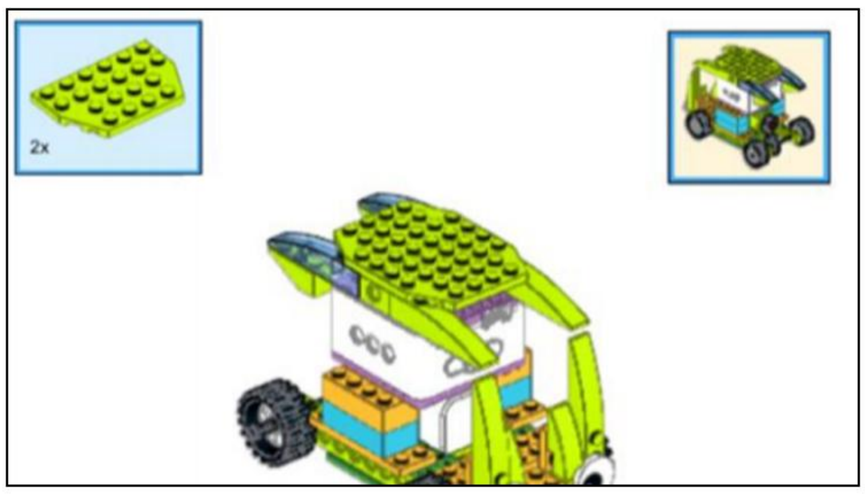
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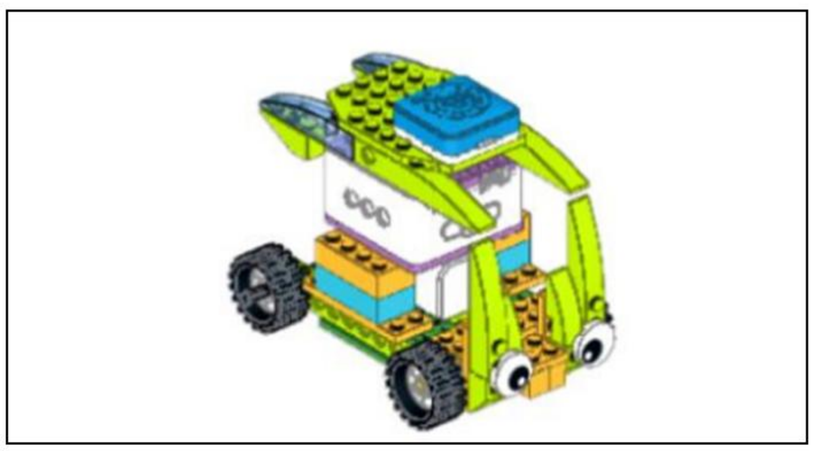


（4）How to do voice programming?（50min-52min）

After you finish the required voice commands, say to Xiao Q: 'End programming.

' You've completed a segment of voice programming!

（5）How do you control a space transporter with edited voice commands?

（52min-55min）

By verbally executing the program, you can control the movement of the space

transporter!

2、What voice commands should be dictated to control the space transporter from the starting point to the delivery area?（Place supplies when the light is red and stop when the light is green.）（55min-62min）

Fun Walkie-Talkie

Course Overview

In this lesson, students will design a walkie-talkie using a voice recognition module to control the character's state and movement through fixed command words. The aim is to create an engaging and interactive walkie-talkie experience.

Learning Objectives:

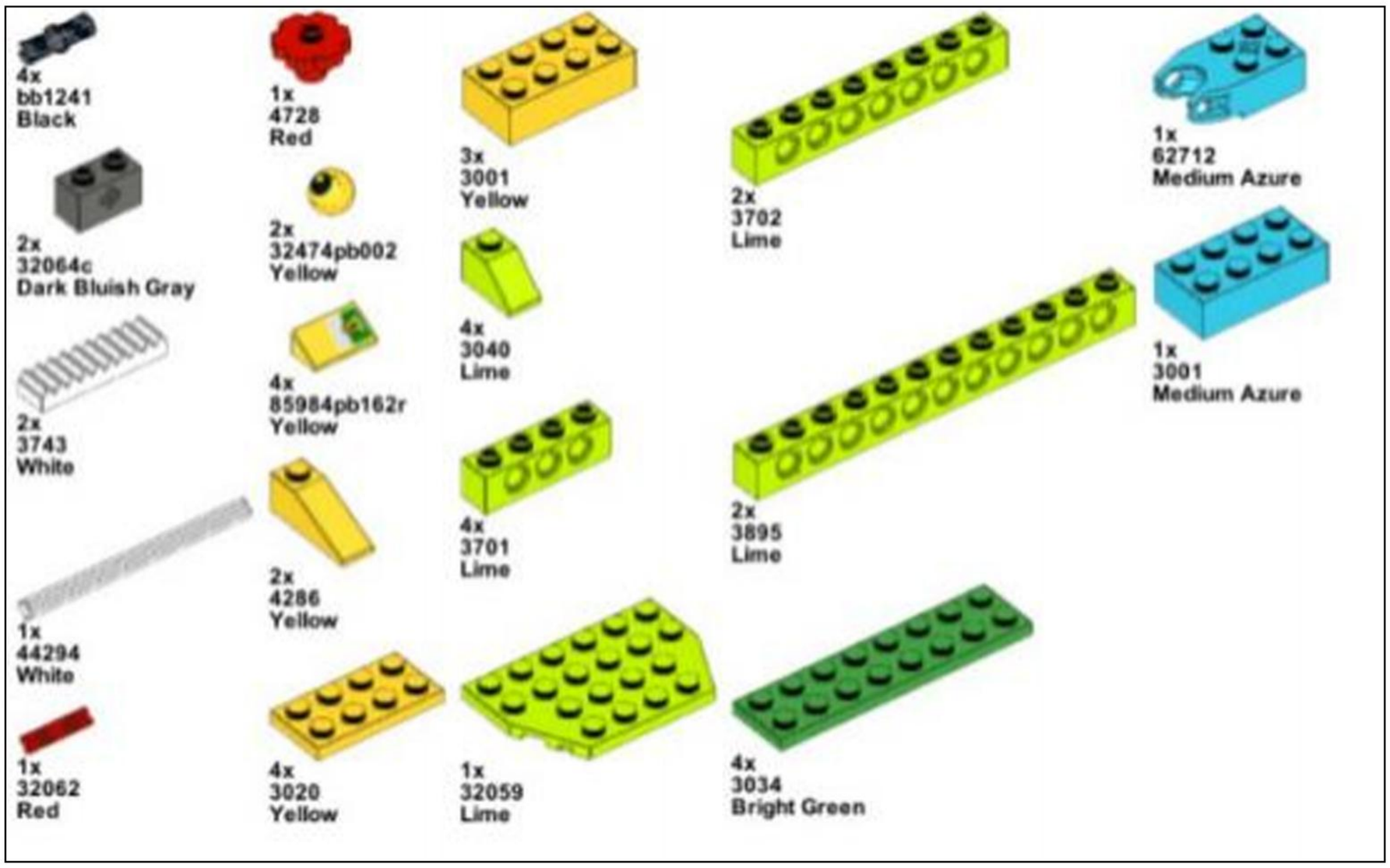
1. Understand smart home technology.
2. Learn about walkie-talkies and their uses.
3. Master the usage of the voice recognition module.

Course Introduction:（0min-10min）

1. Course Introduction — What do you know about smart homes? Through questioning, guide students to actively participate and share their knowledge about smart home technology, leading into today' s task. "Everyone knows there is a communication tool that allows for timely communication without needing to dial a phone like with a mobile phone, as long as you are within a certain distance. Do you know what it is?" That's right, it's a walkie-talkie. In this lesson, we will design a walkie-talkie together, using the fixed command words of the ICQbot voice recognition module to control the character's state and movement, achieving the effect of a fun walkie-talkie.

2. Guiding Students' Thinking — What type of sensor should we use to achieve this effect? Employ heuristic teaching principles to stimulate students' initiative and encourage independent thinking. For example, ask: "What module can help us achieve voice control?" Select two students to answer and praise them, guiding them to think further. In summary, we need to control the character's movement through voice commands, so we need a module that can detect our voice instructions — the voice recognition module.

Preparation:



Organize the classroom space and guide the children to their designated seats.

Preparation should ensure that students can enter the classroom state more quickly.

Handing Out Parts : (10min-15min)

Distribute parts, providing each student with a set. Use phrases like, "I see that some students are seated; I' m going to give them their parts," to maintain classroom order.

