

# Microbit Robotics Advanced Level 3

## Lesson 5

# Skip Car

Presented by Advanced Superlogic Team

# Today's Topic

- 1. Build a Skip Car**
- 2. Program the remote controller for the Skip Car**
- 3. Skip Car movement tuning**
- 4. Program eject function for the skip car**

# Learning Outcome

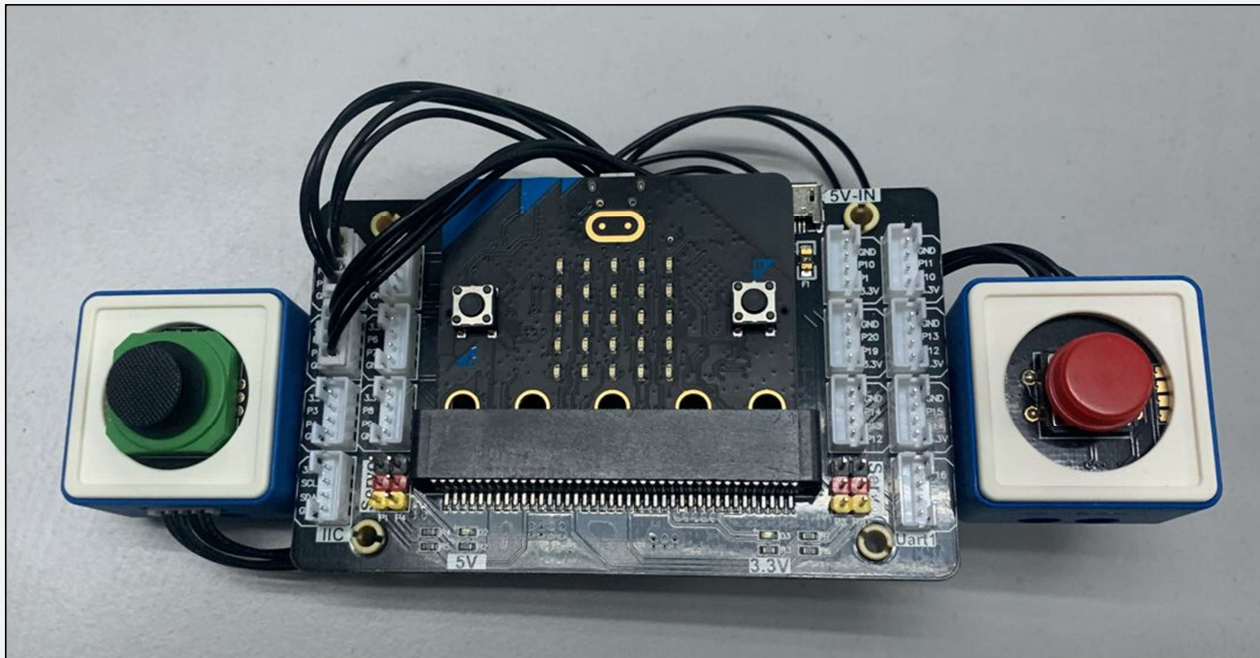
- 1. Able to build a skip car with the instruction**
- 2. Able to program the remote controller and the skip car's movements and actions**
- 3. Able to tune the movement for your skip car**
- 4. Able to modify your design for loading and ejecting the bricks.**

# What we did in previous lesson

# WOM Controller Setup

**Rocker  
Module:**

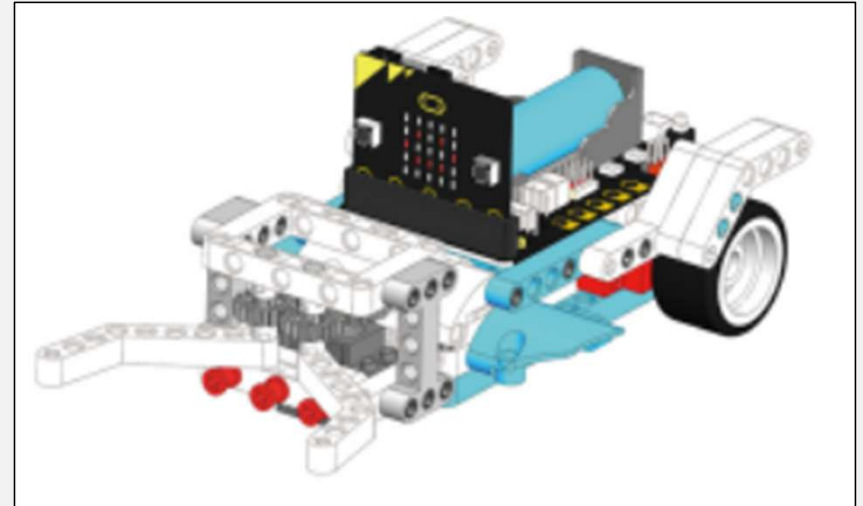
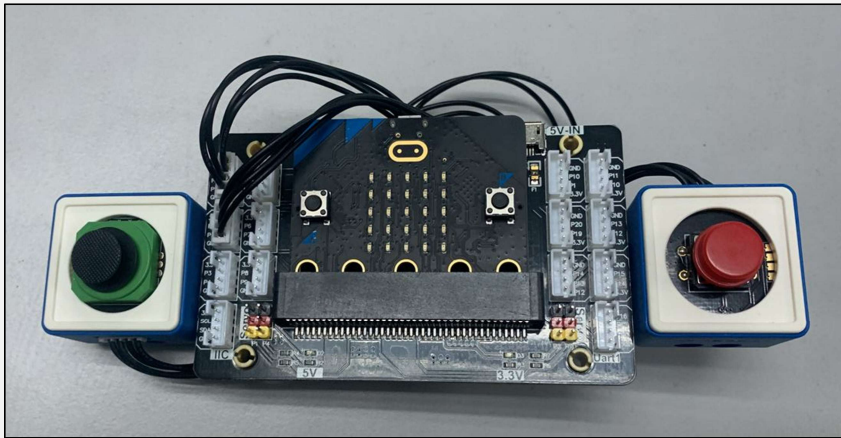
Movement  
Control



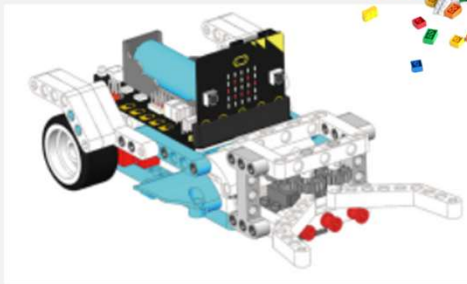
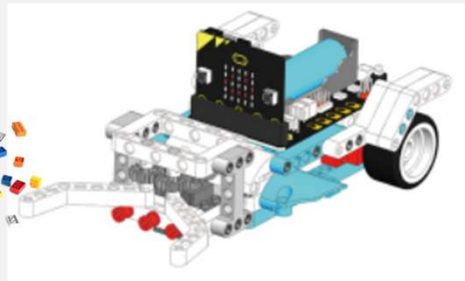
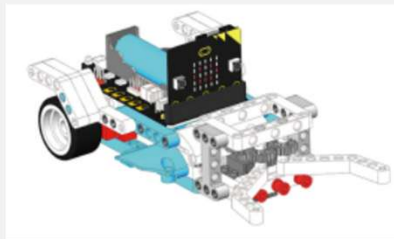
**Button  
Module:**

