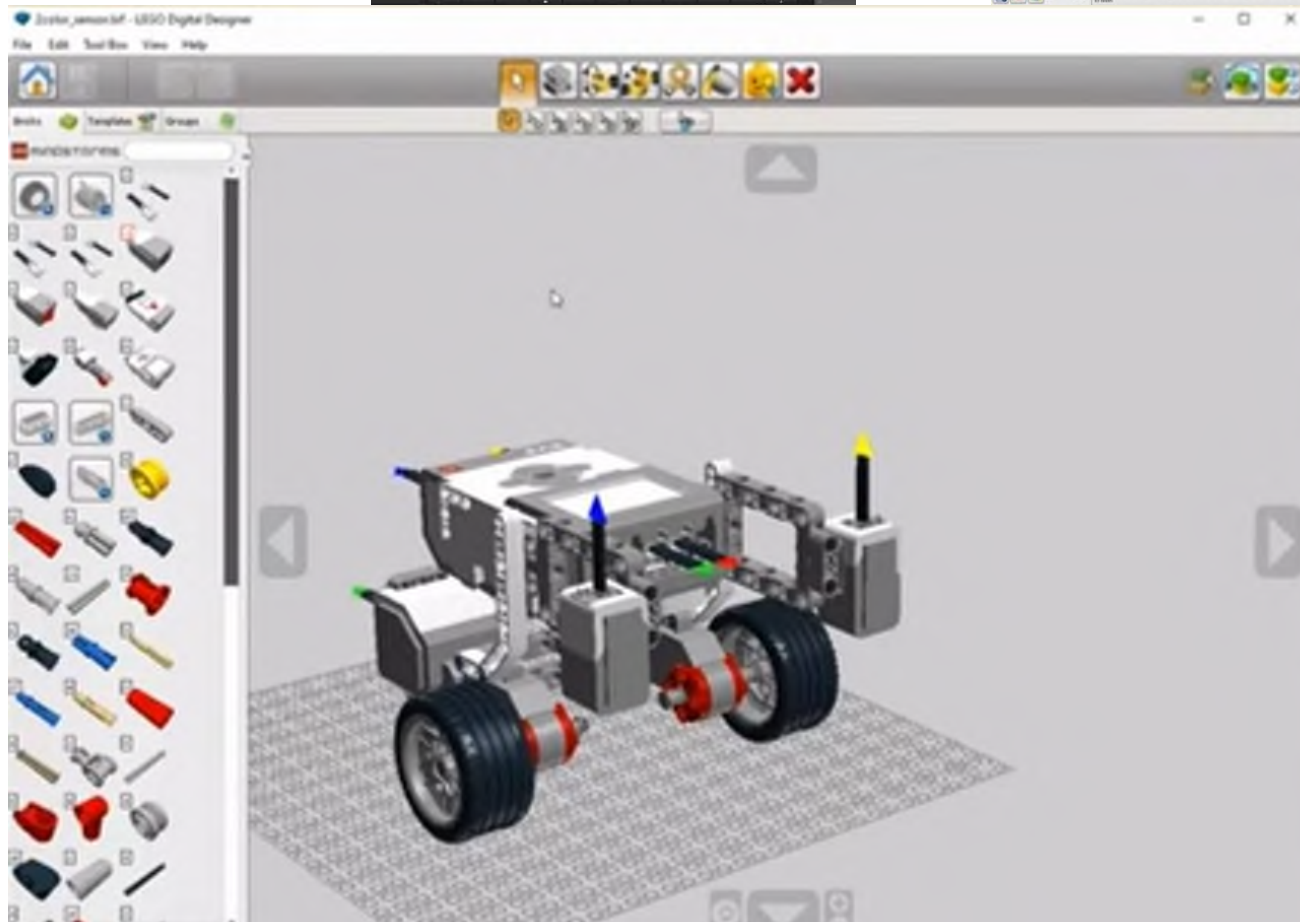
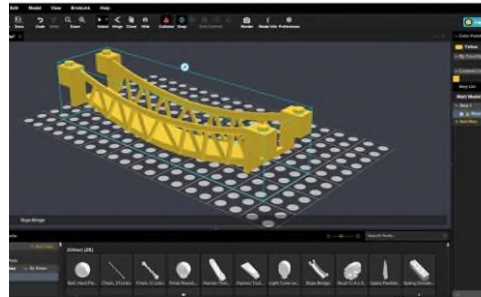
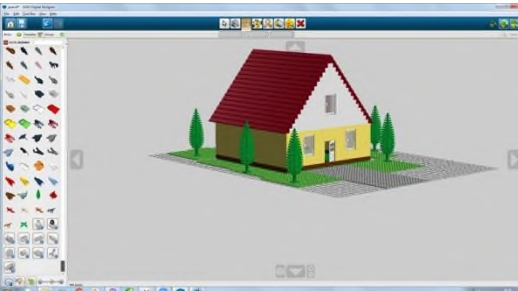