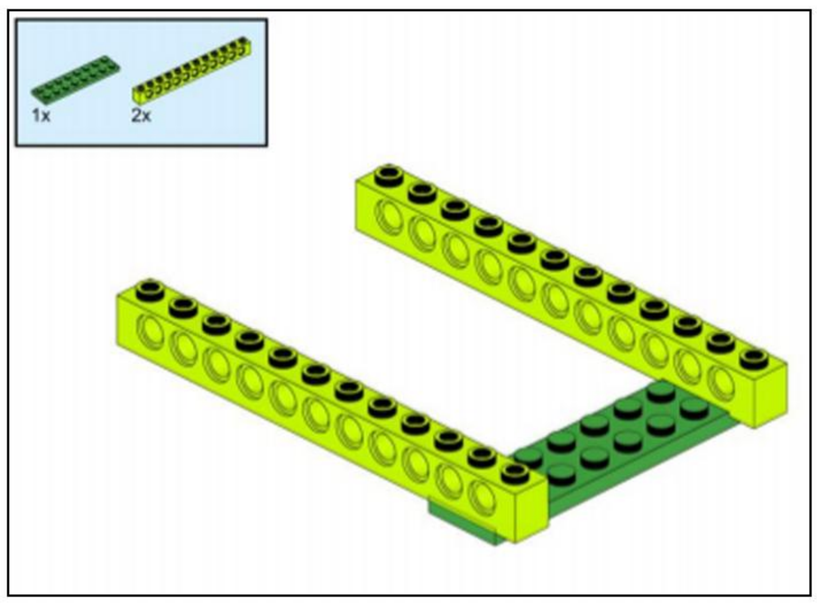
New Knowledge:(15min-20min）

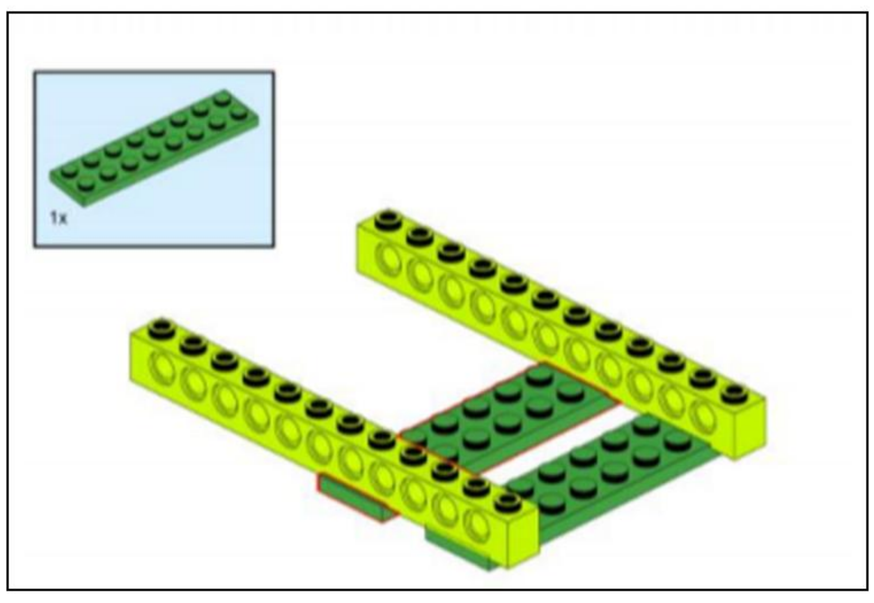


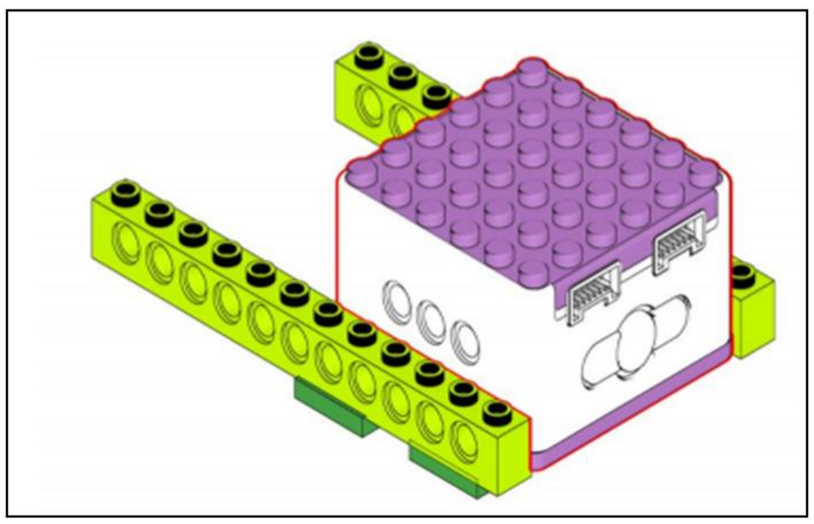
Voice Recognition Module

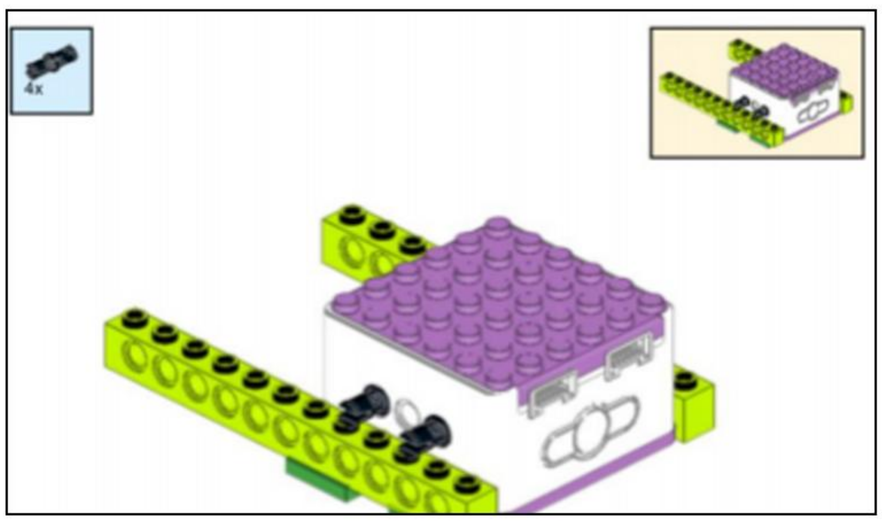
Building the Project: (20min-40min）

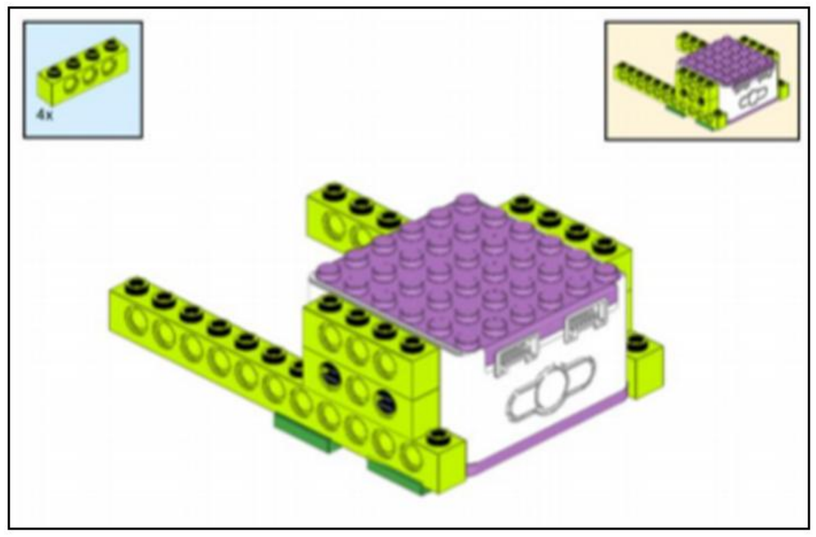
Guide students in building their projects.