Grab &  
Release

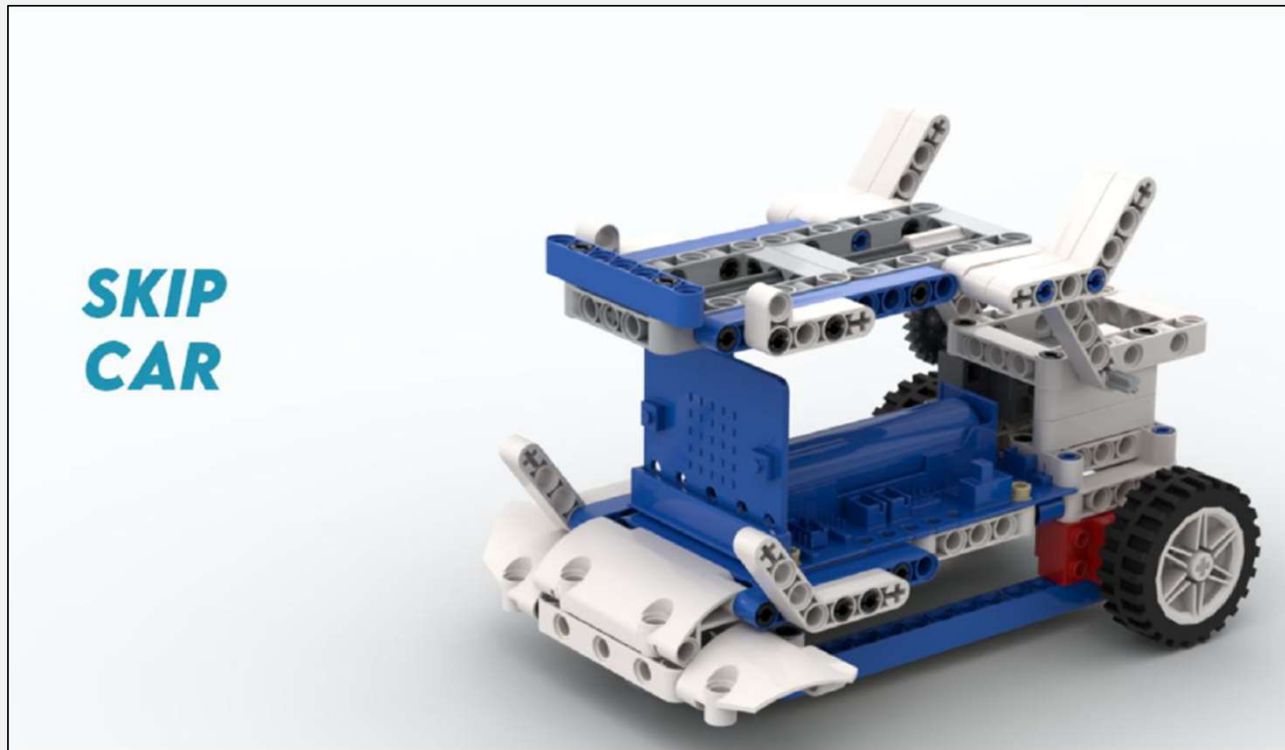
# Test the remote control



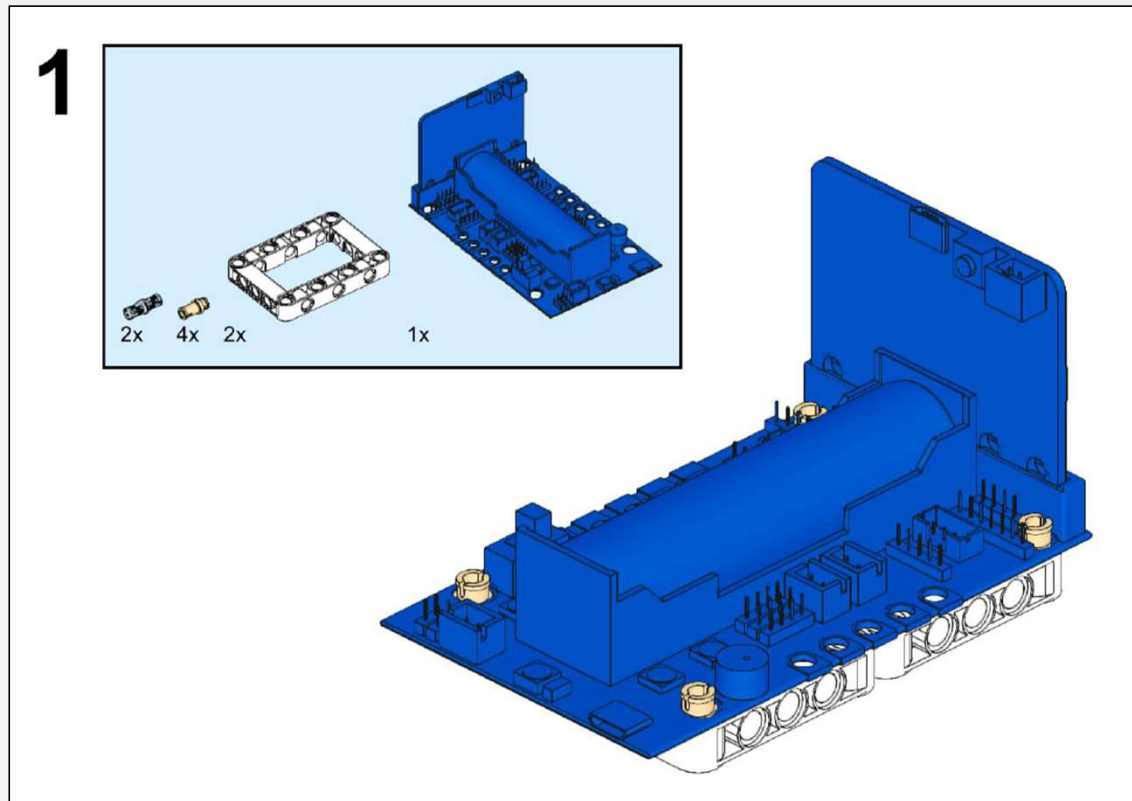
# Brick War Mini Competition



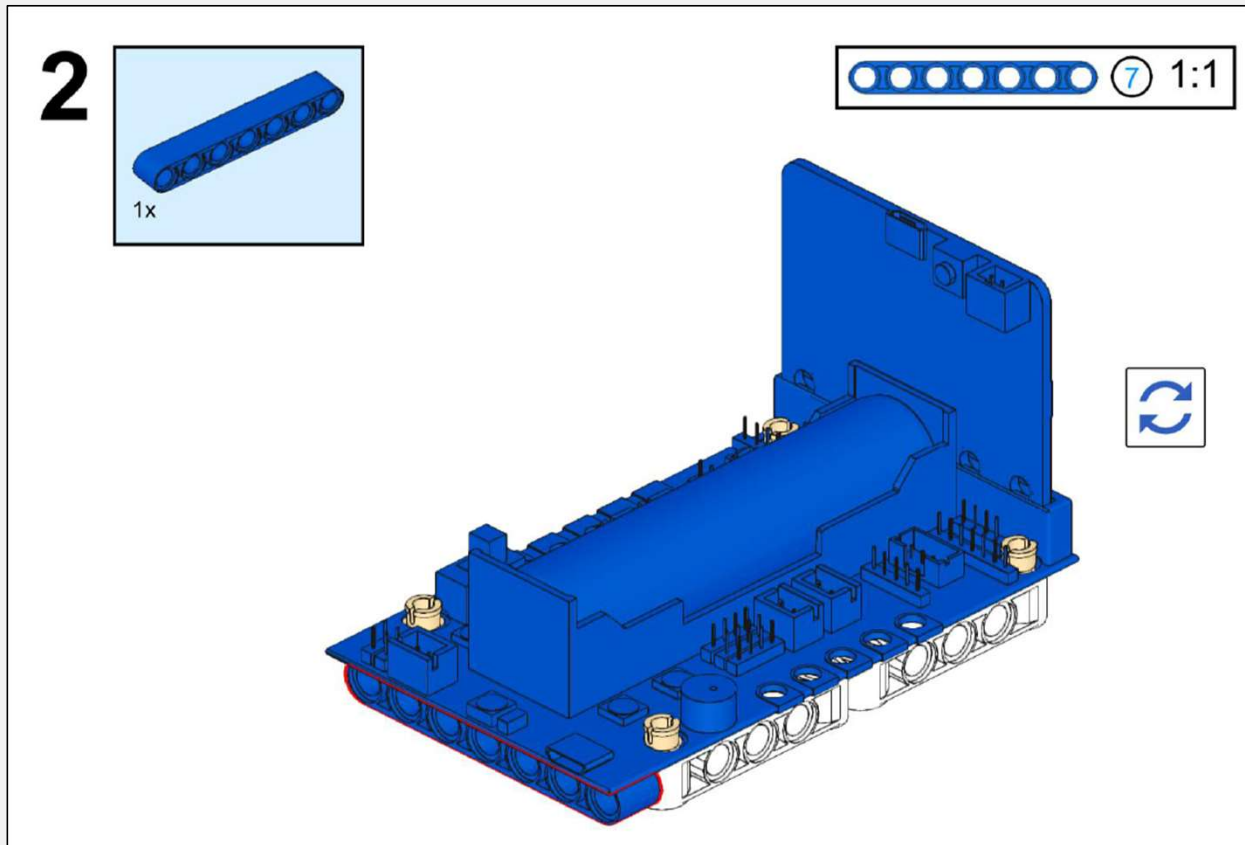
# Build a Skip Car



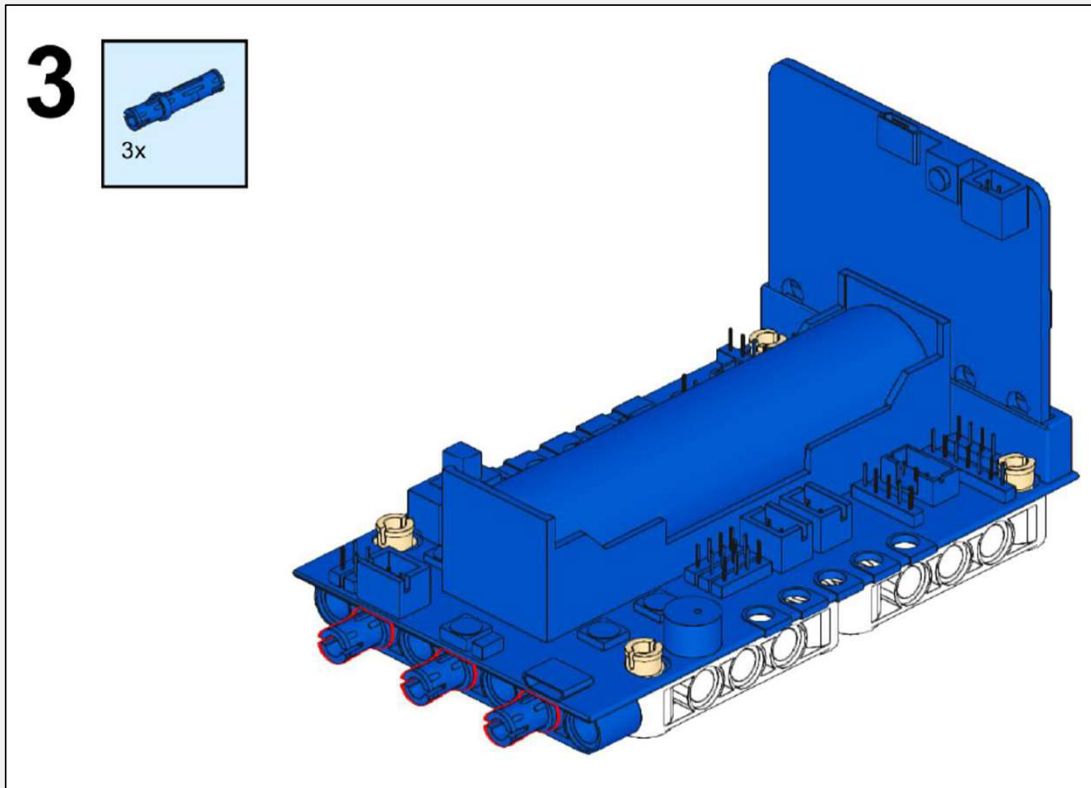
# Step 1



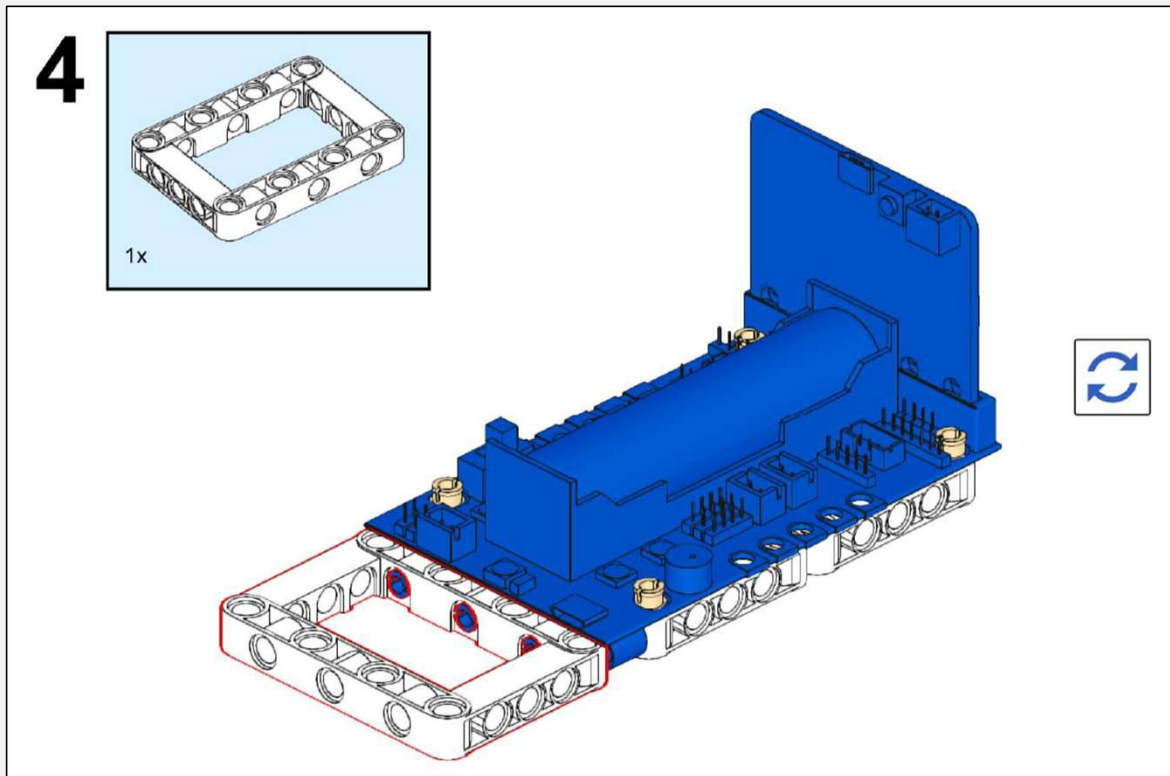
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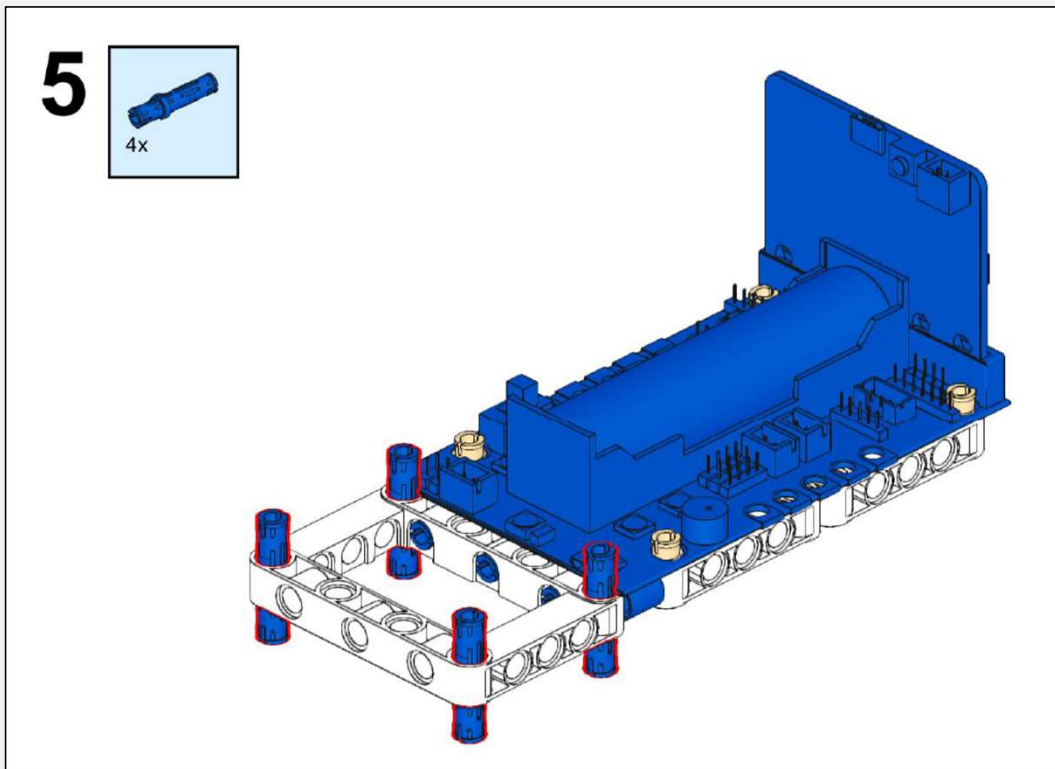
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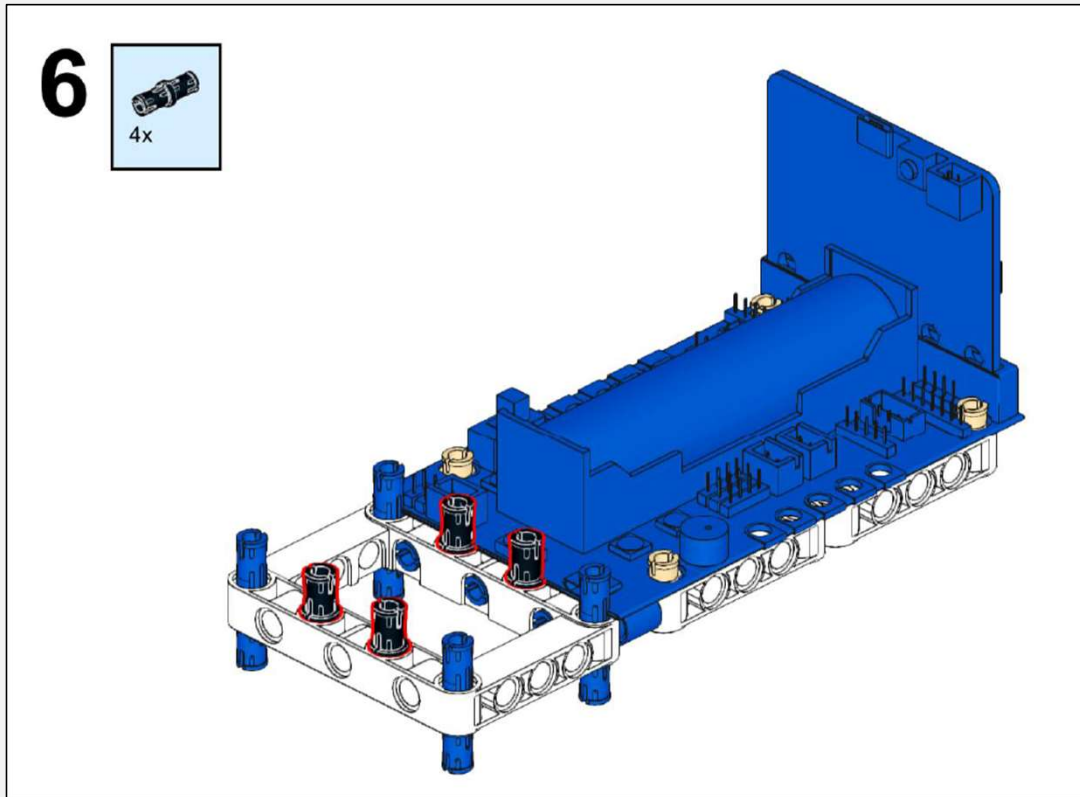
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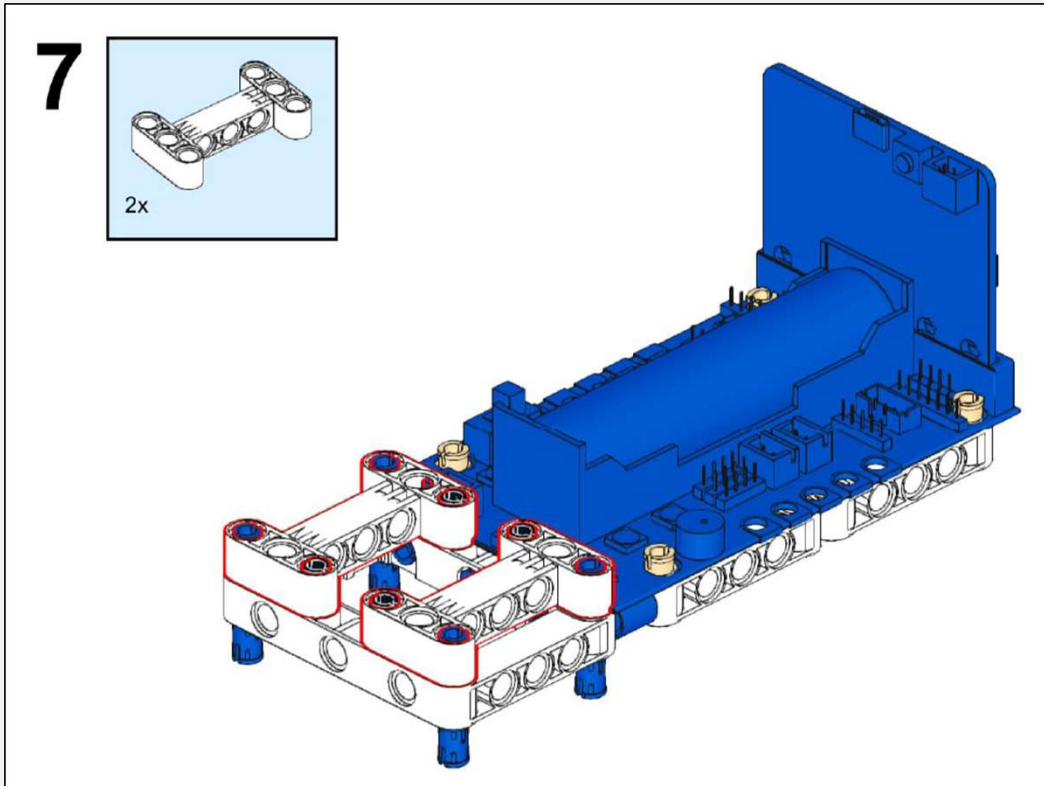
## Step 5