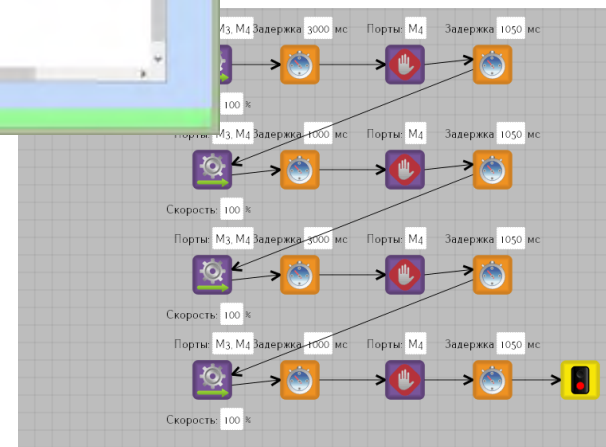
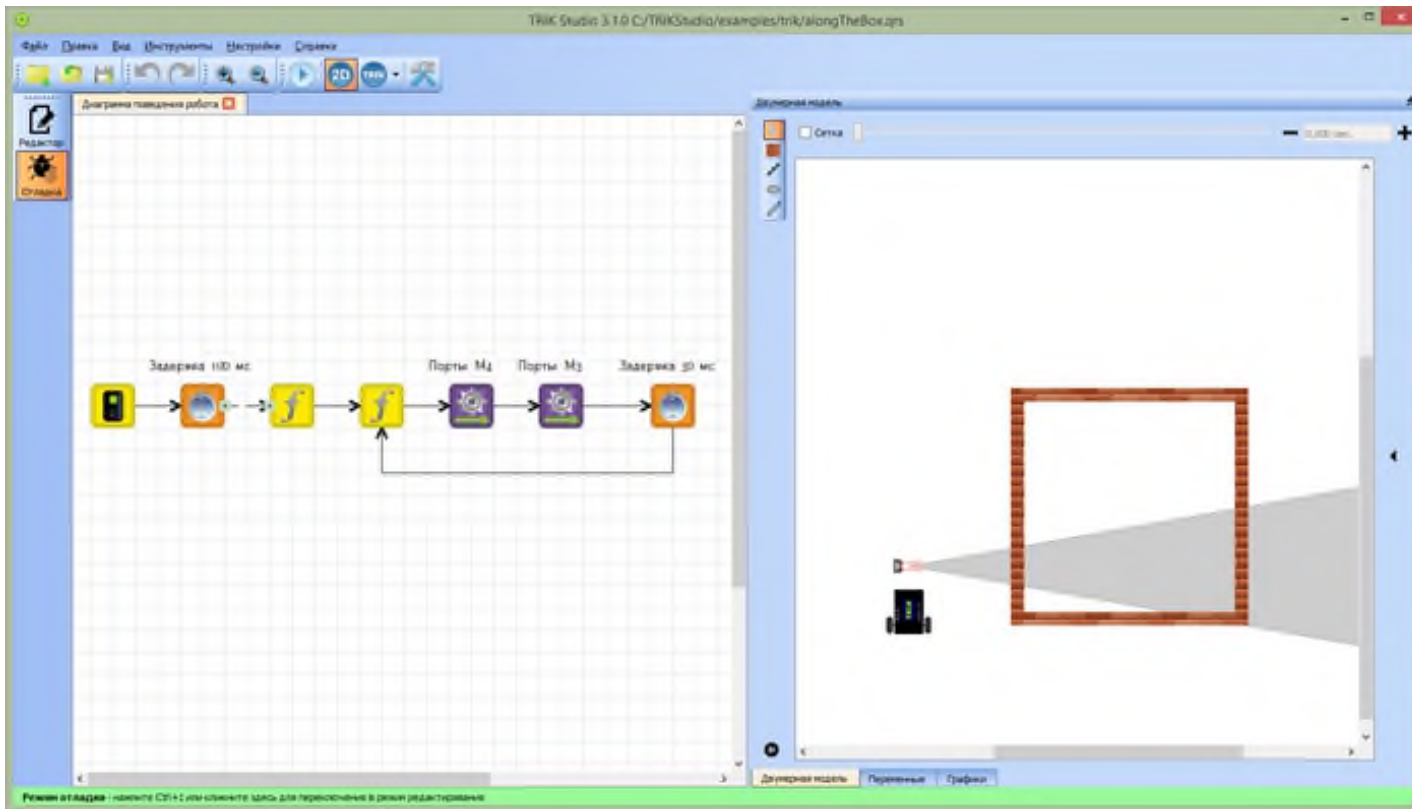
# **Особенности проведения занятий по модулю «Робототехника» в 9 классах в условиях наличия, или отсутствия робототехнических конструкторов**