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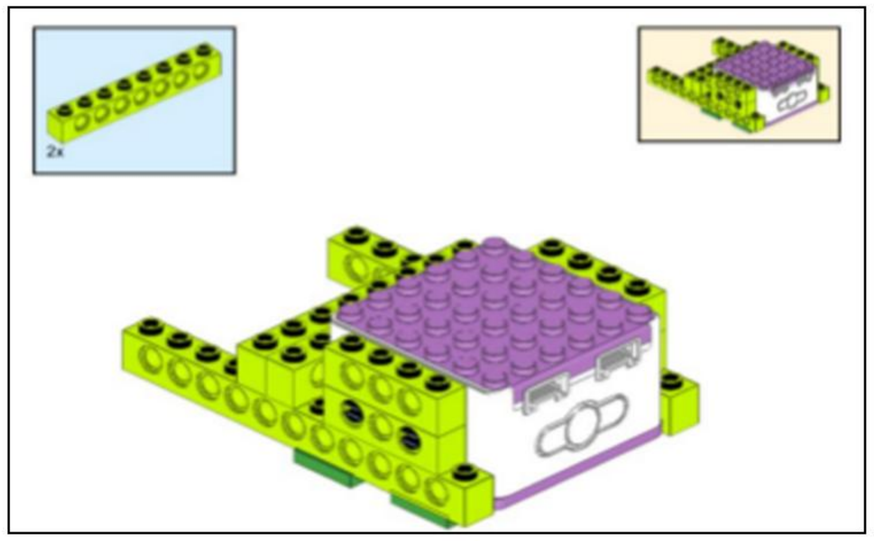
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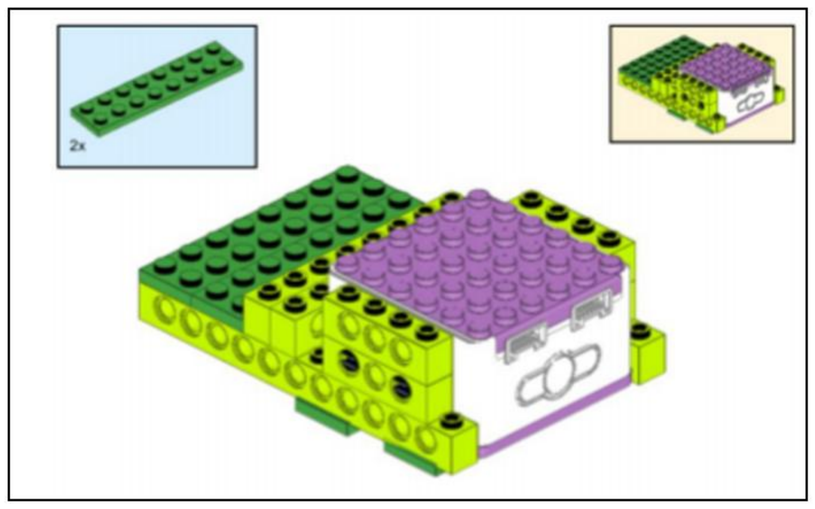
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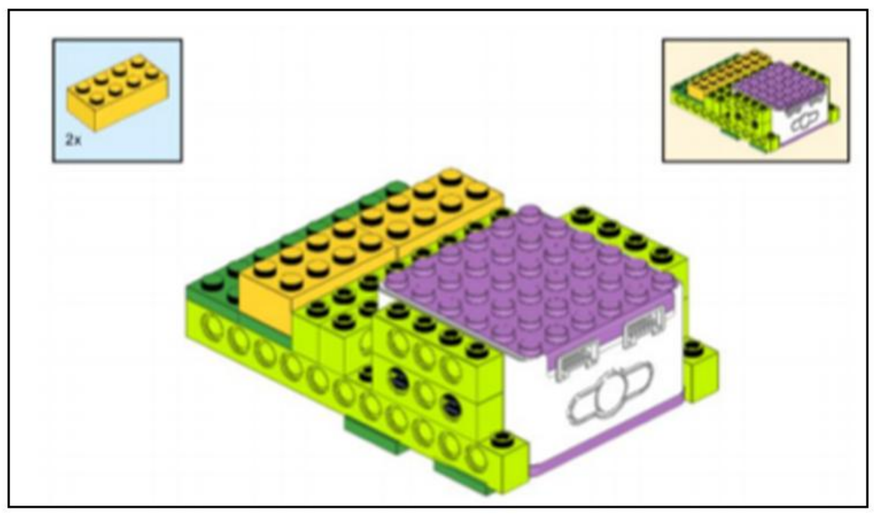
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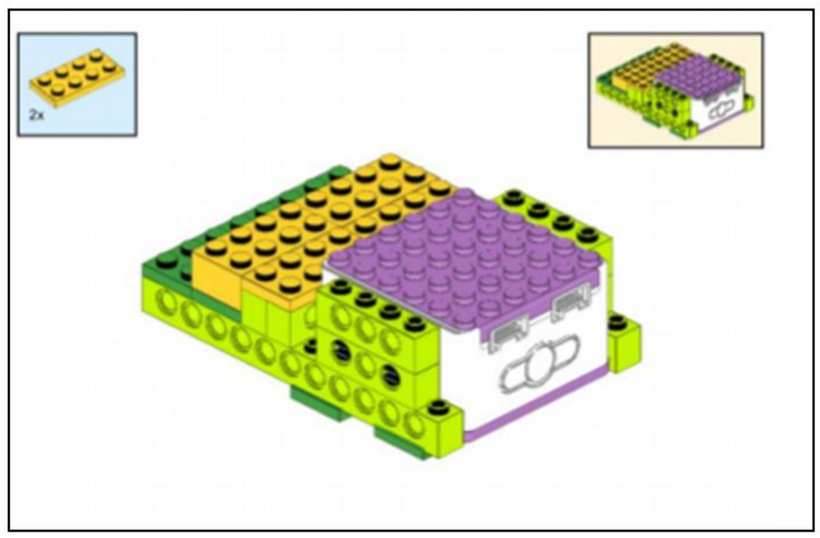
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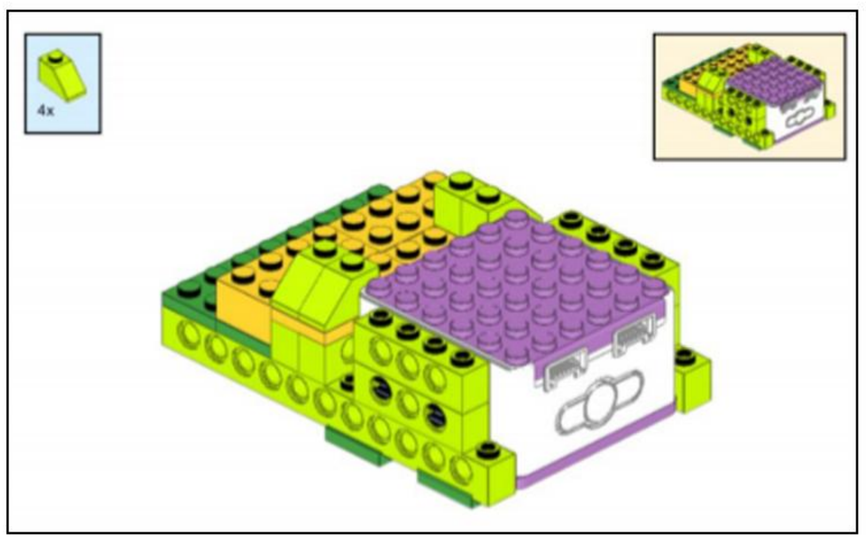
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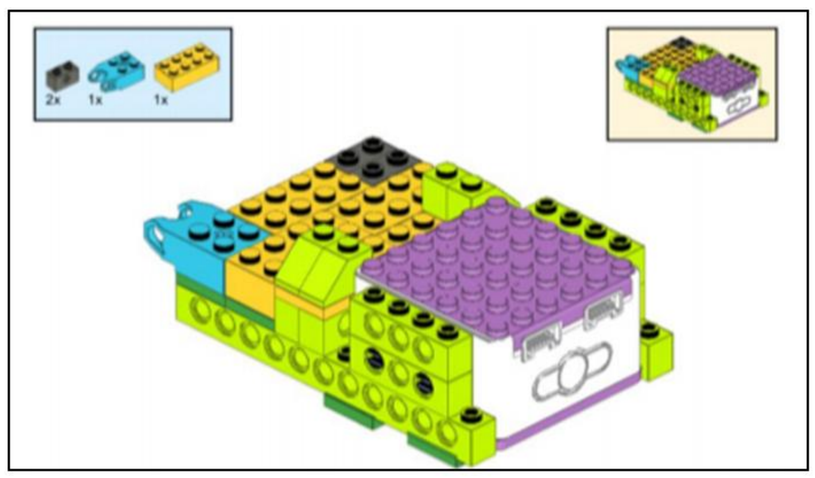
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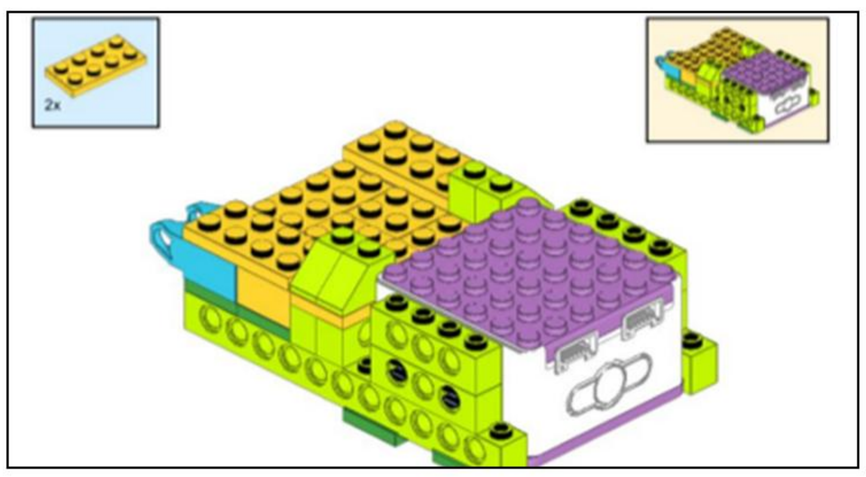
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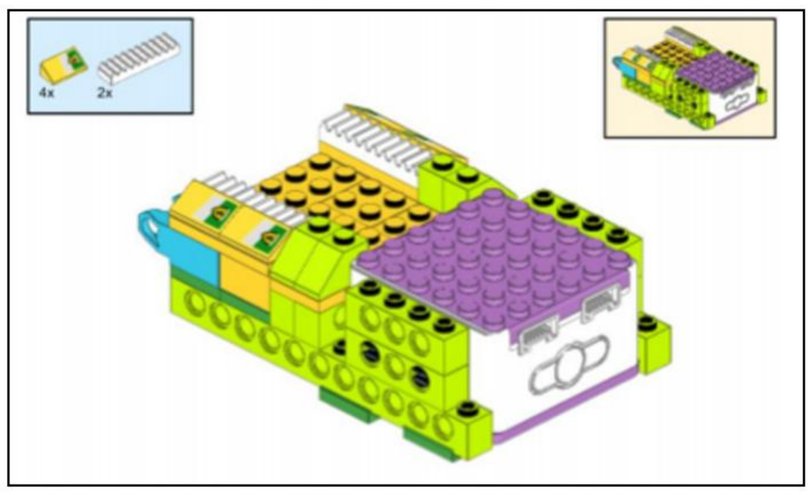
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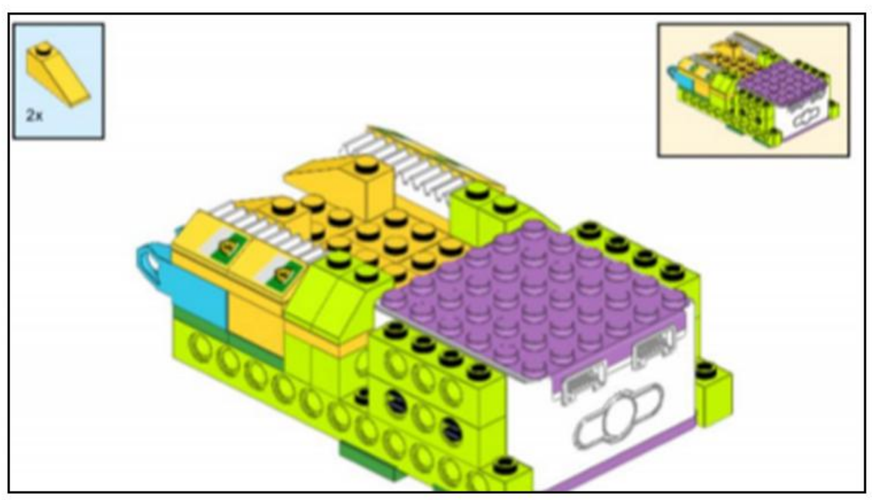
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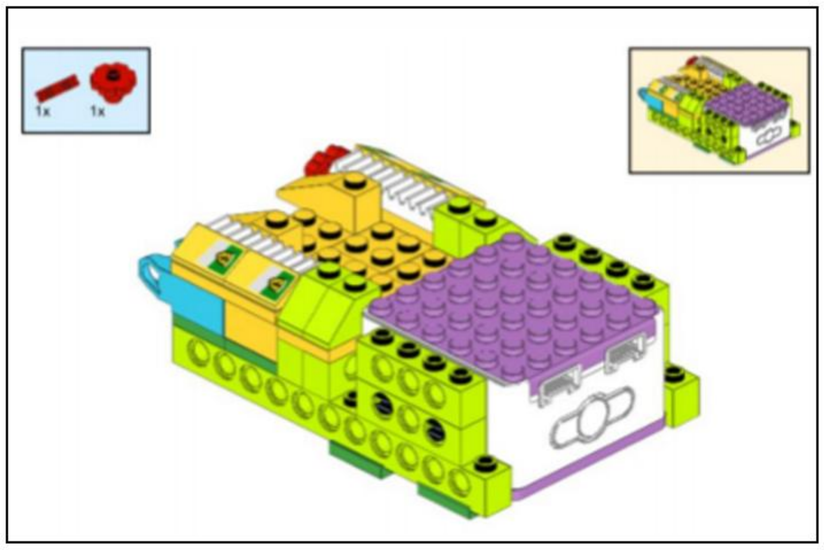
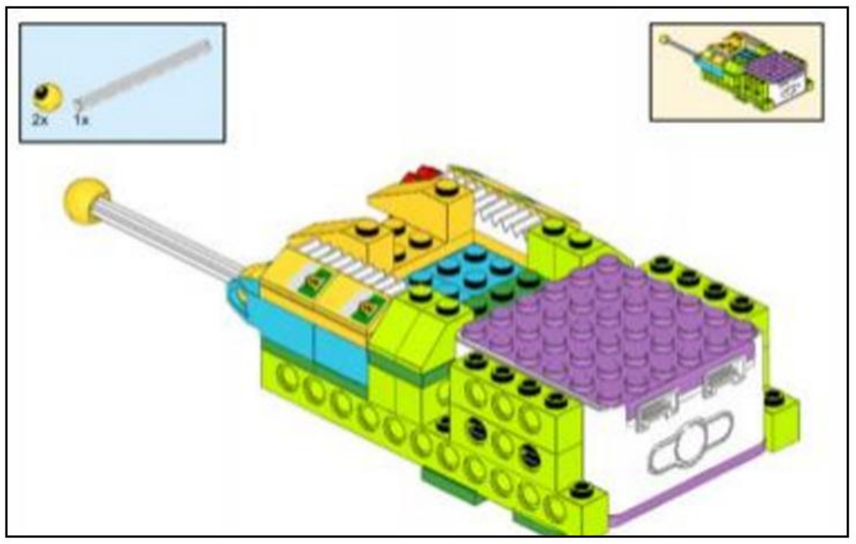
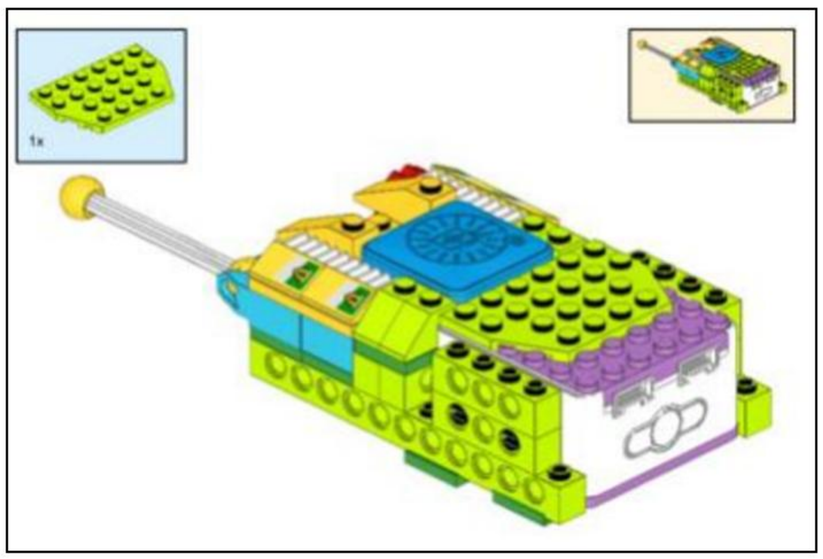
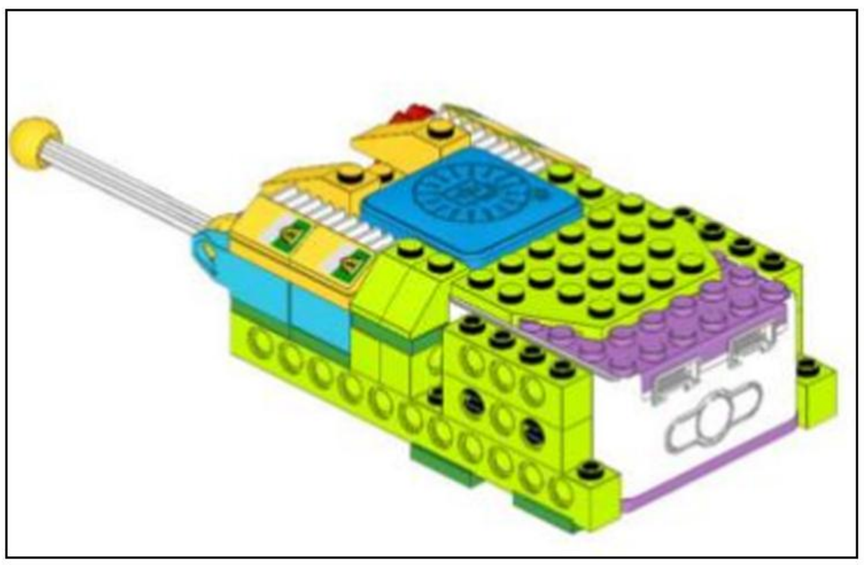




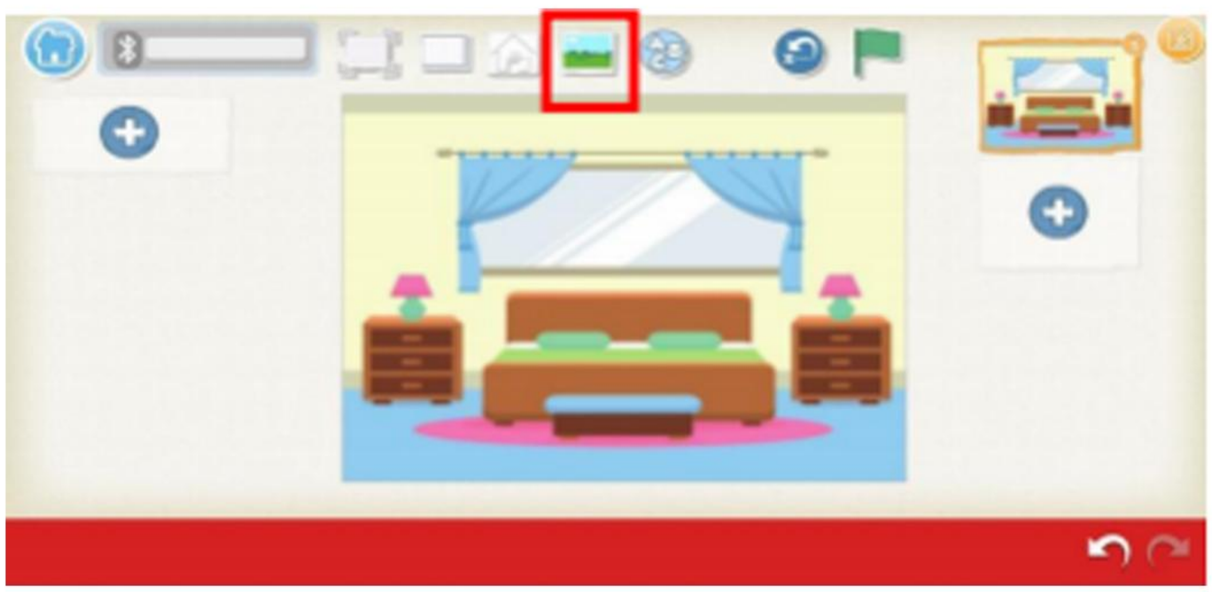




Program Explanation:(40min-65min)

1、Adding Characters and Background (40min-45min)

（1） Add a bedroom as the background.