## Step 6

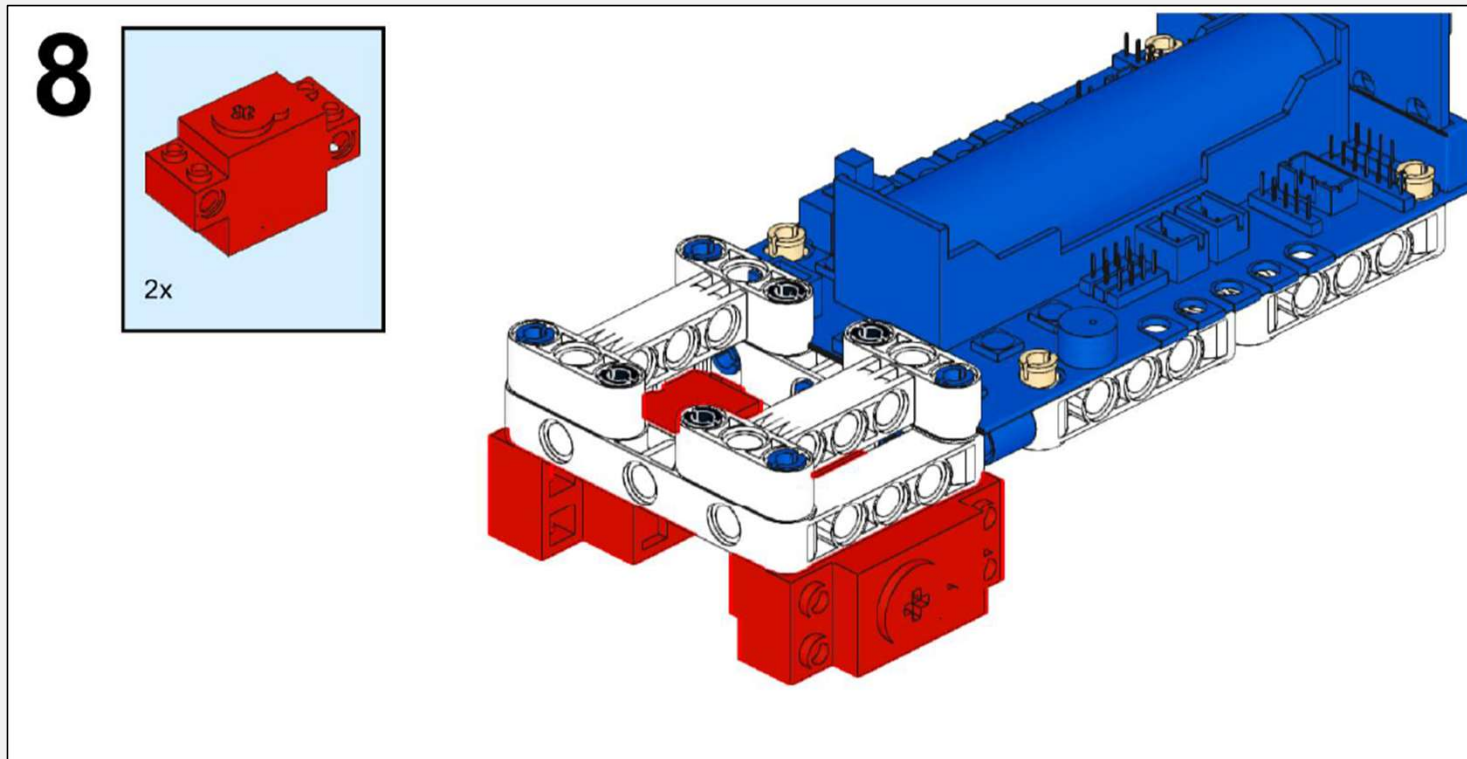


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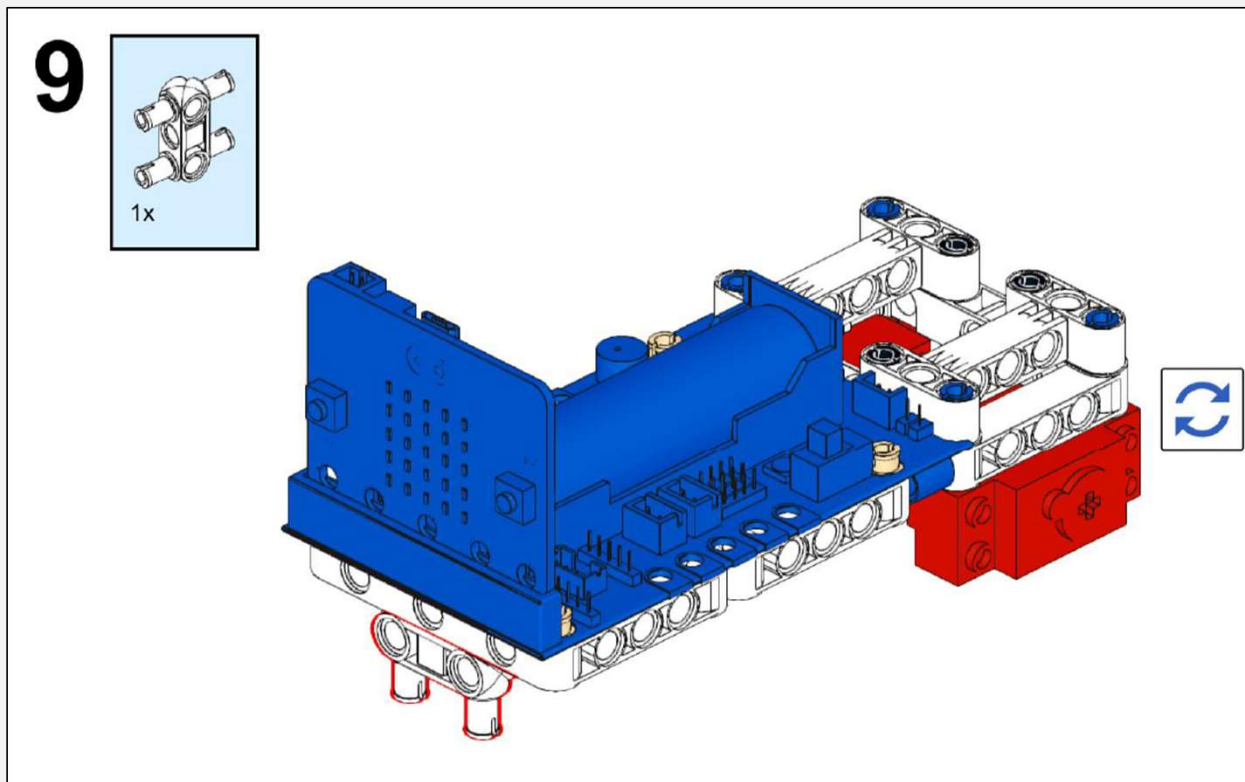