# LEGO Digital Designer



# TRIK Studio



# Scratch Studios

The image displays the Scratch Studios interface for a game titled "Scratchnapped (A Mario style platform game) by griffpatch". The interface is divided into several main sections:

- Stage:** Shows a platform game scene with a character (Scratch Cat) on a grassy ledge, a tree, a cloud, and a score of 00. The character is currently at x: 40, y: 100.
- Sprites:** A grid of available sprites including LevelLister, Scratch Cat, Becks, Monster, MiniCloud, Collect, Health, Text, LevelCom..., WHITE, next, Cut Scene 1, Cut Scene, Fade, Pay, and Bonus.
- Scripts:** A list of script categories including Motion, Looks, Sound, Pen, Data, Events, Control, Sensing, Operators, and More Blocks.
- Code Editor:** Contains several scripts for the game's logic:
  - when I receive Init Level:** A sequence of blocks including hide, Init Level, set xScr to \_xscr, set yScr to \_yscr, SetScrollBY, set \_xscr to xScr, set \_yscr to yScr, set AddedWays to 0, set SkippedFrames to 0, and set jump to 0.
  - when up arrow key pressed:** An if statement checking if state > 1, followed by Do Jump Press next, wait 0.2 secs, wait until not key up arrow pressed?, and set releaseJump to 0.
  - when space key pressed:** An if statement checking if state > 1 and DEBUG\_LEVEL, followed by Do Jump Press, wait 0.2 secs, wait until not key space pressed?, and set releaseJump to 0.
  - when I receive Start:** A sequence of blocks including clear, broadcast DoScroll and wait, show, wait 0.2 secs, set loop to timer - 0.1, set ticks to 0.03333, set waitAWhile to 0, and a repeat loop with state < 25. Inside the loop, it sets ticks to round(timer - loop) / 0.1, and if ticks > 0, it changes loop by 0.033 \* ticks. If ticks > 2, it sets ticks to 2. After the loop, it waits 0.00 secs, sets lastPlatform to \_platform, and sets state to 0.
  - when I receive DoScroll:** A block that calls DoScroll.
  - define DoScroll:** A function definition for DoScroll that sets positionAndTide to \_xscr and repeats ticks times of Game Cycle.
  - broadcast DoScroll:** A block that broadcasts the DoScroll event.

# Minecraft Education



# CeeBot



**cat Com**

Лабиринт слегка отличается от предыдущего, но это не важно, так как программа приспособится к тому, что она "видит".



**Общий принцип**

Используйте бесконечный цикл `while`, чтобы выполнять предыдущую несколько раз:

```
while ( true )  
{  
    Если спереди нет ничего, идти вперед  
    Если слева ничего нет, повернуть влево  
    Если справа ничего нет, повернуть направо  
}
```

Внутри цикла `while` замените инструкции `goto` на инструкции `continue`. `goto` приведет к выходу из программы, что не совсем то, что нам нужно. `continue` просто продолжит выполнение программы с самого начала цикла `while`.

```
if ( front == null )  
{  
    move(3);  
}
```