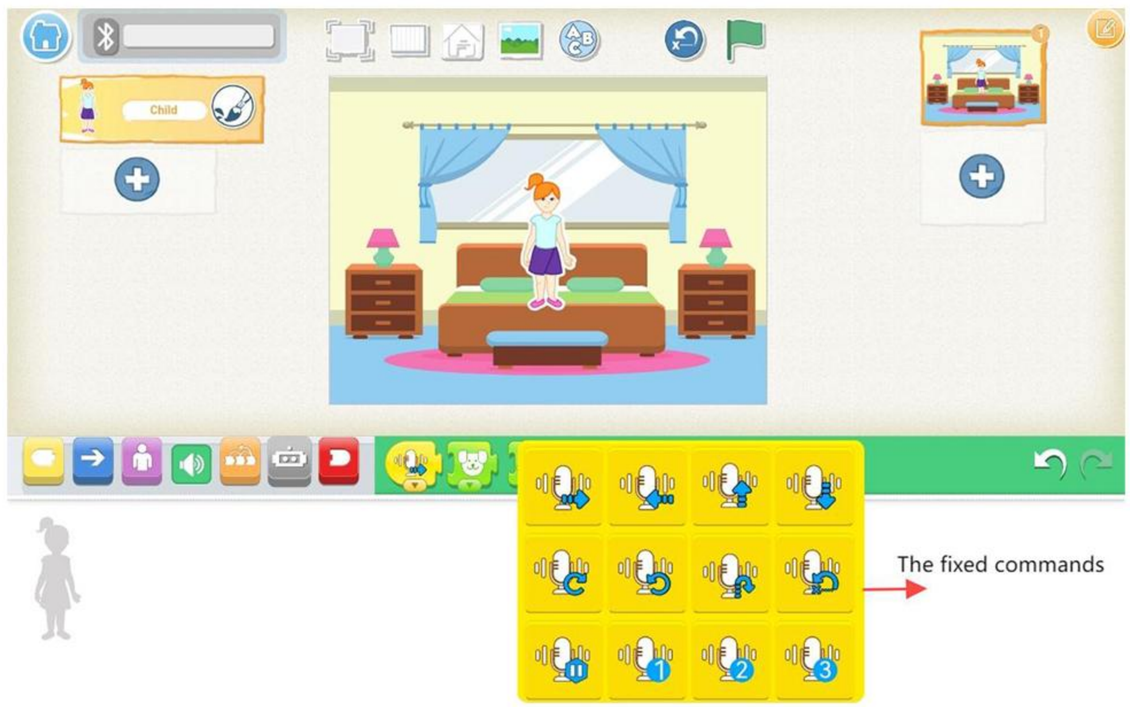


（2） Add a girl's character and place her in an appropriate position.



2、Using the ICQbot Voice Recognition Module to Control Character Movement (45min-50min)

The voice recognition module includes fixed command words and self-learning command words: The fixed commands consist of nine instructions: Toward the right、 Toward the left、 Move up、 Move down、 Turn left、 Turn right、 Jump、 Go home、 and Stop. It can also learn six self-learning command words (for understanding).



3、Adding a Fruit Orchard Scene (50min-52min)



4、How do you use the fixed command word (Toward the right) to control the little girl in the orchard scene?(52min-55min)



5、How to use the fixed command word command (Jump) to control the little girl to jump in the orchard?(55min-60min)



6、How can you control the little girl's return to the bedroom scene with a fixed command word (Go home)? (60min-65min)



Expansion Time：(65min-75min)

The teacher will guide students to use fixed command words in other scenes and create relevant characters, controlling them with fixed commands to achieve a fun walkie-talkie effect.

Summary：(75min-90min)

The teacher concludes by asking questions.

1.In this lesson, we created a smart home device that can be controlled by voice.

What is it called? (Walkie-Talkie)

2. As we built the walkie-talkie, what module can help us achieve voice control?

(Voice Recognition Module)

3. In this lesson, we learned about the voice recognition module. Besides fixed command words, what other types of commands does it have?

(Self-learning commands)

4. How many self-learning commands can be learned at once? (Six)

5. What fixed command was used to move the girl from the bedroom to the orchard? (Move right) In this process, children as the protagonist, encourage children to think, more conducive to the cultivation of their logical thinking ability. Through the way of group discussion, let the children discuss with each other, can exercise the children's oral expression ability and listening ability. Through the way of games, the setting of reward mode can better mobilize the enthusiasm of children.

Clean-up and Organization: (90min+)

Students organize and sort the ICQbot set and blocks, fostering organizational skills and classification ability.

Lunar Rover

Course Overview:

In this lesson, the remote control interface role is designed, and the ICQbot main control and motor are used to build the lunar exploration vehicle. The new remote control interface role is used to control the lunar exploration vehicle to find minerals between the starting point and the endpoint. When the distance sensor detects minerals, the sound is emitted, and the lunar exploration vehicle is realized.

Learning Objectives:

1. Understand lunar-related knowledge.

2. Guide students in learning how to create characters.

3. Master the use of the ICQbot motors.

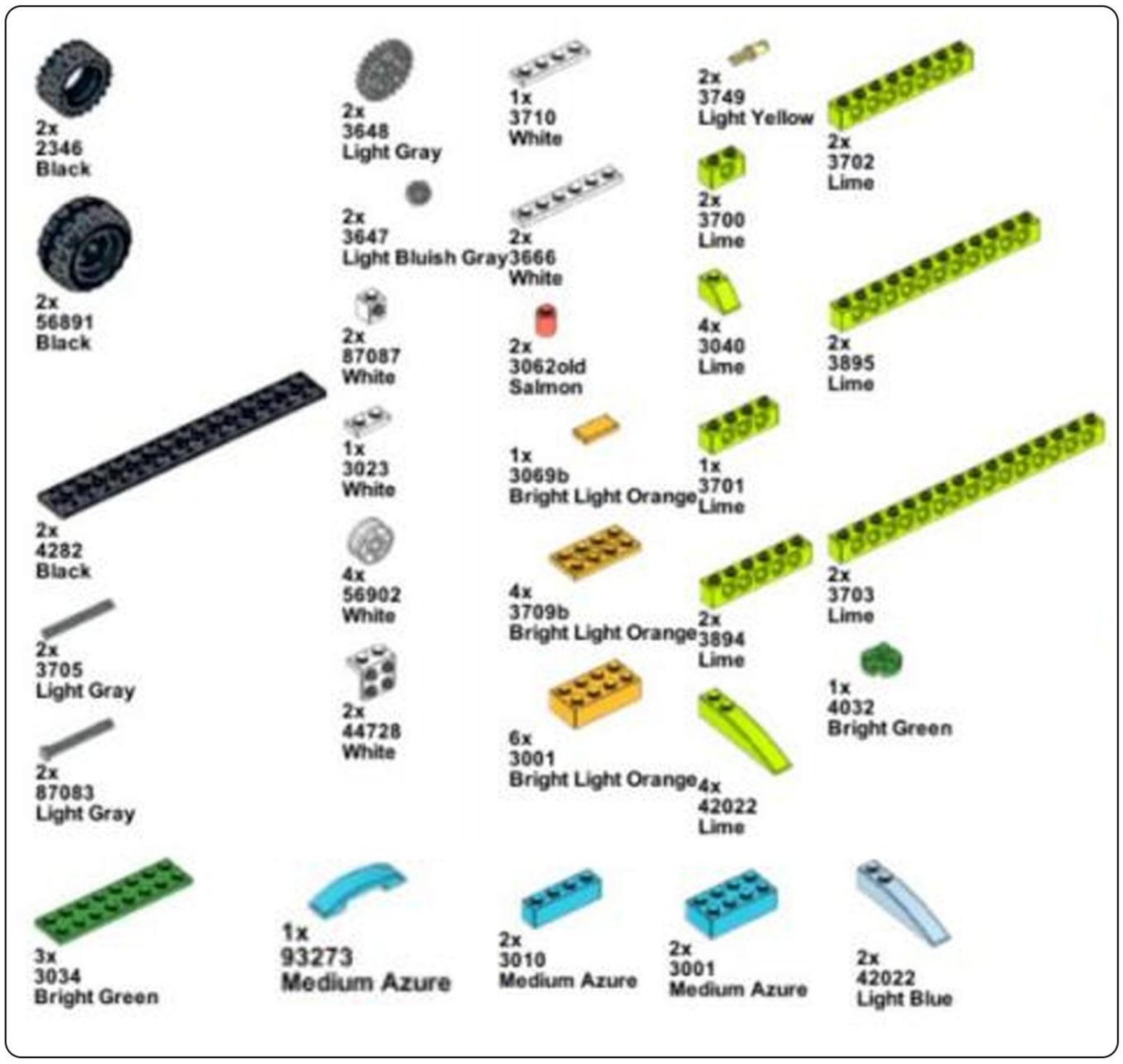
Course Introduction:（0min-10min）

1. Introduction to the Course — What do you know about the moon? By asking questions, guide students to speak actively, understand some knowledge about the moon, and lead to the task of this lesson -- in this lesson, we will build a lunar exploration vehicle, design a remote control interface role, control the lunar exploration vehicle from the starting point to look for minerals in the middle, when the distance sensor detects minerals, make a sound, To achieve the effect of controlling the lunar rover.

2. Encourage students to think about how to enable the lunar rover to identify minerals. Using inspiring teaching principles to mobilize the initiative of students and inspire students to think independently. For example, the way of asking questions: Please think about what roles are needed in the remote control interface. What does it take to control the movement of the lunar rover? What sensors do you use to detect the presence of minerals? Find two children to answer, and praise, and guide the children to think about the test. Finally, the remote control interface needs buttons.

To control the movement of the lunar rover -- motors. The presence of minerals is detected with a distance sensor.

Preparation：



Organize the classroom space and guide the children to their designated seats.

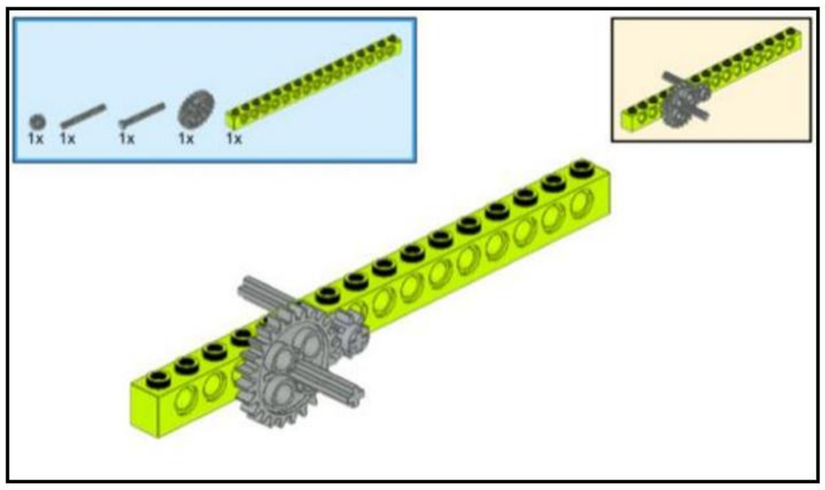
Preparation should ensure that students can enter the classroom state more quickly.