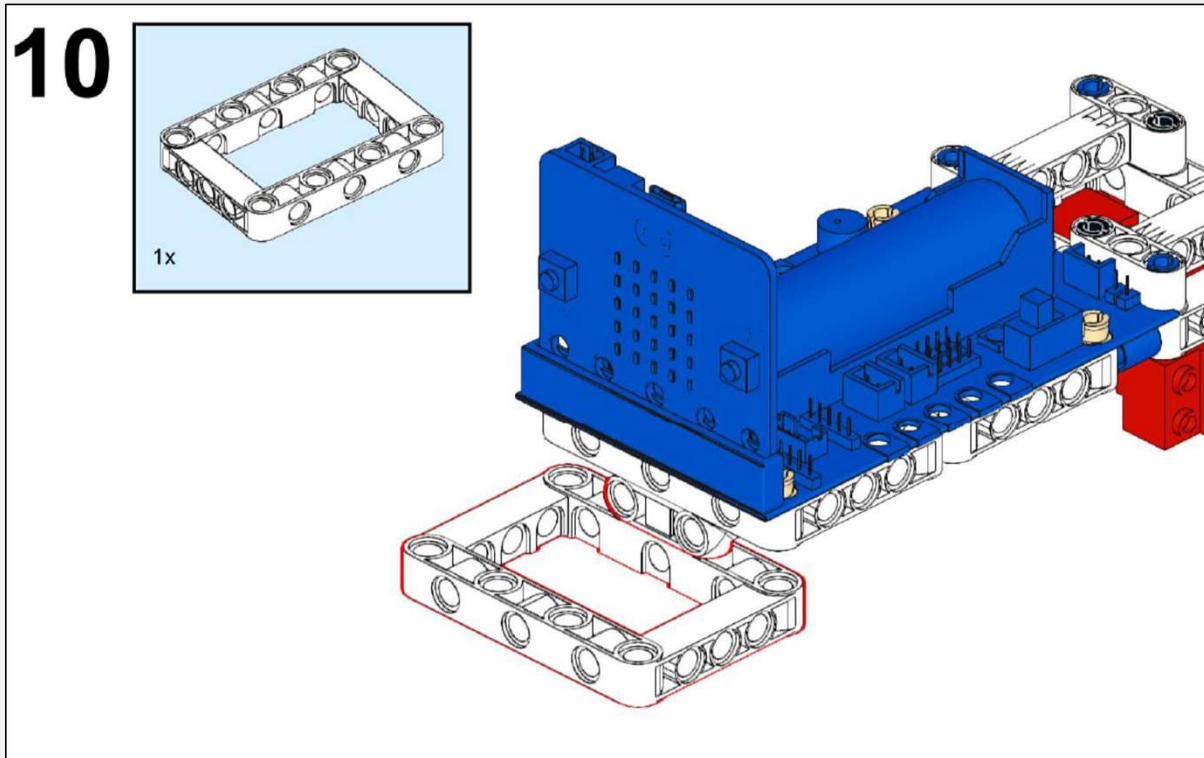
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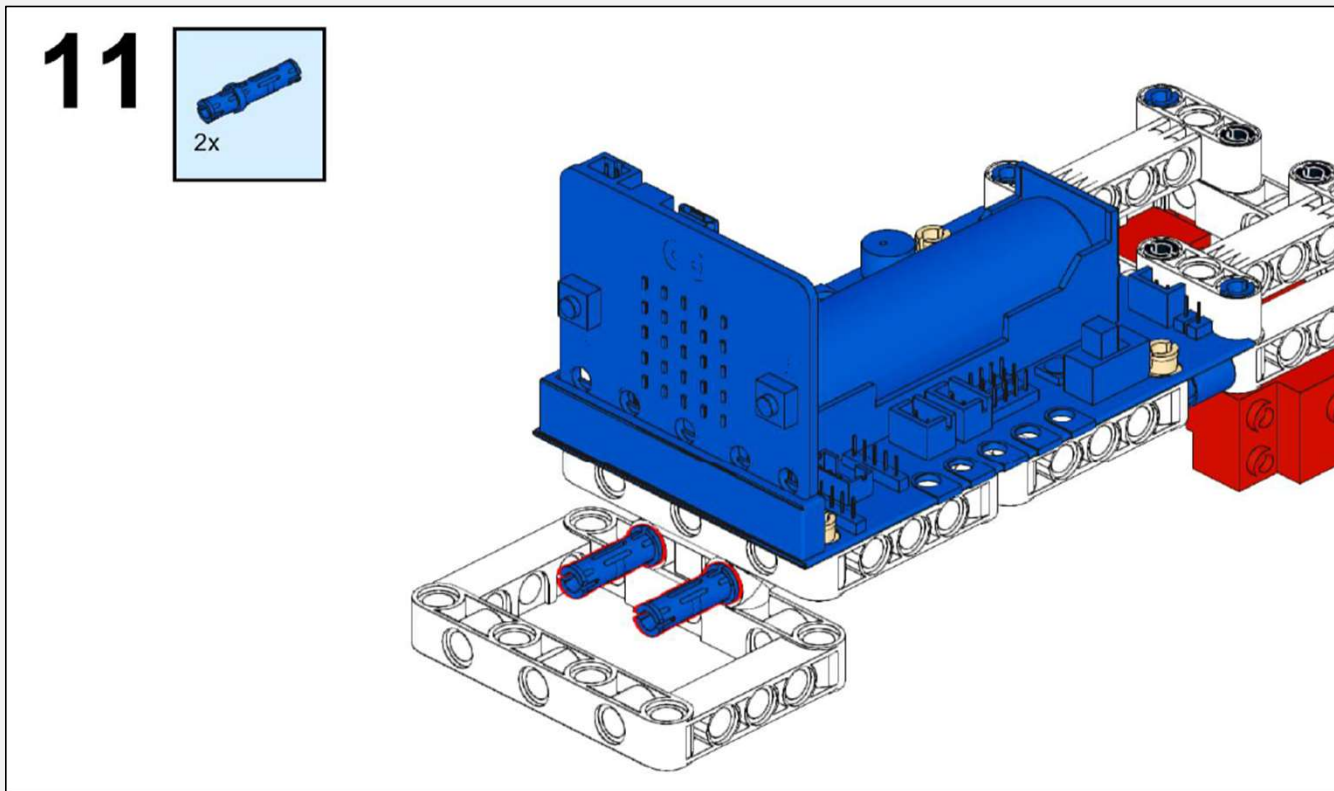
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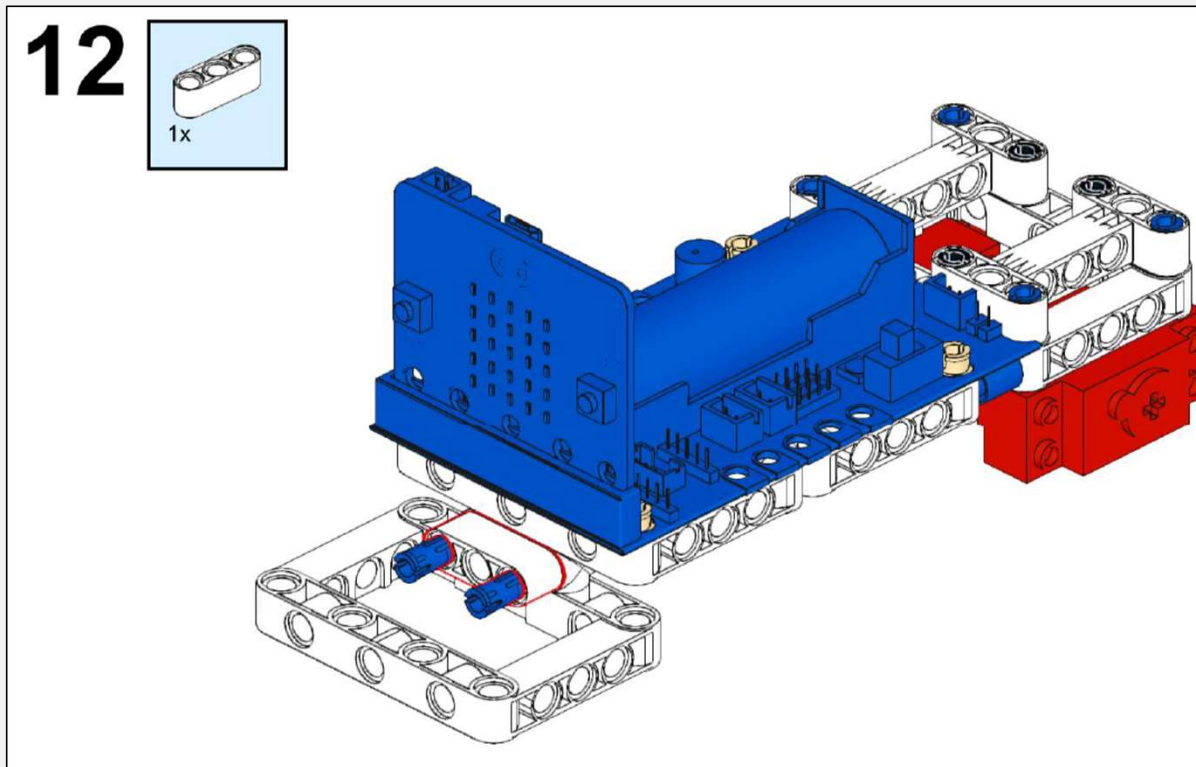
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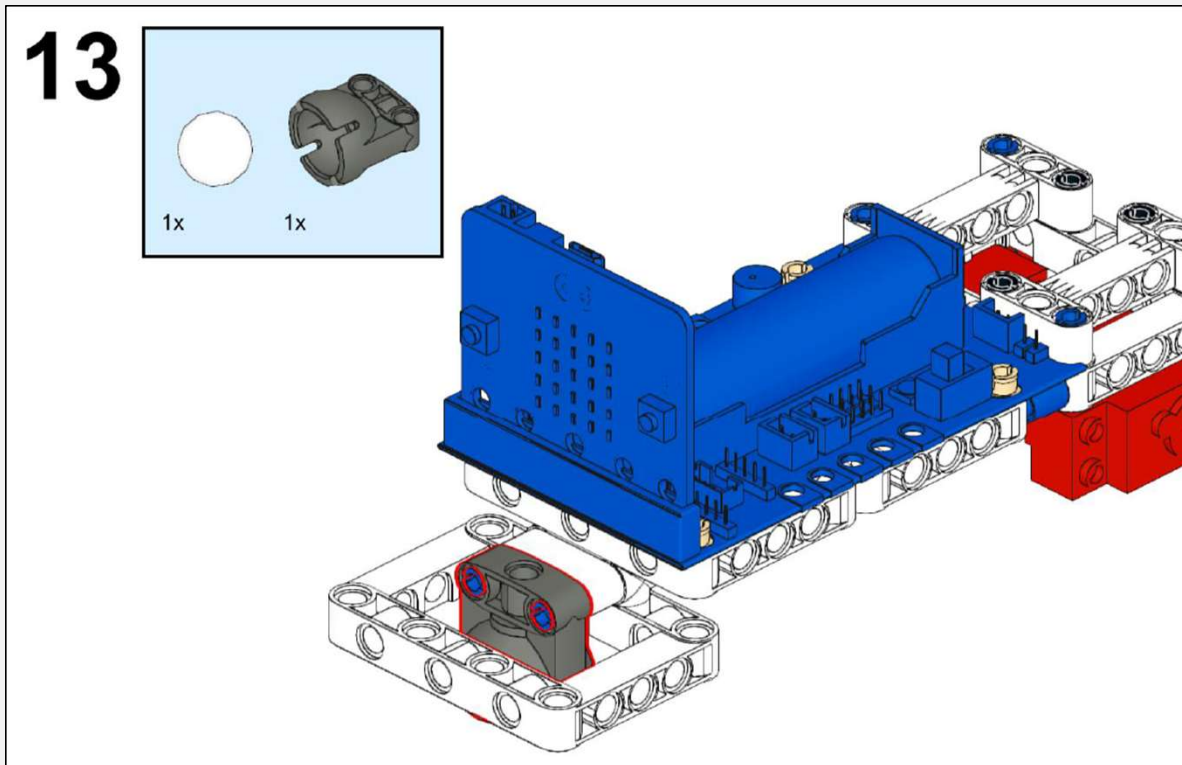
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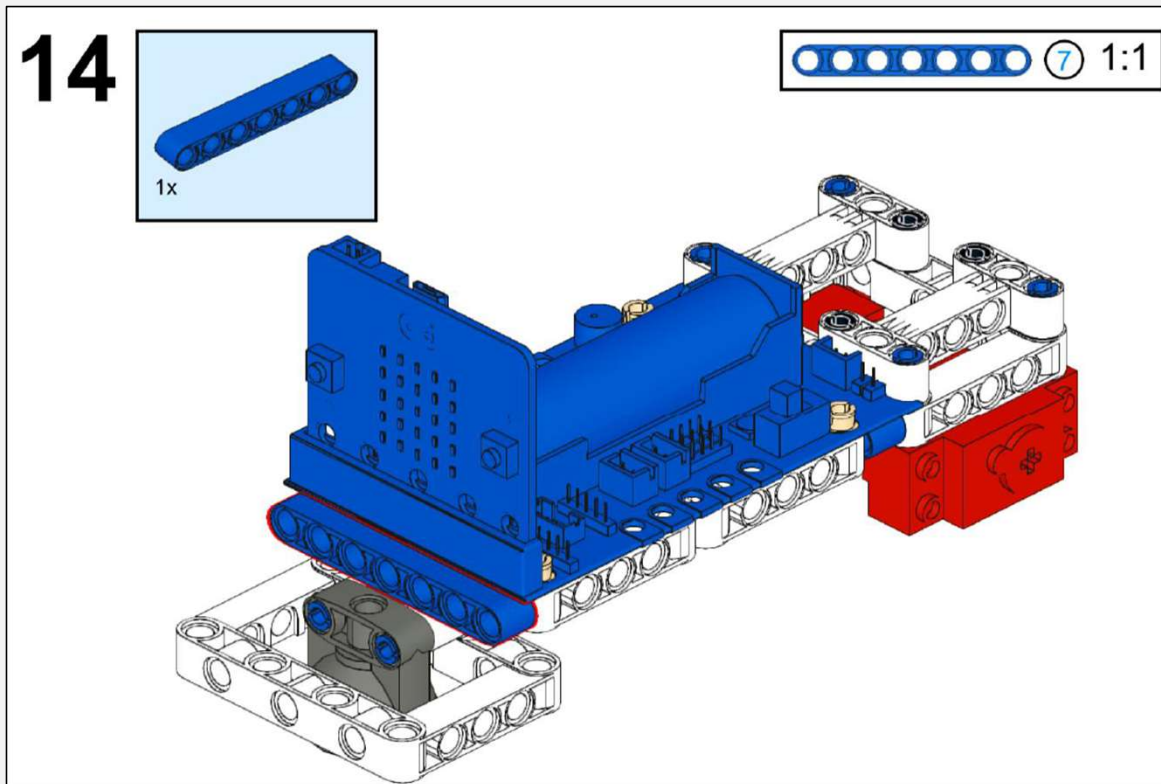
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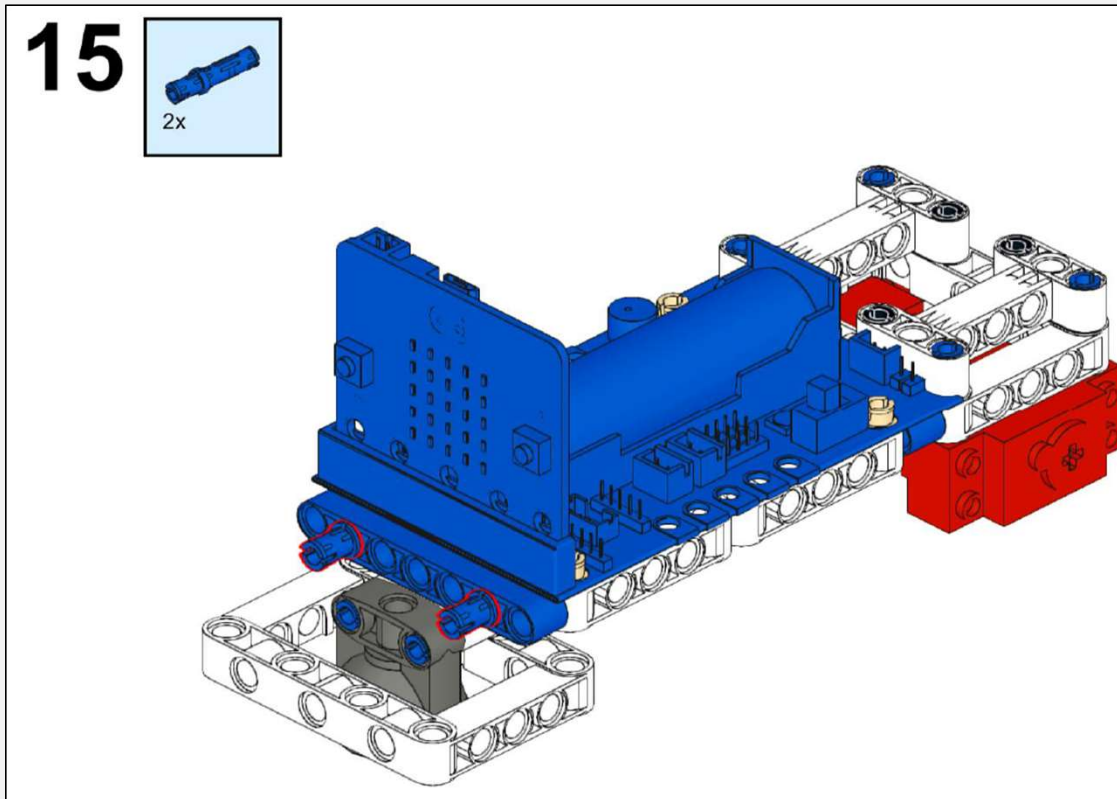