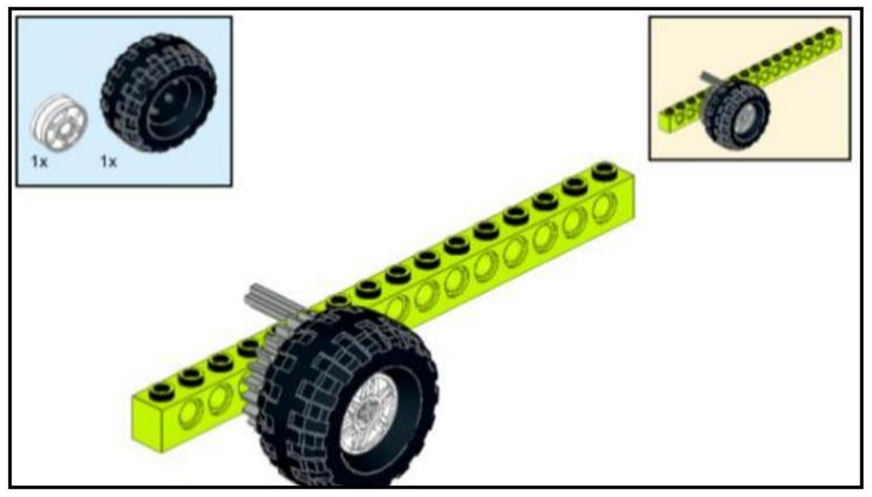
Handing Out Parts : (10min-15min)

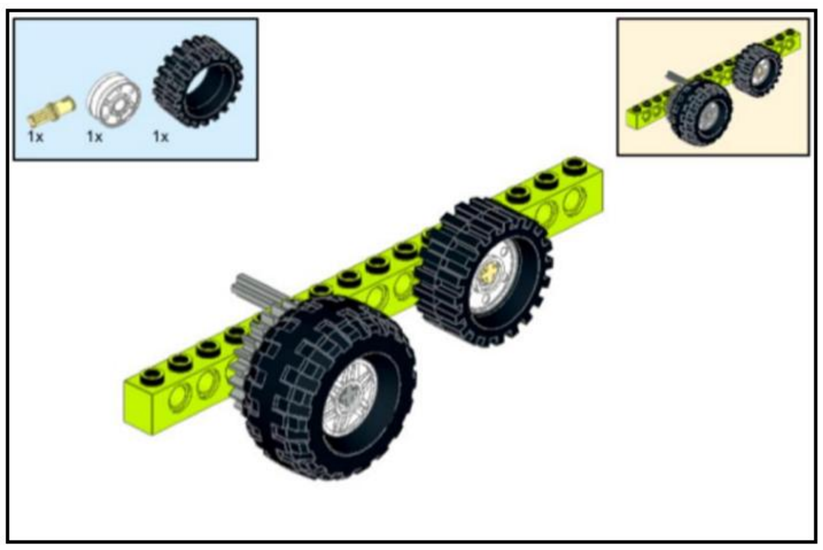
Distribute parts, providing each student with a set. Use phrases like, "I see that some students are seated; I′ m going to give them their parts," to maintain classroom order.

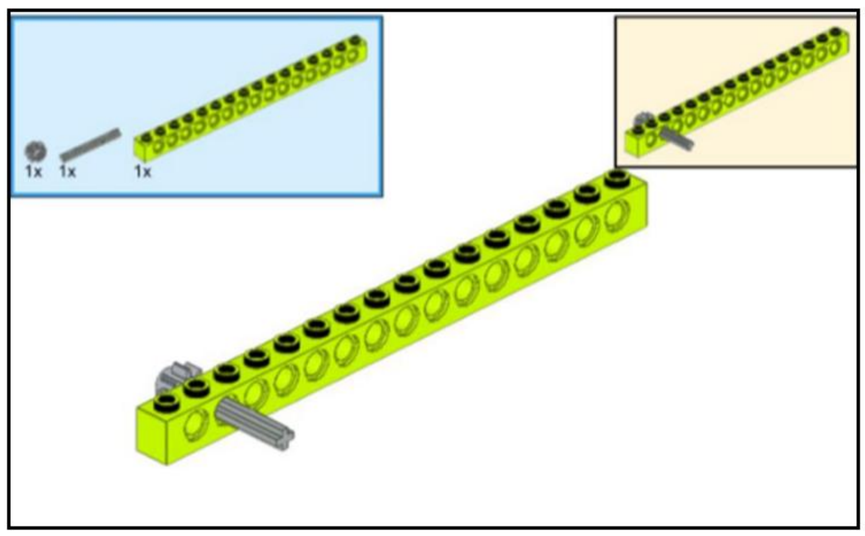
Building the Project: (15min-35min)

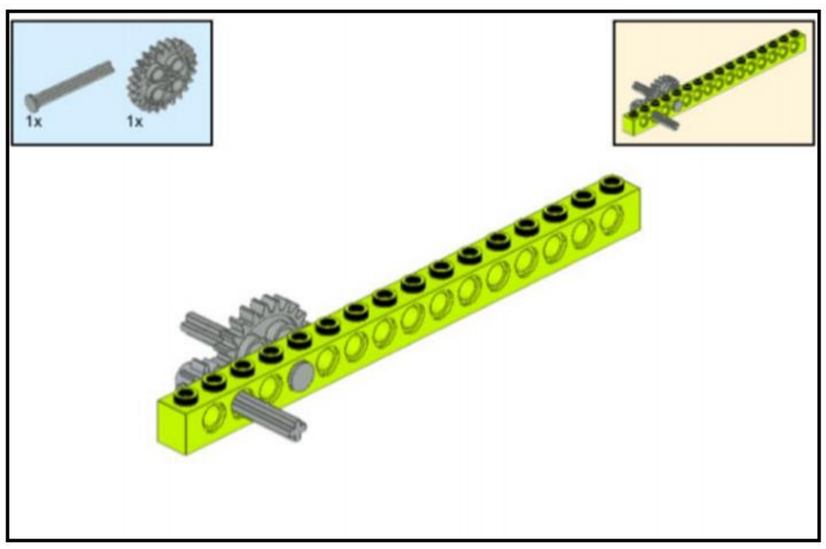
Guide students in building their projects.

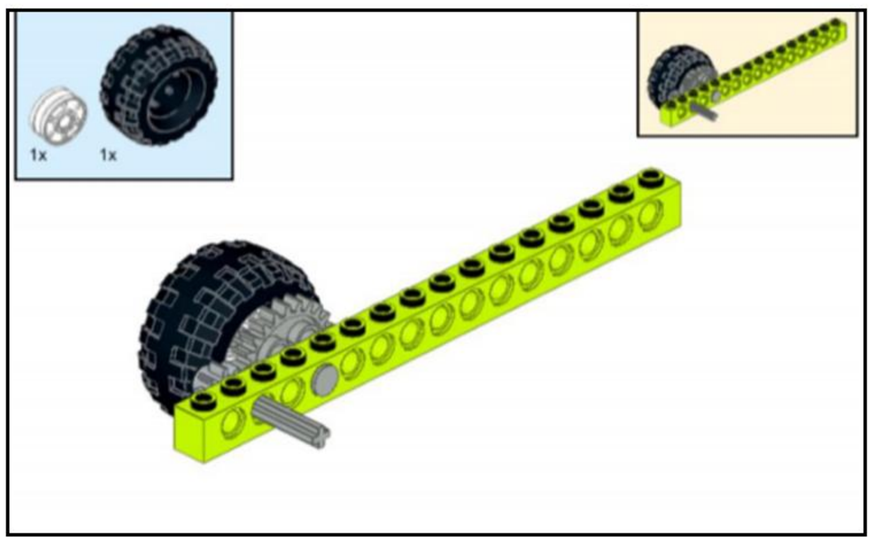


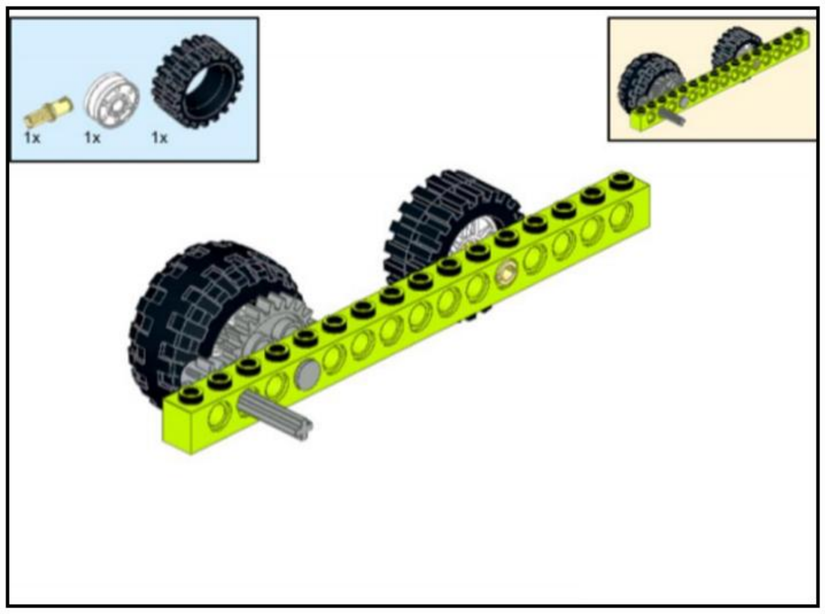








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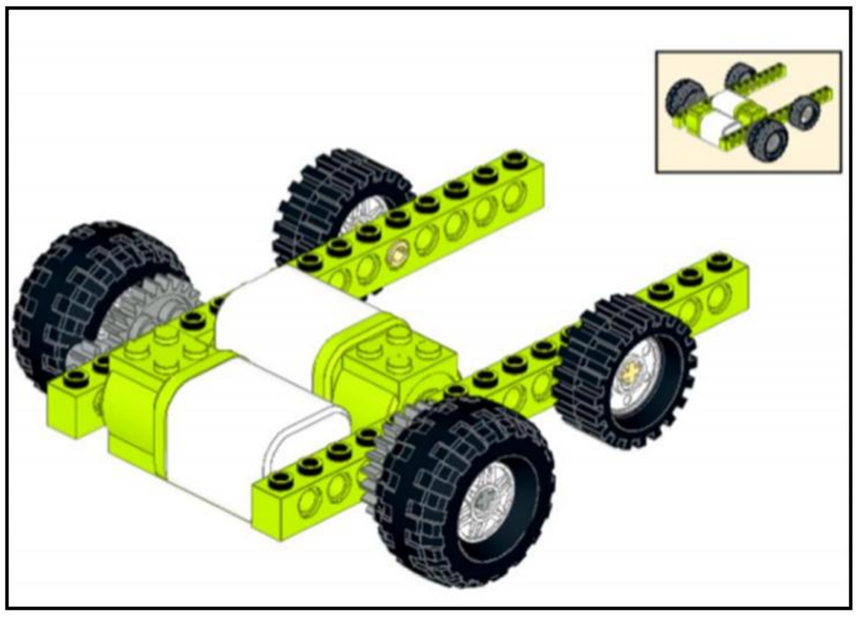

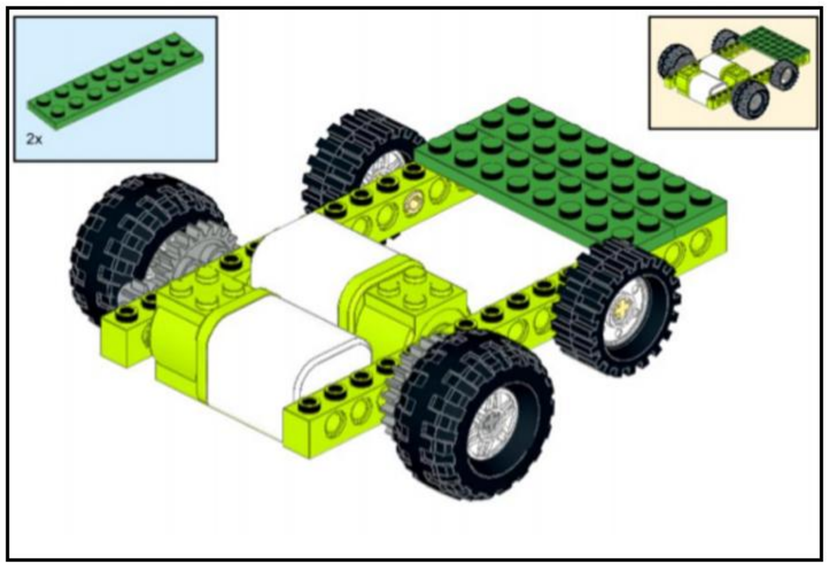
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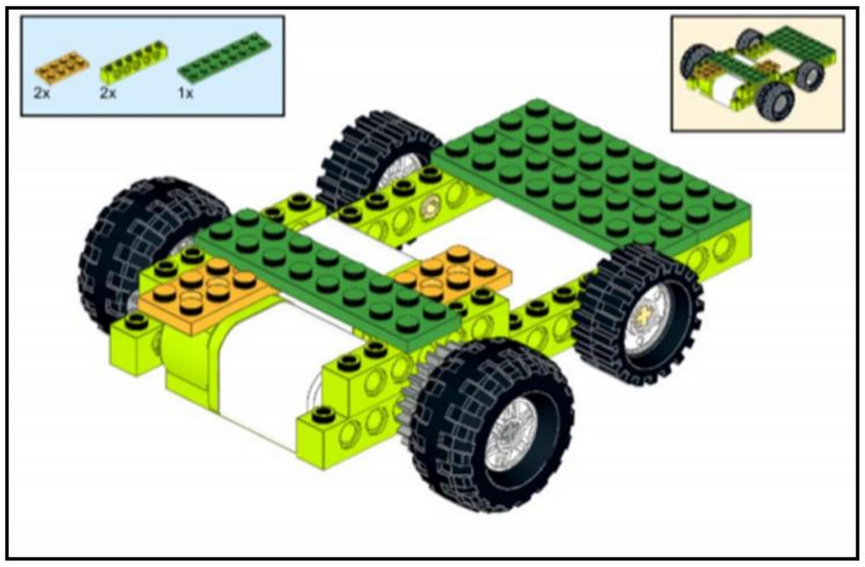
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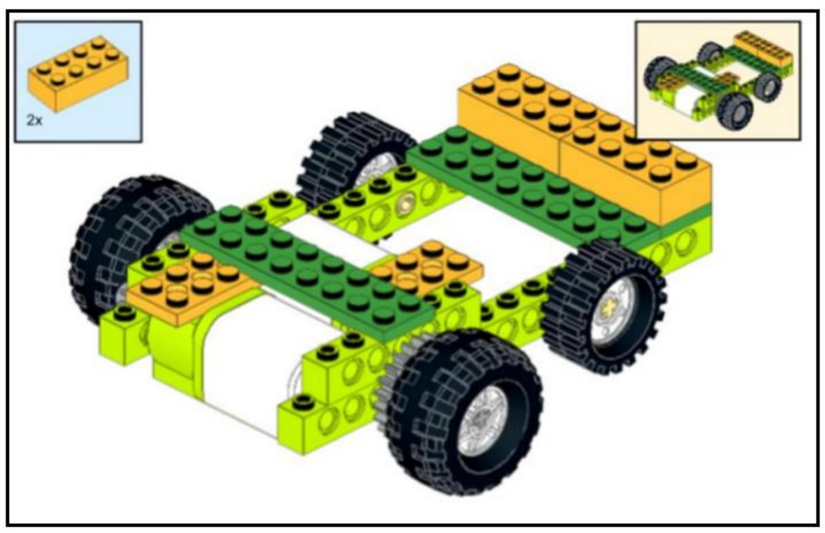
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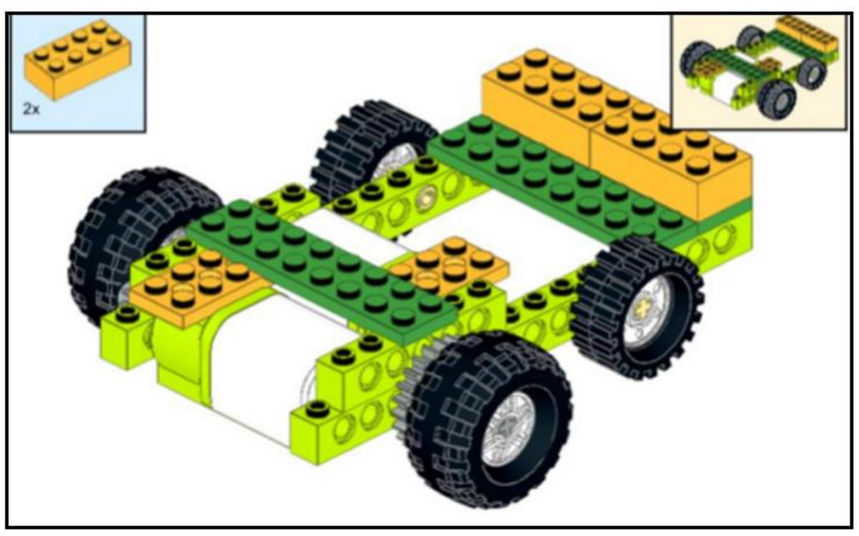
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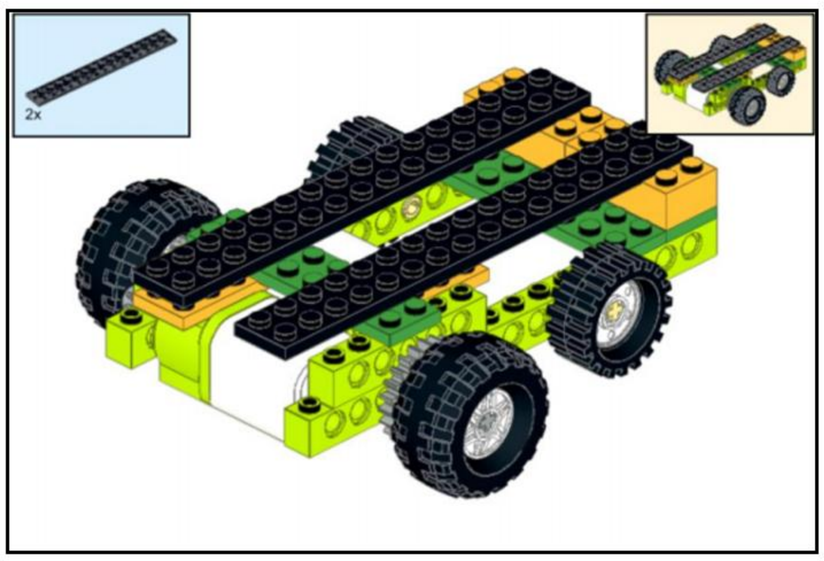
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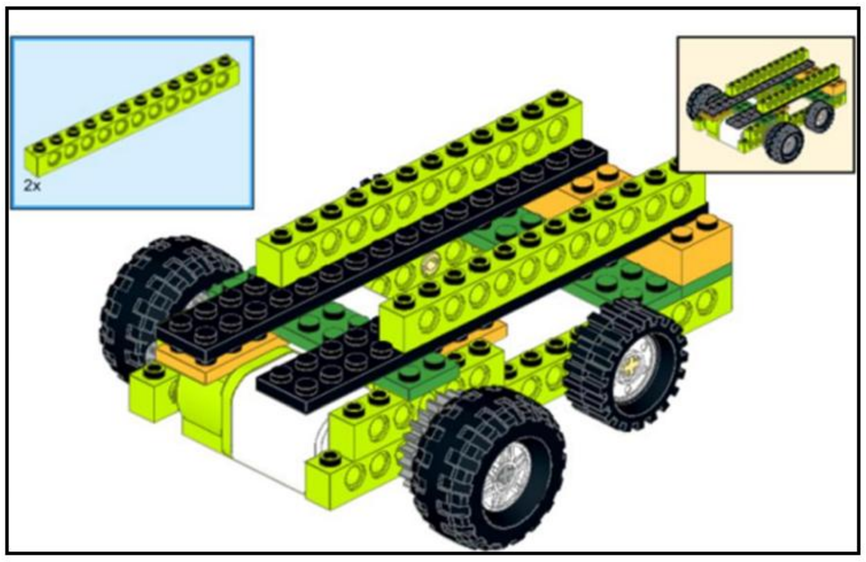
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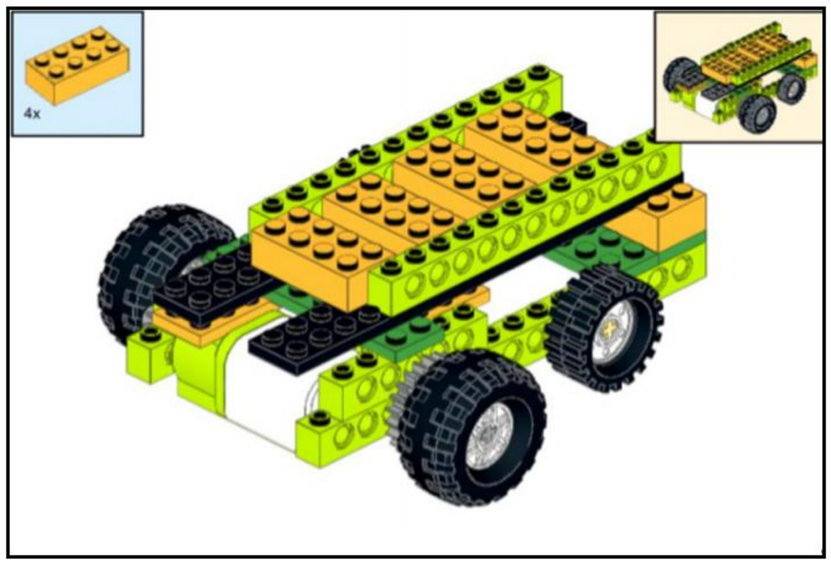
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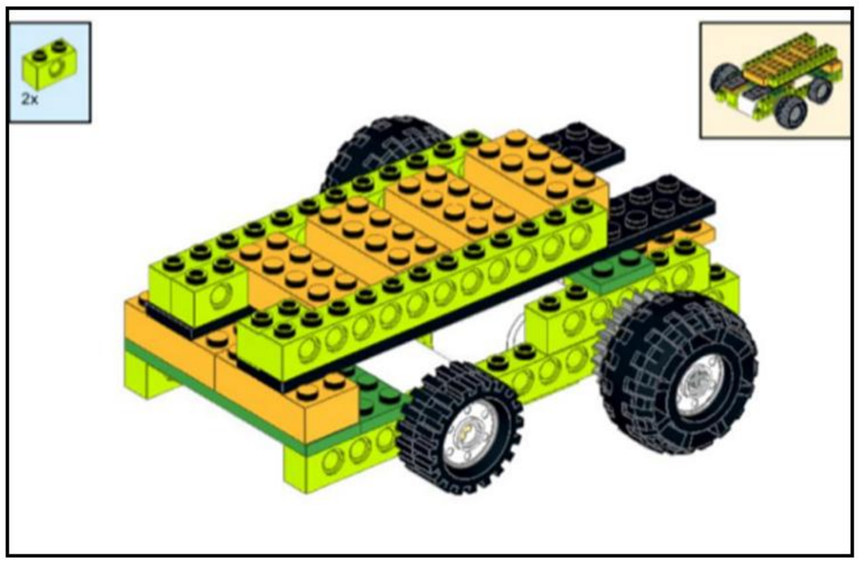
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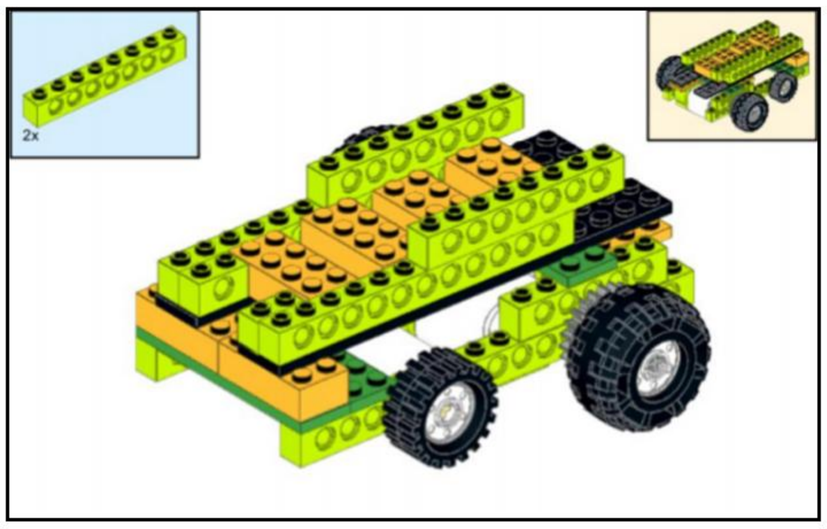
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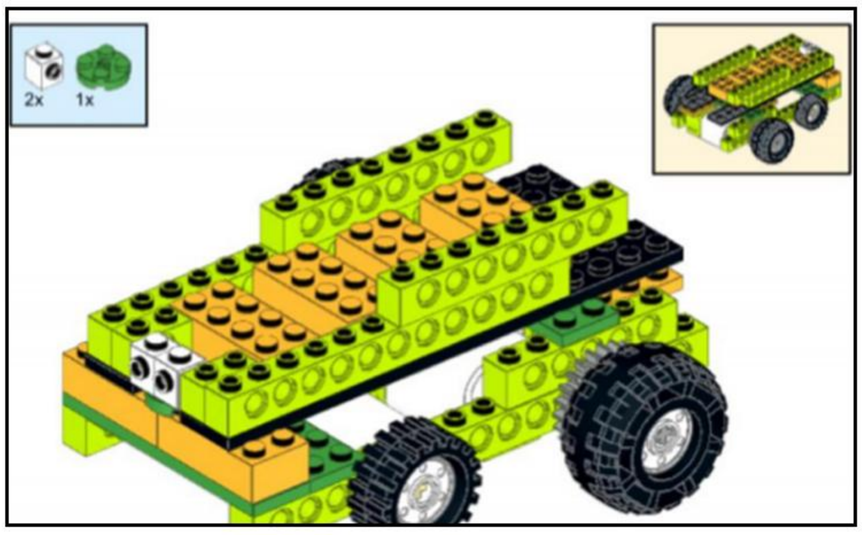
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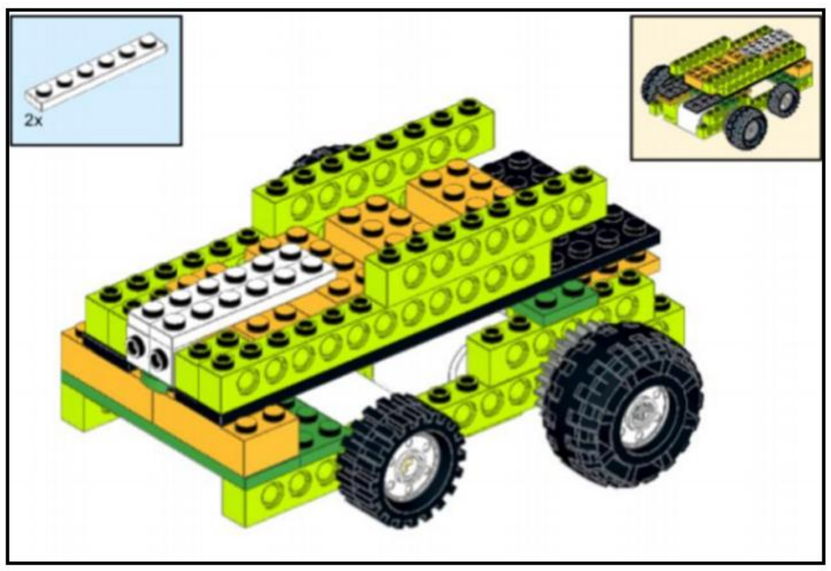
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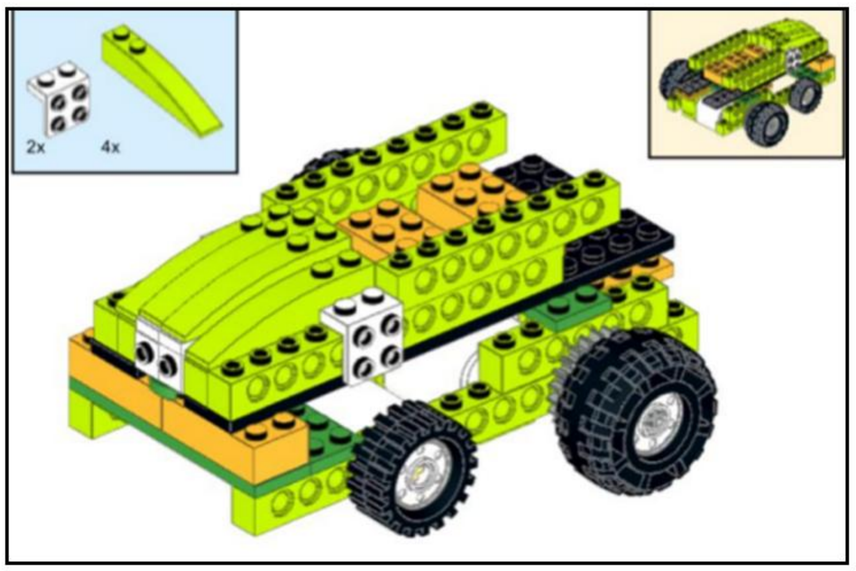
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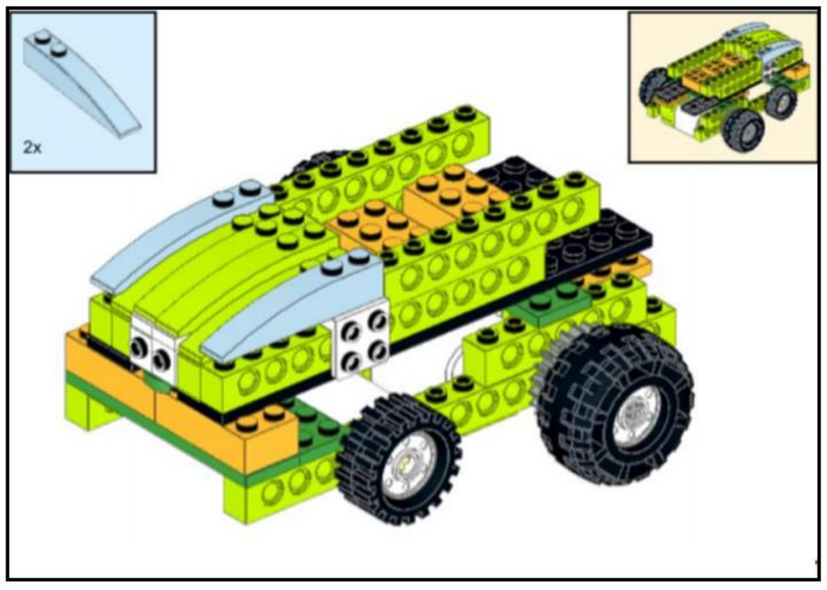
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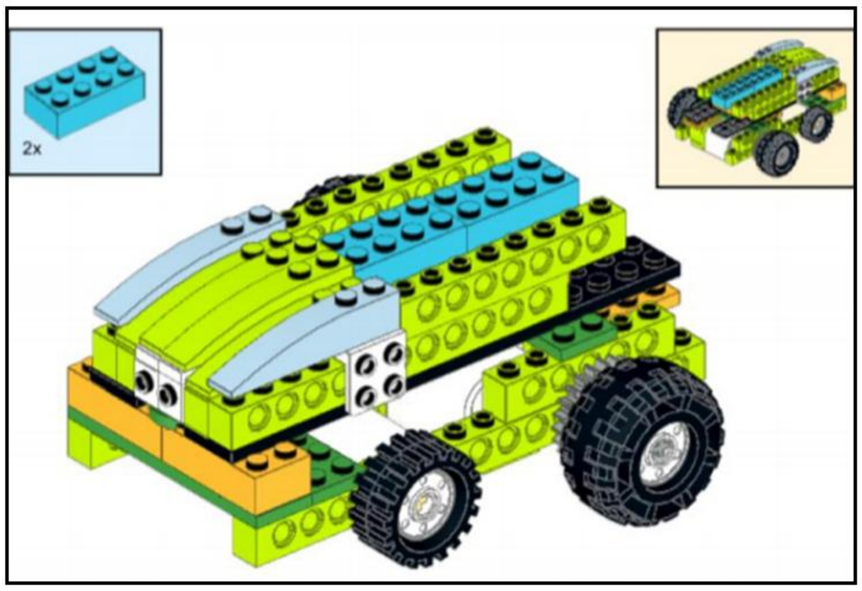
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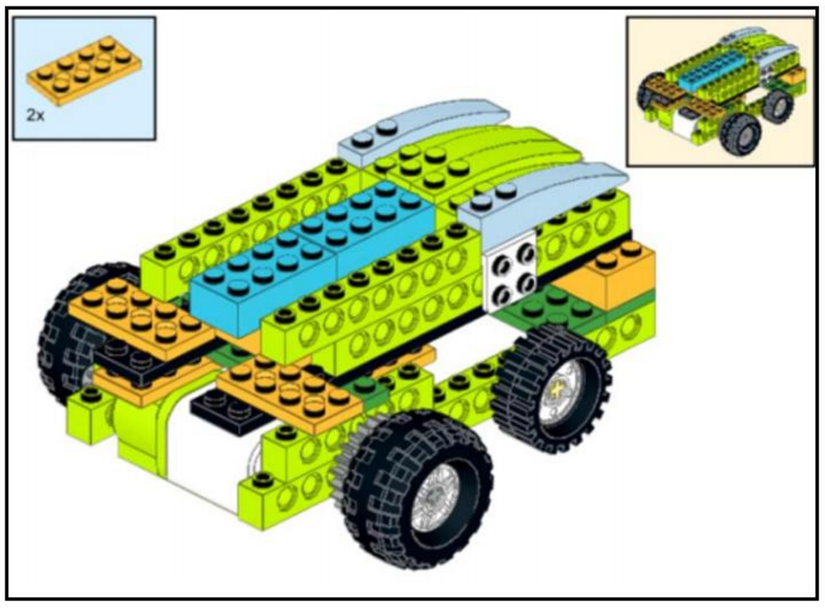
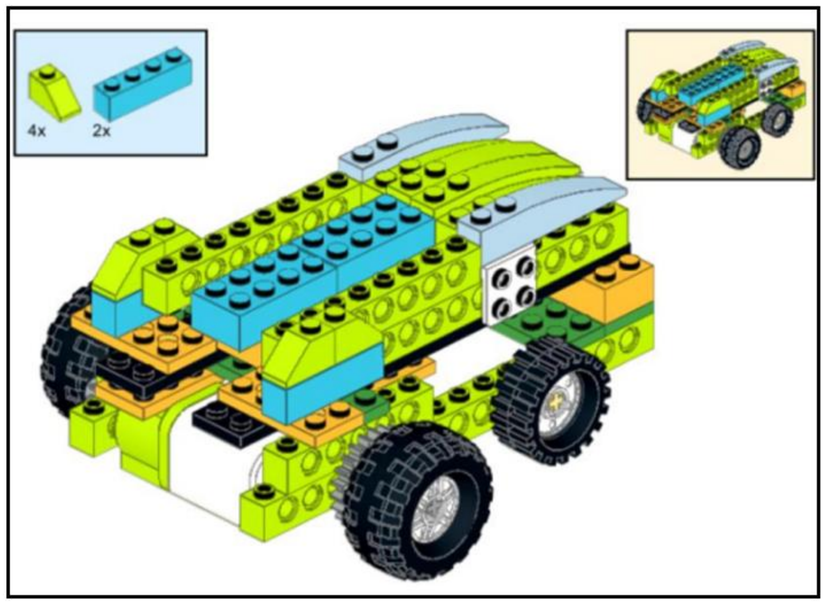
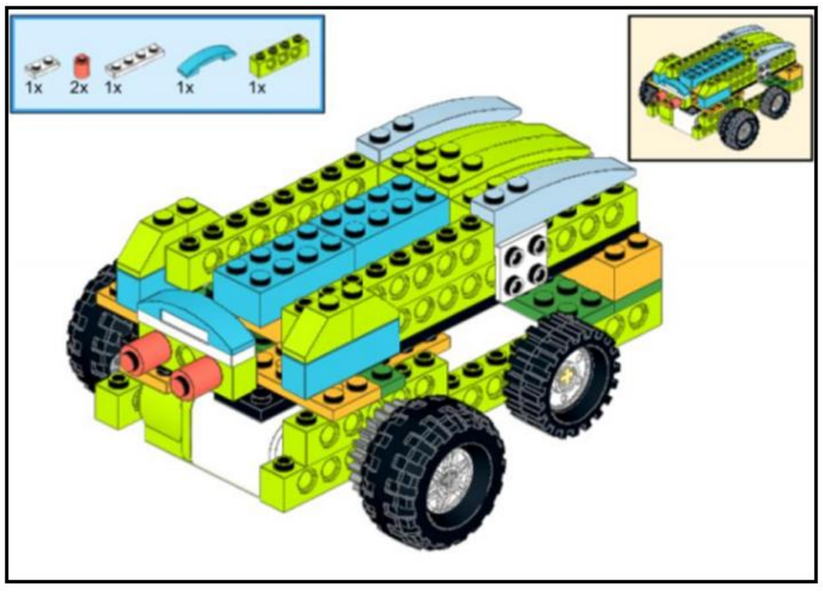
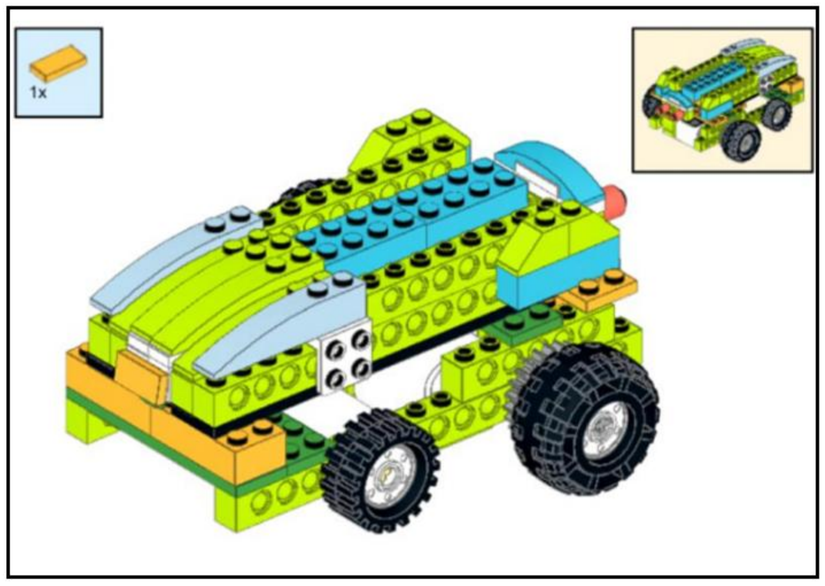
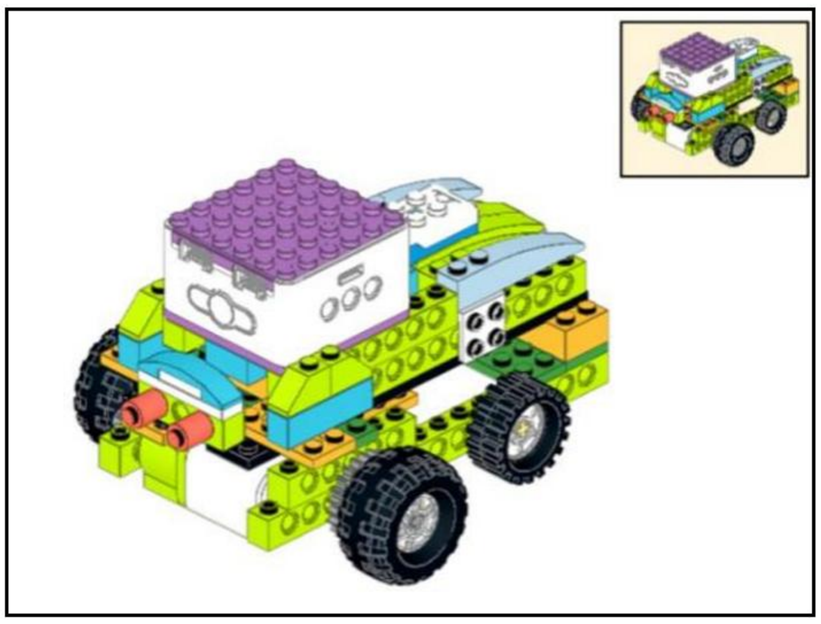