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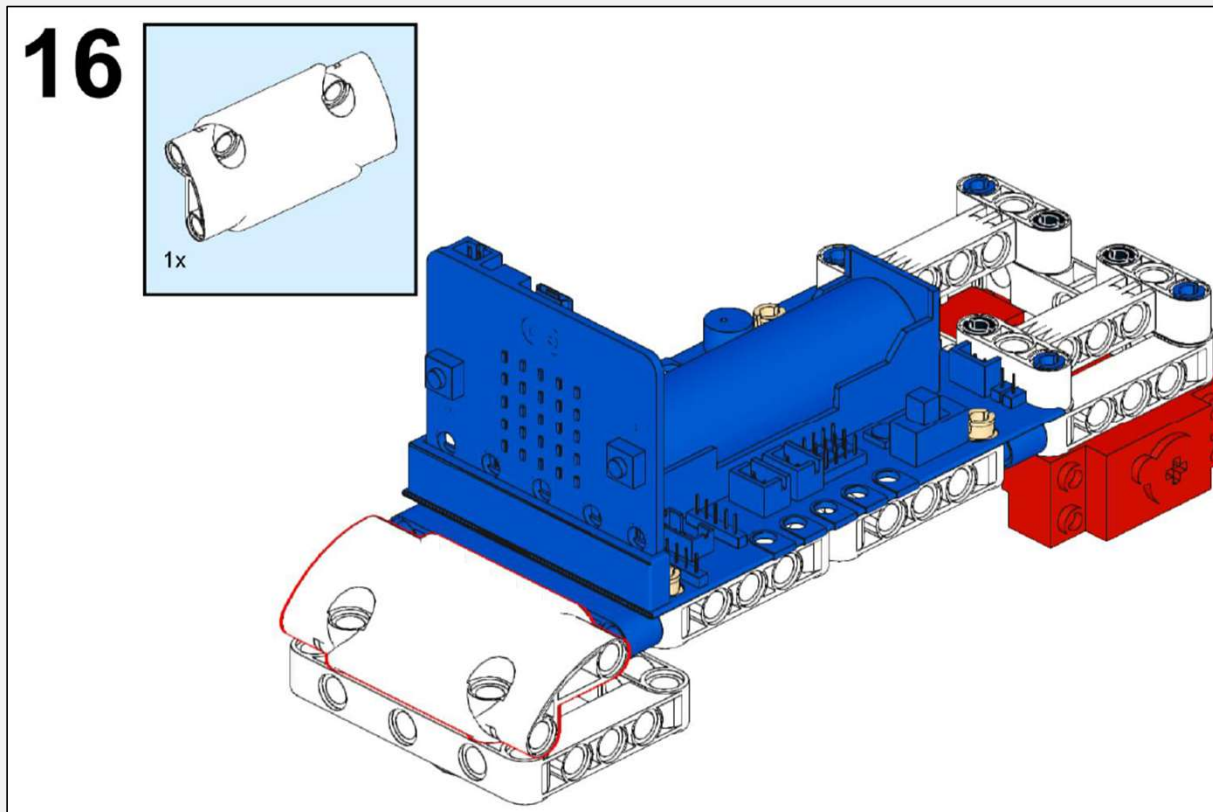
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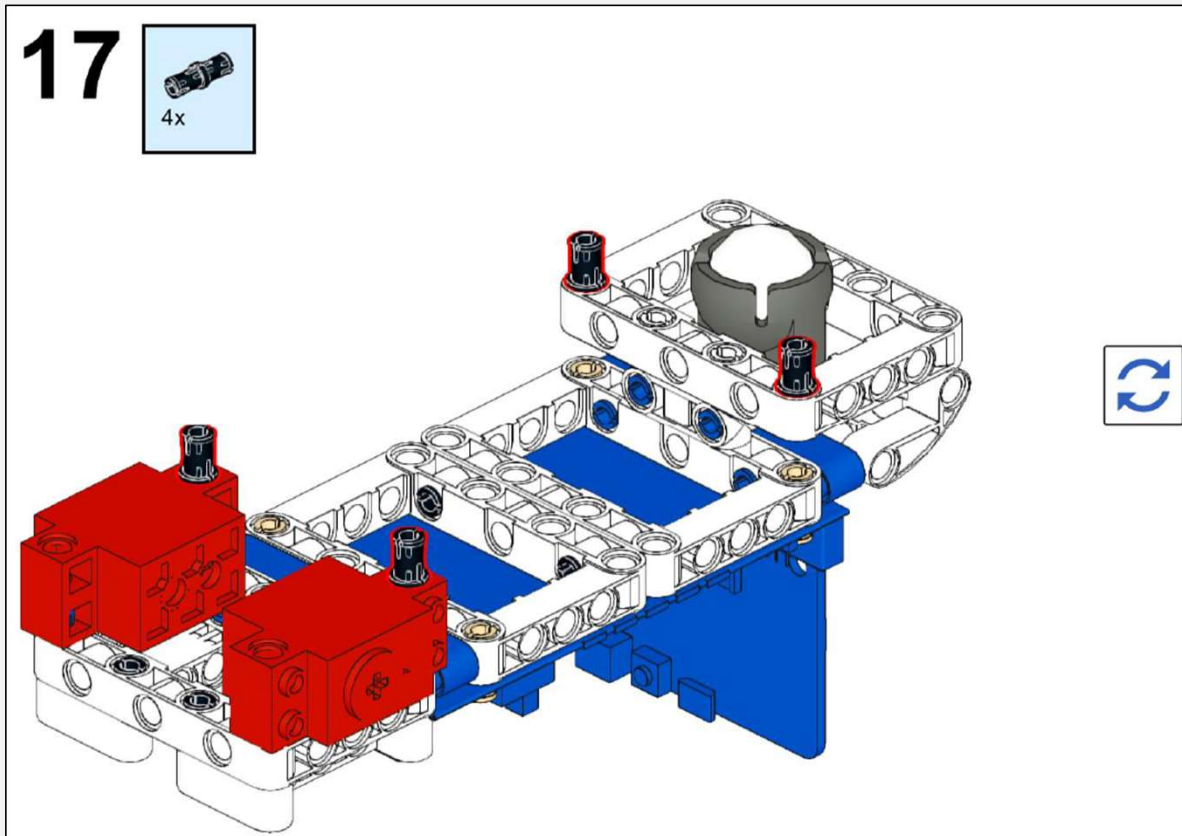
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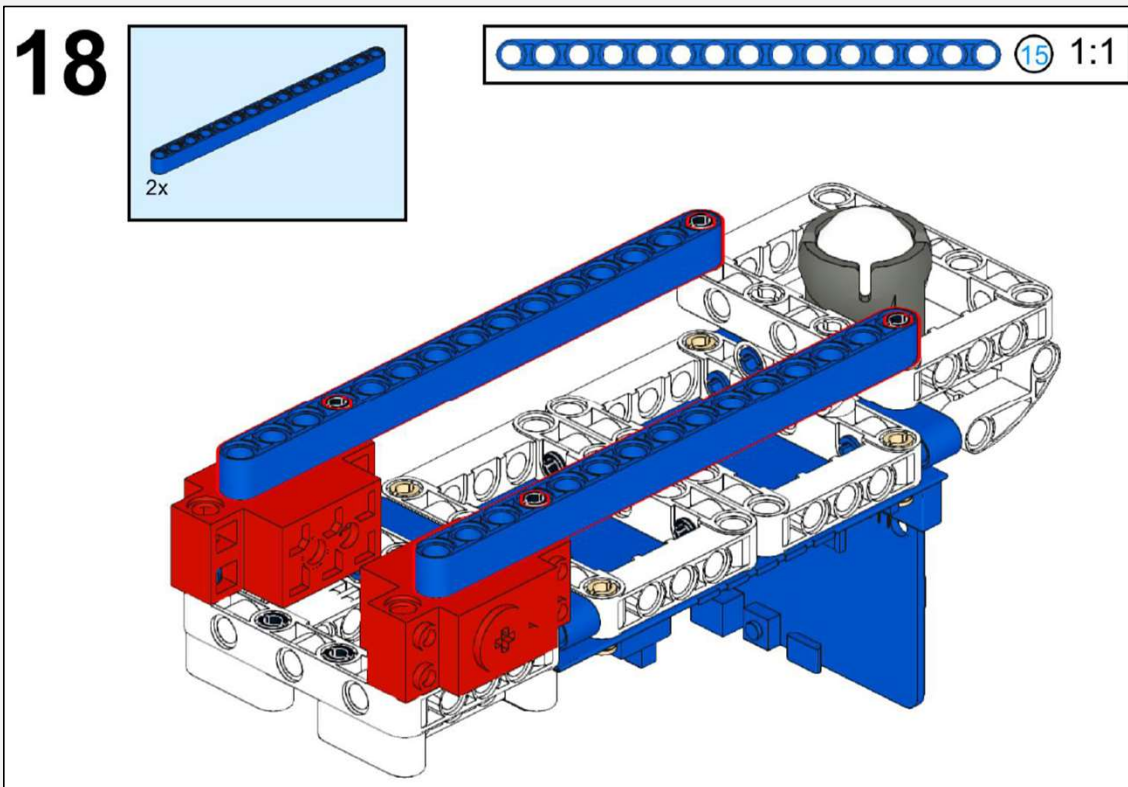
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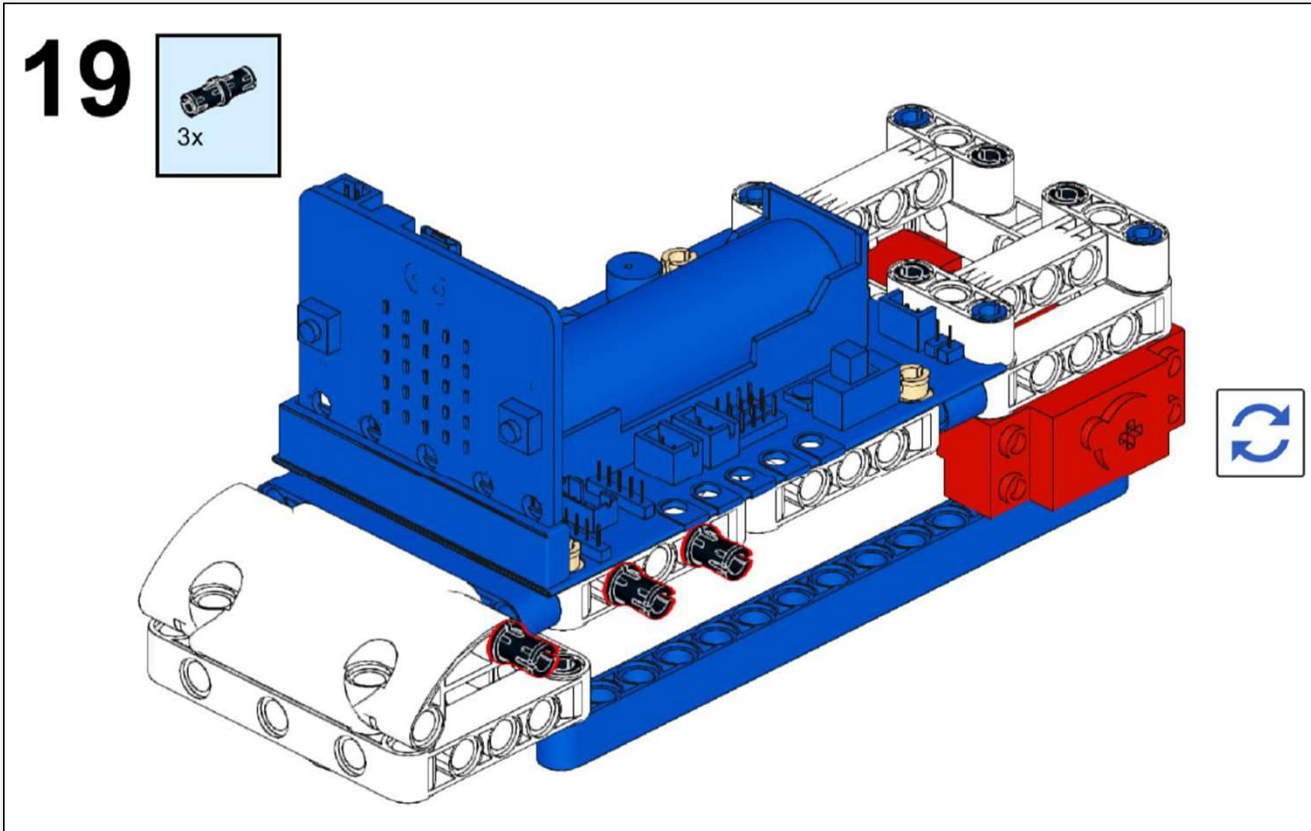
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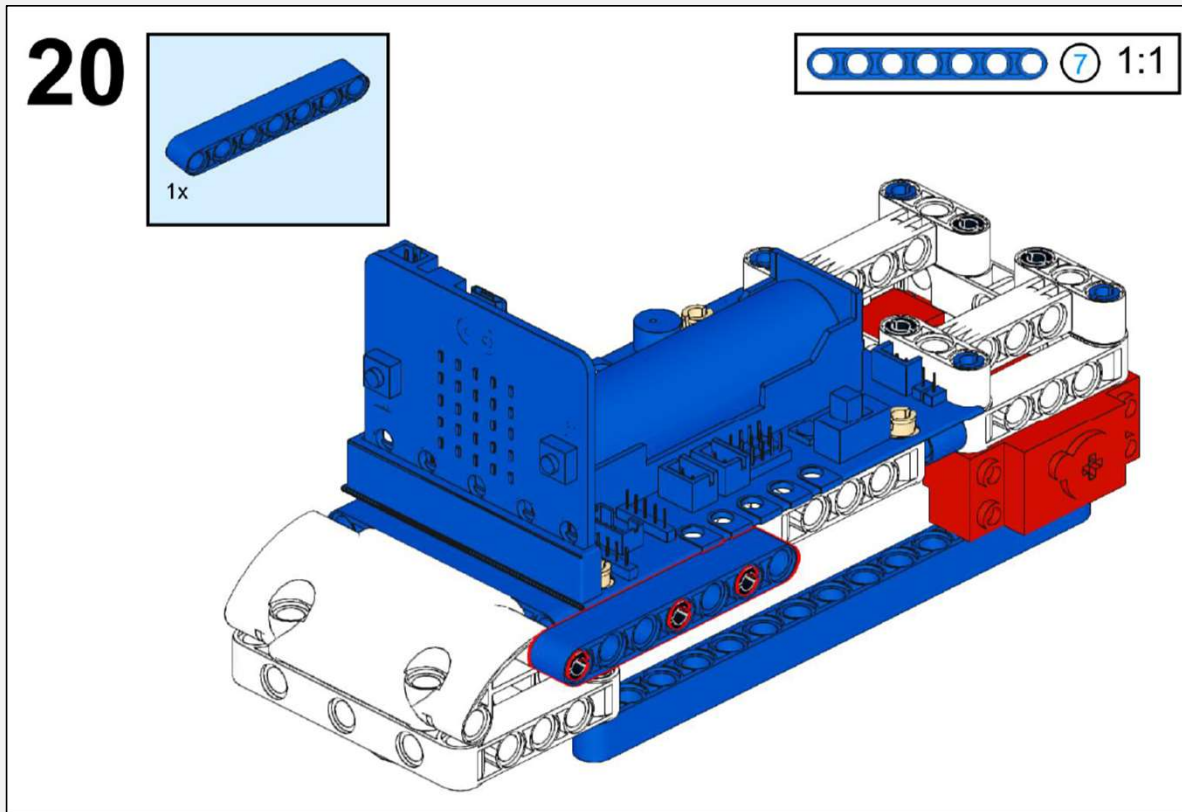
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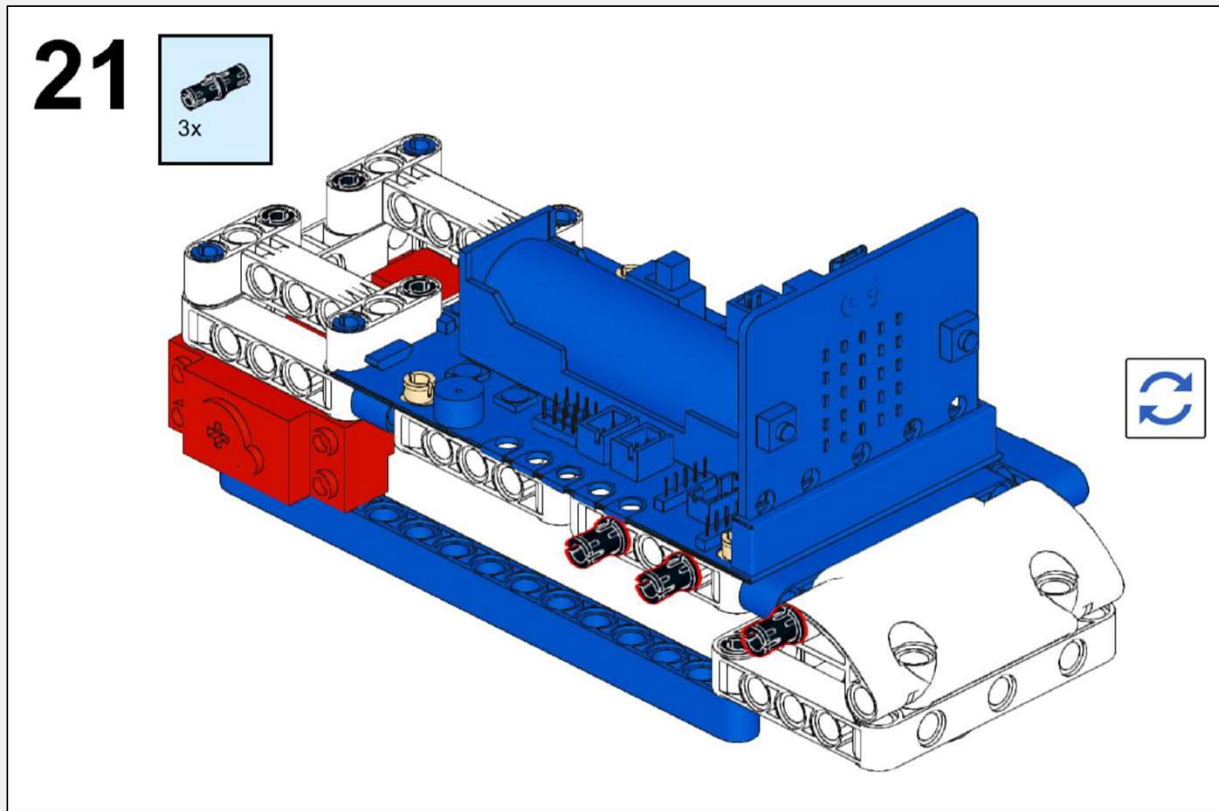
## Step 19