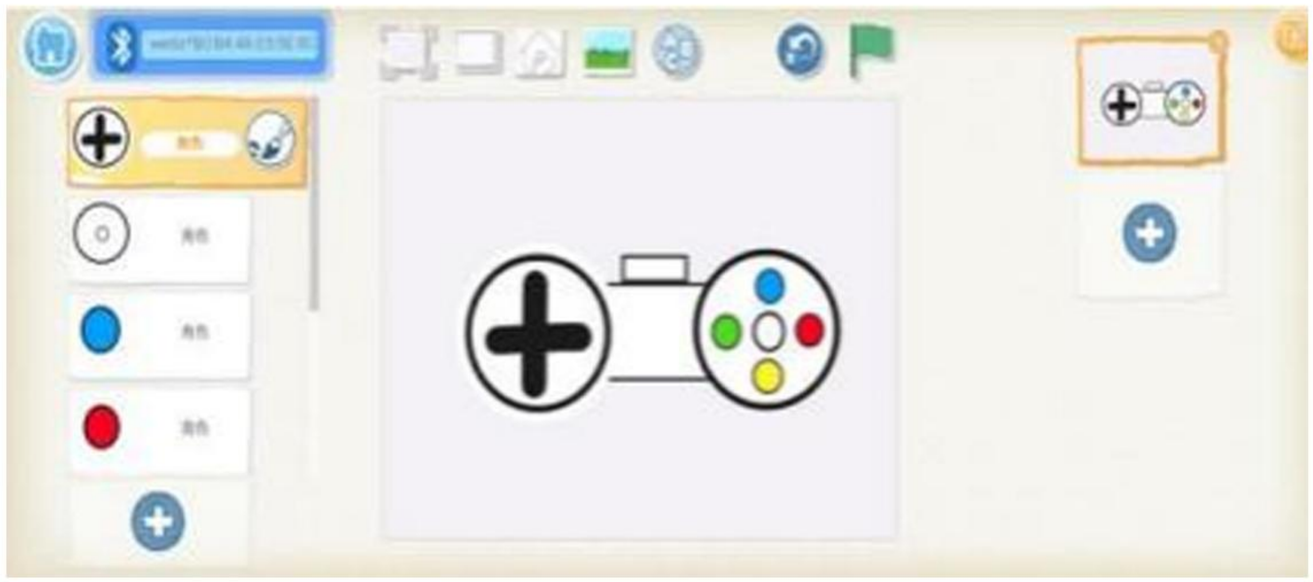
Program Explanation：(35min-70min)