## Step 20

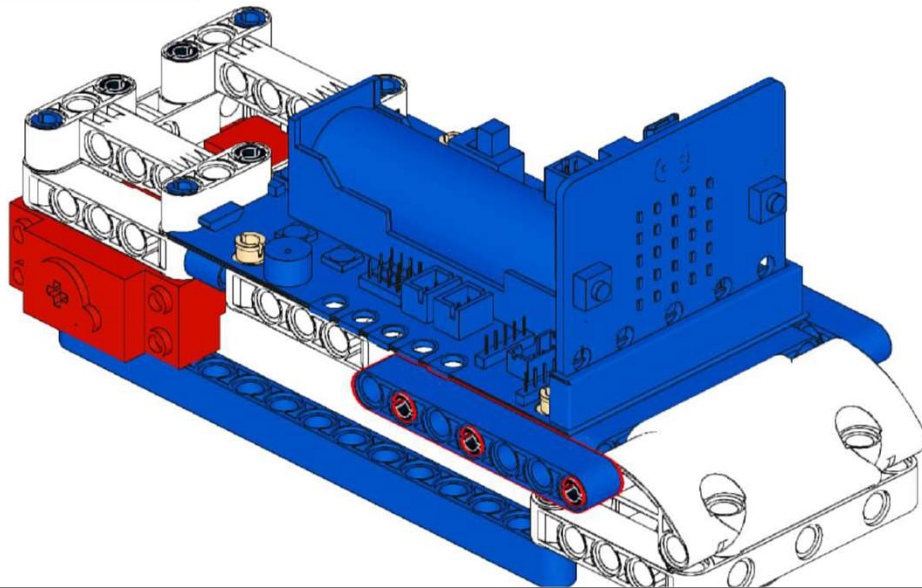
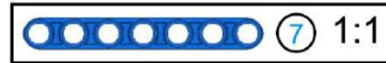
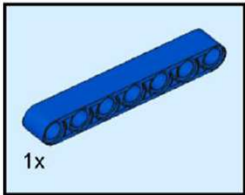


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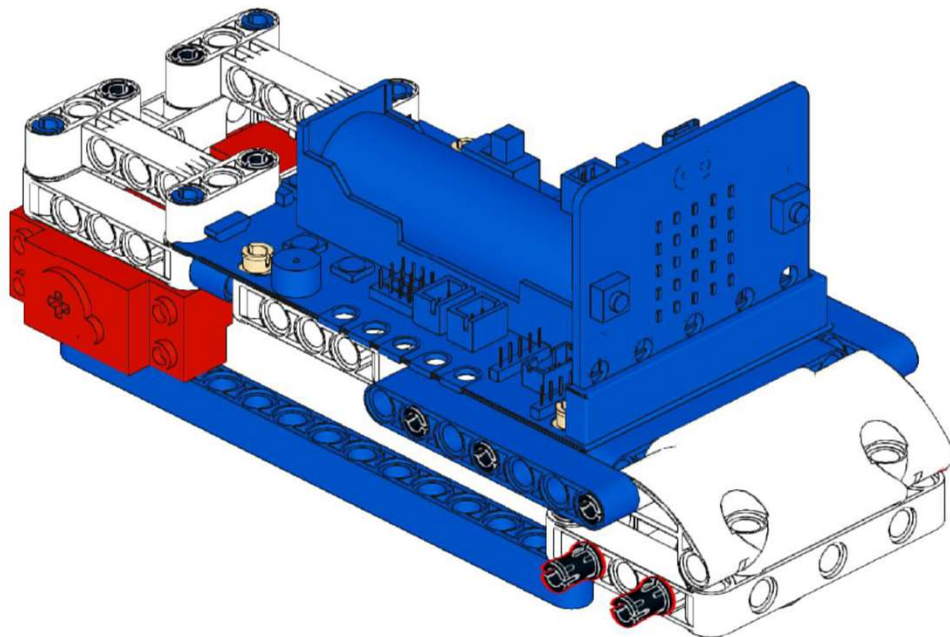
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22

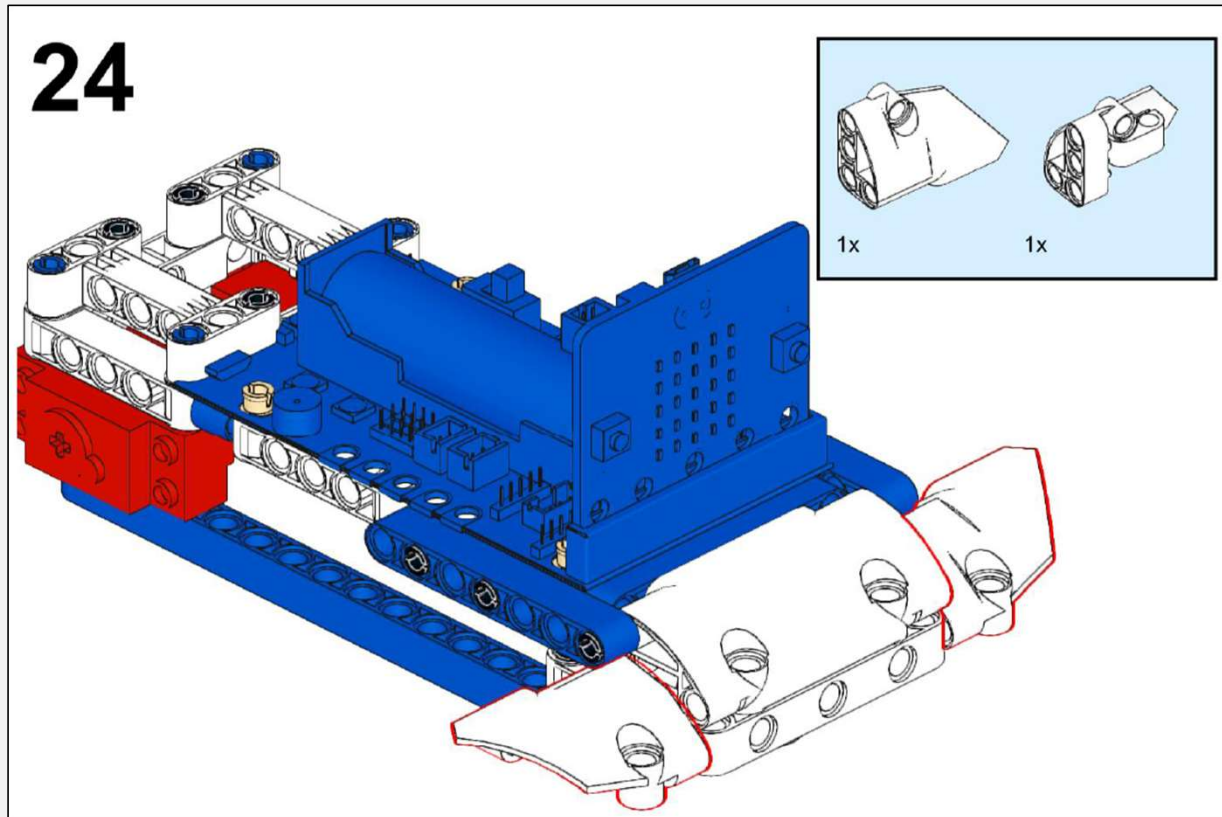


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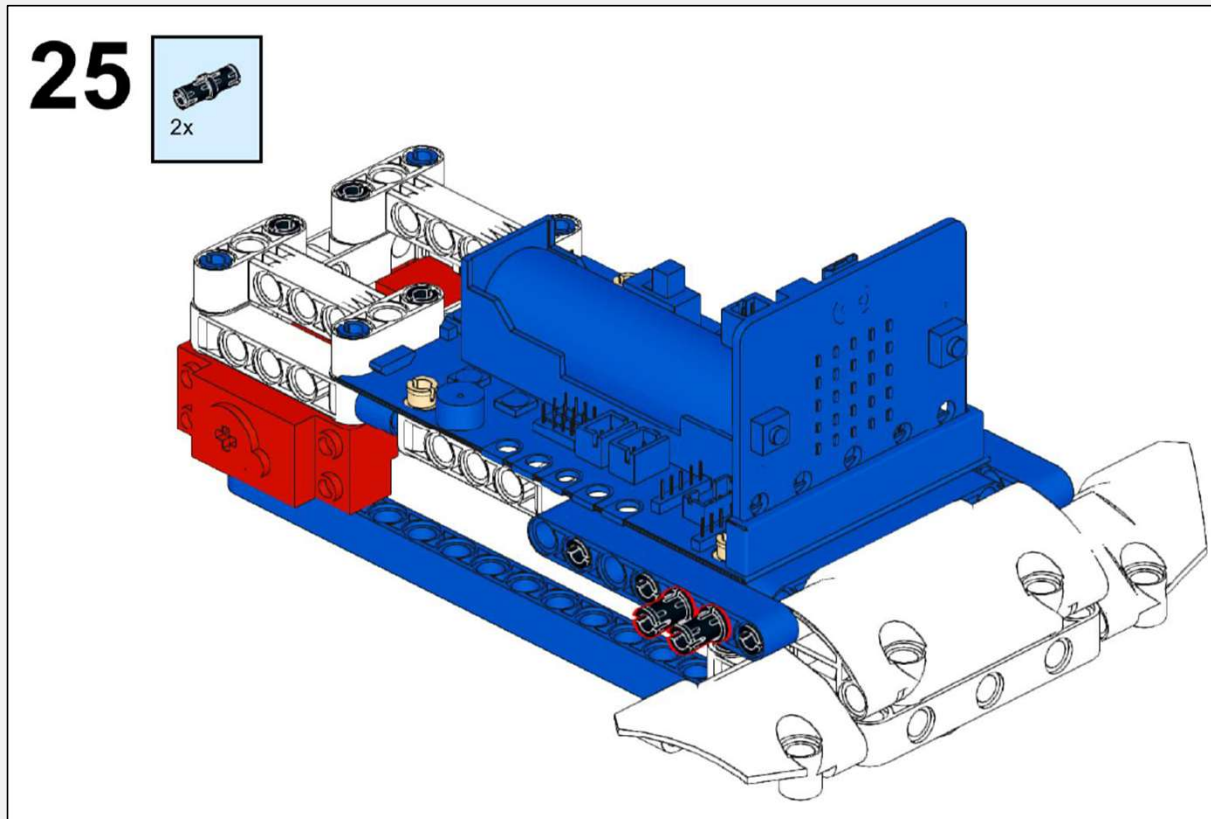
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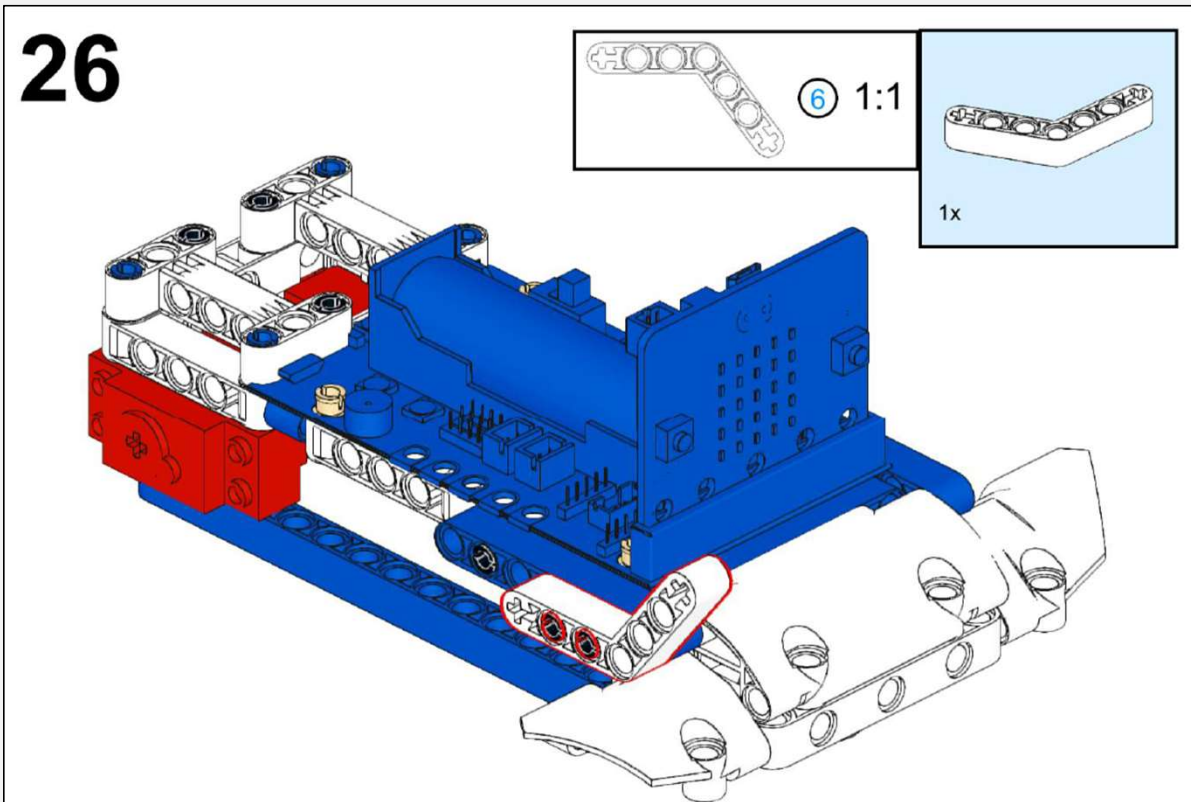
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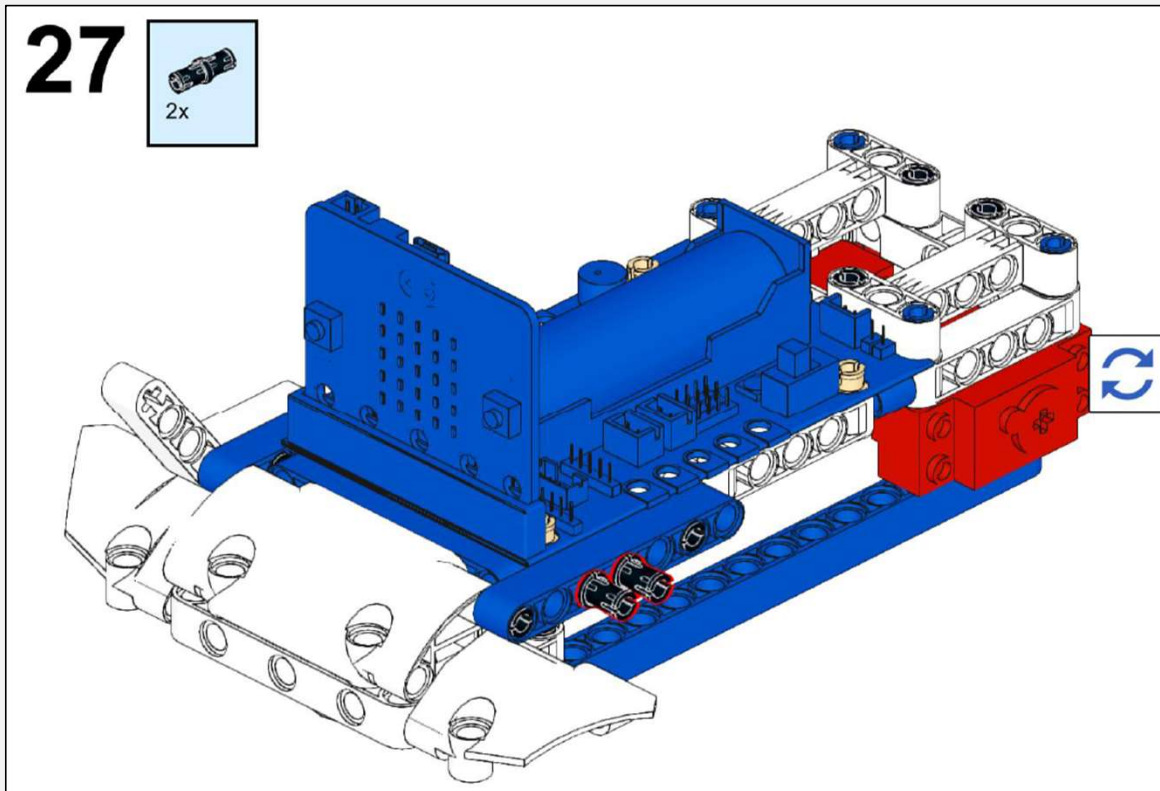
## Step 25



# Step 26

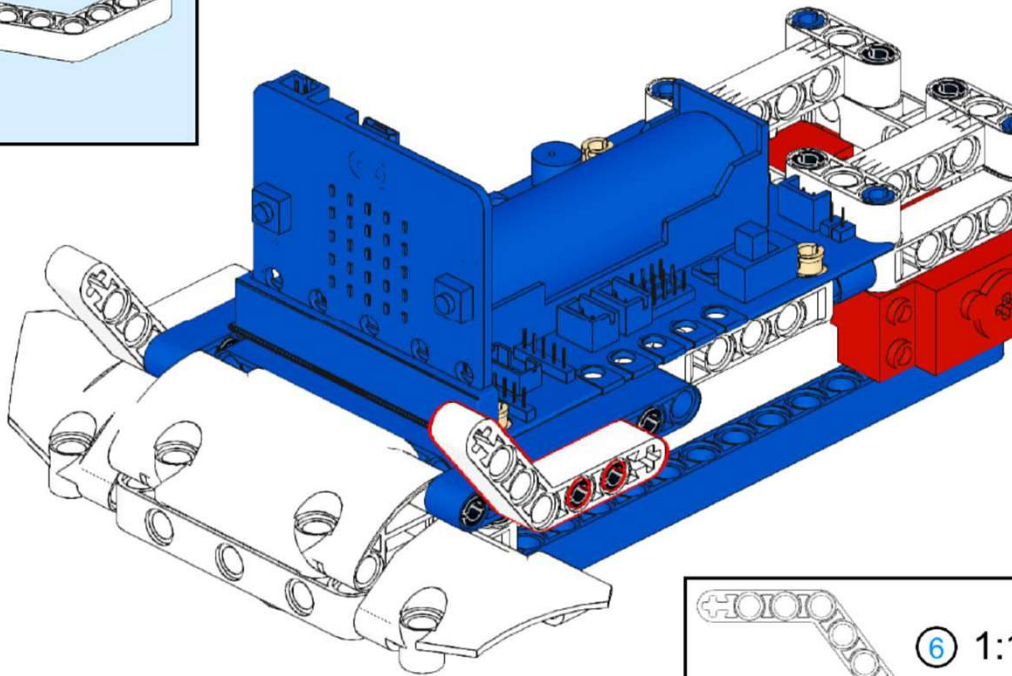
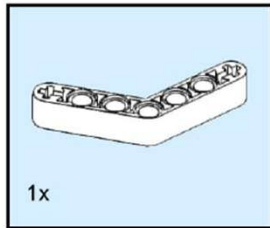


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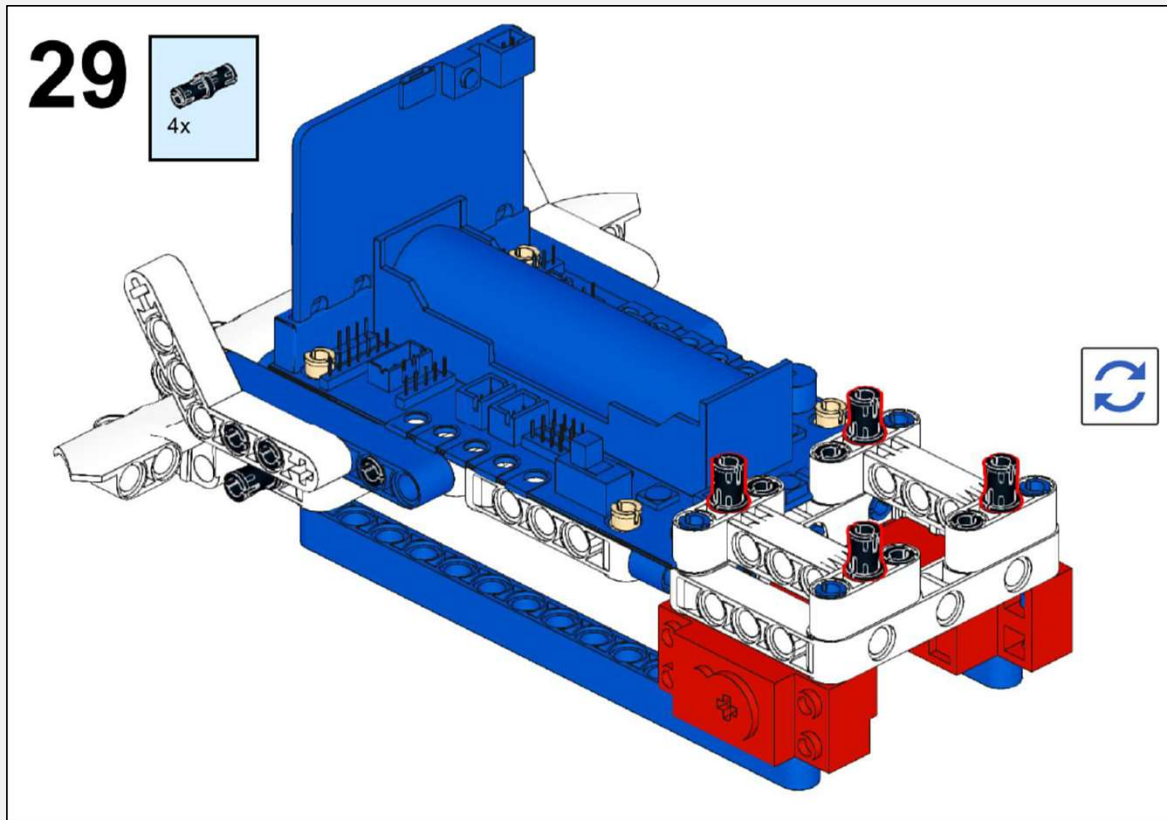