1、Draw the following objects(30min-45min)

（1）Forward, backward, left, and right buttons.



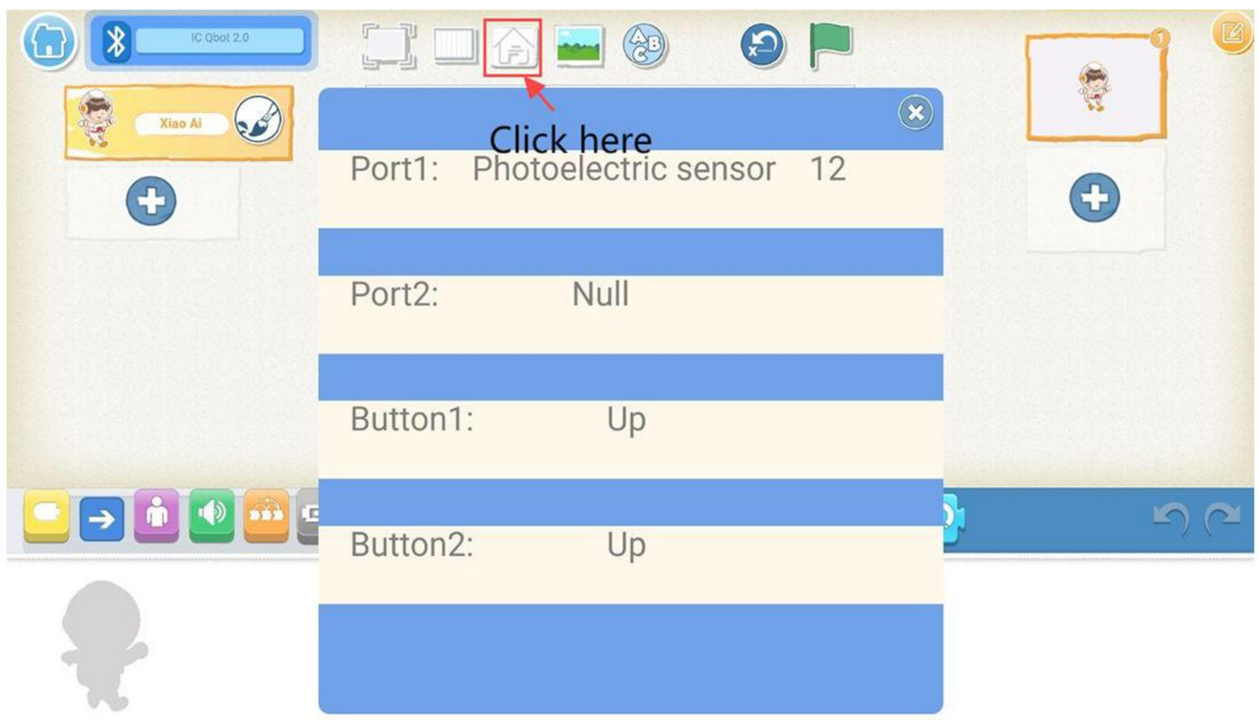
（2）Effect demonstration.



2、Connect external devices (45min-50min)

（1）Connect the motors

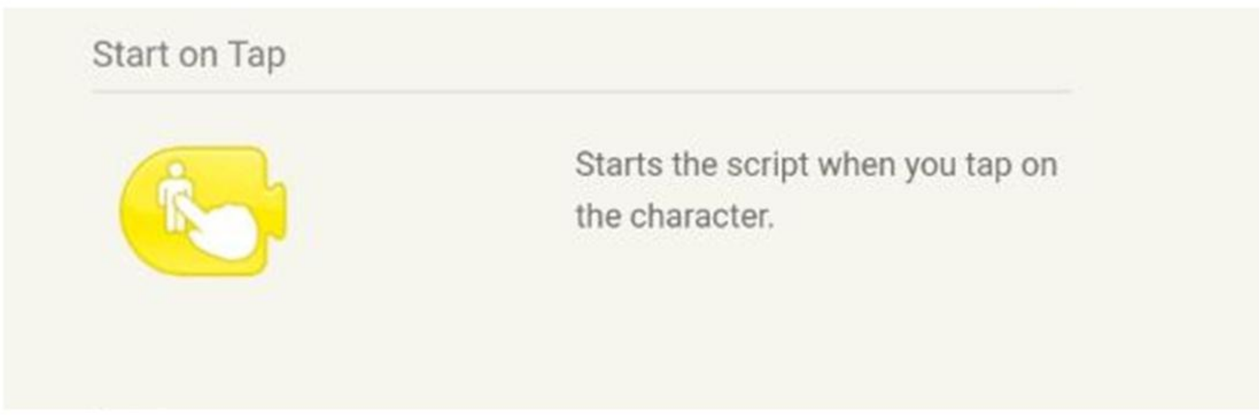
（3）Connect the distance sensor.



3、Program to control both motors for forward, backward, left, and right movement simultaneously:(50min-55min)



4、Click the Start on Tap module.(55min-60min)



5、How to control motor movement direction by clicking the red, yellow, green, and blue characters? Adjust motor speed to 9 for better movement effects. (60min-65min)

6、How to make the rover emit a sound when the distance sensor detects minerals?(65min-68min)



7、How to program the lunar rover to stop? (Stop when the left button is pressed.)(68min-70min)



Exercise Time: (70min-80min)

Guide students to remotely control their lunar rovers to search for minerals and see who can find the most.

Summary: (80min-90min)

The teacher concludes by asking questions.

1.What new skill did we learn today? (Creating characters)

2. What drives the movement of our lunar rover? (Motors)

3. What characters did we design for our remote control interface? (Forward, backward, left, and right buttons)

4. What module do we use to make characters initiate corresponding movements? (Click character start module)

5. What do we use to detect minerals? (Distance sensor)

In this process, children as the protagonist, encourage children to think, more conducive to the cultivation of their logical thinking ability. Through the way of group discussion, let the children discuss with each other, can exercise the children's oral expression ability and listening ability. Through the way of games, the setting of reward mode can better mobilize the enthusiasm of children.

Clean-up and Organization: (90min+)

Students organize and sort the ICQbot set and blocks, fostering organizational skills and classification ability.

Scan to Follow ICreate