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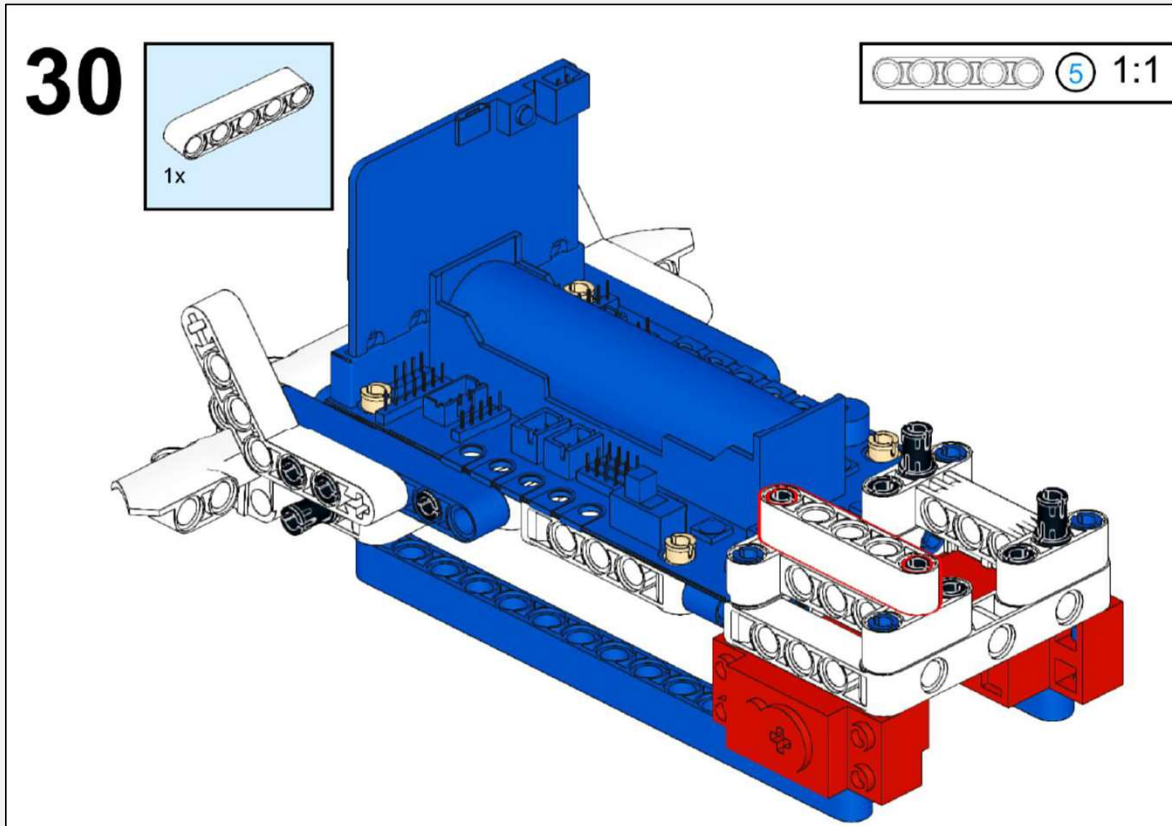
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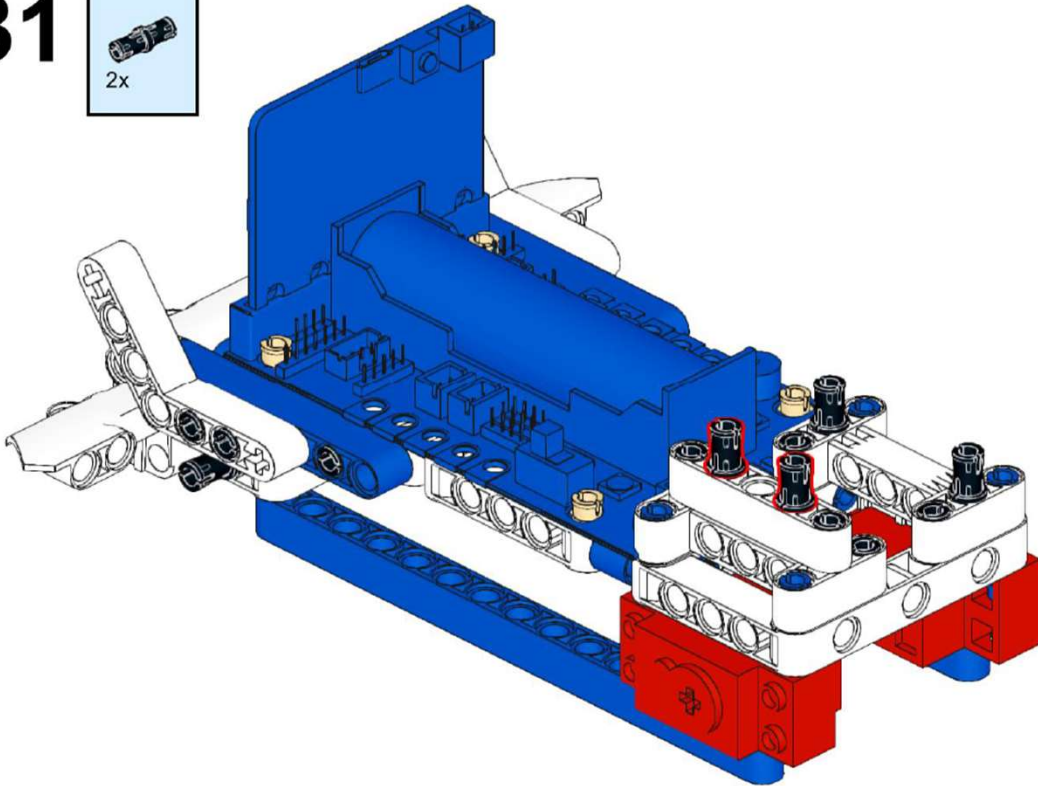


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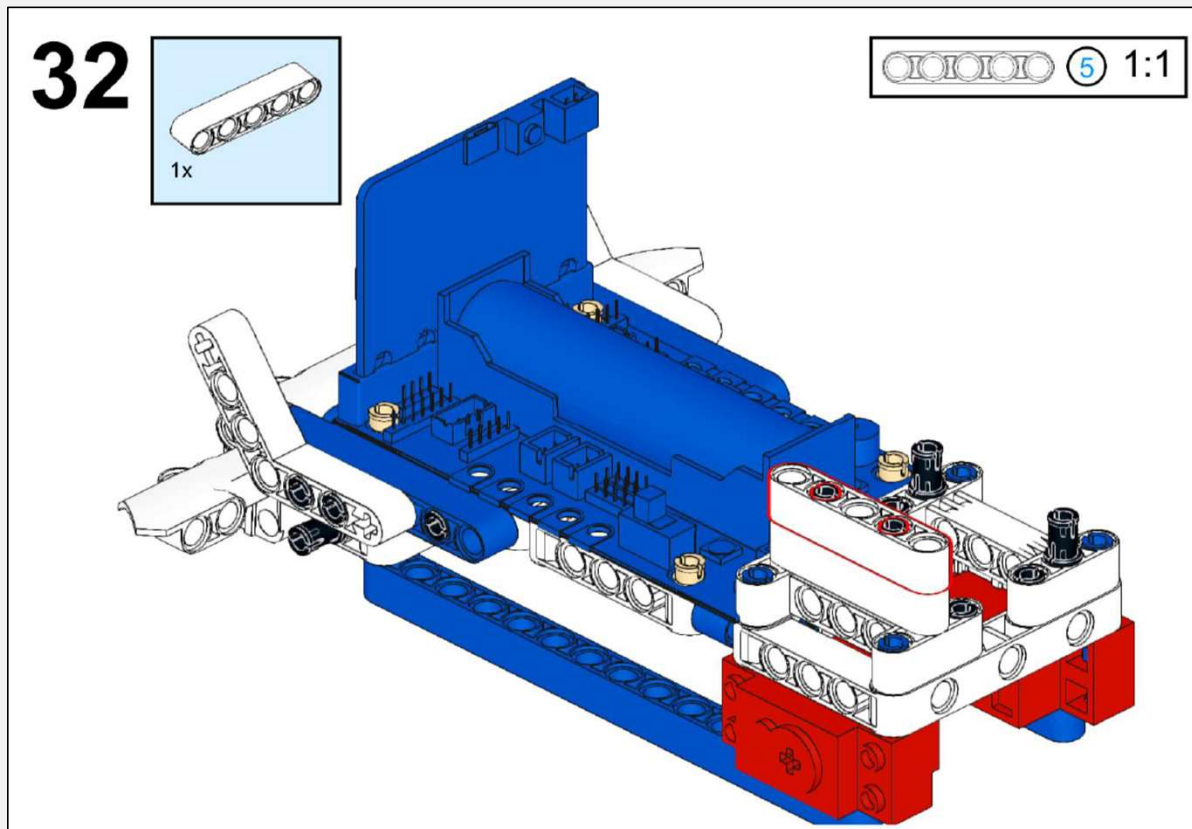


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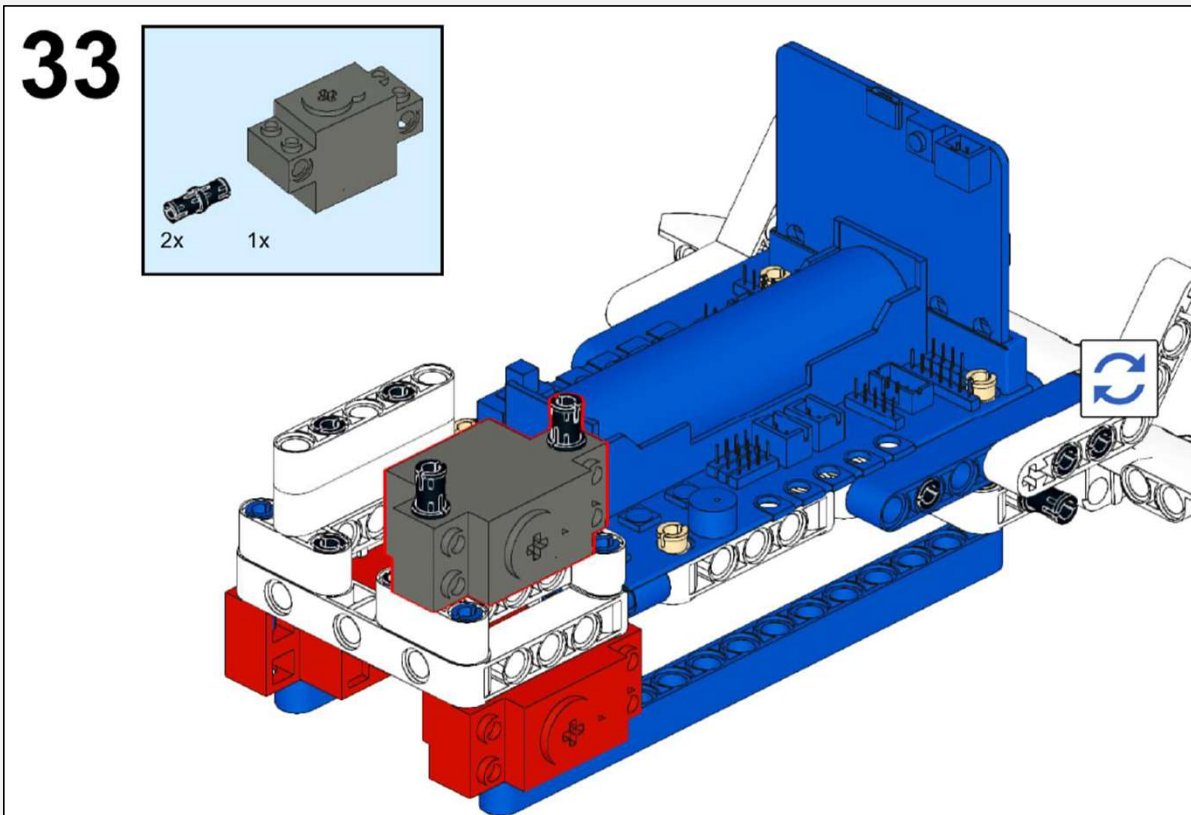
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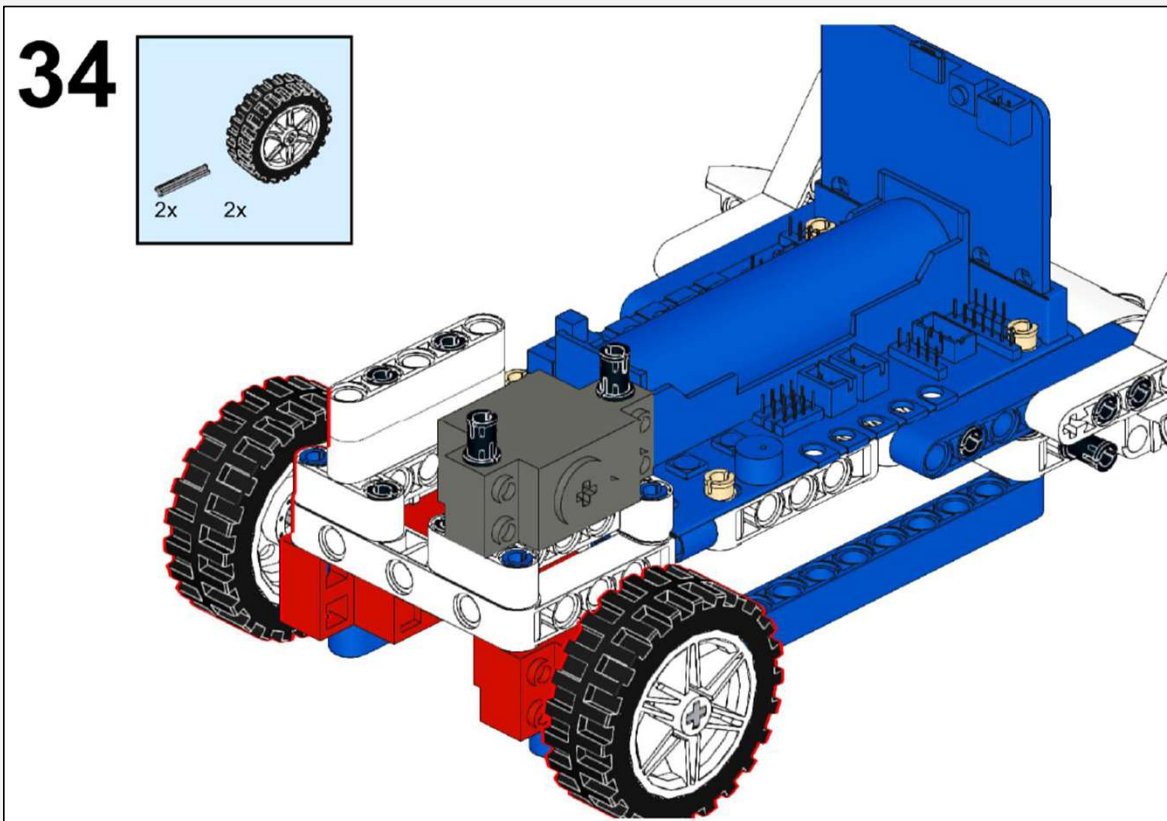
## Step 32



# Step 33

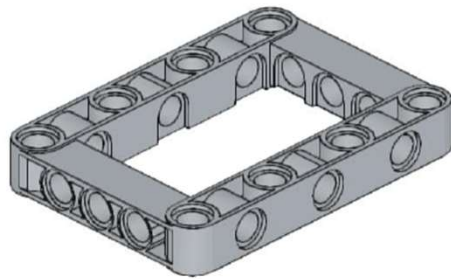
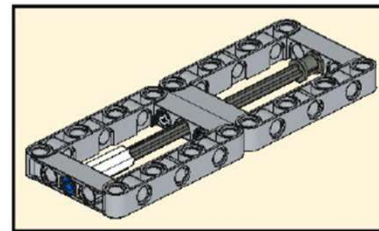
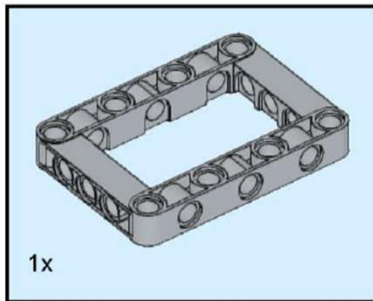


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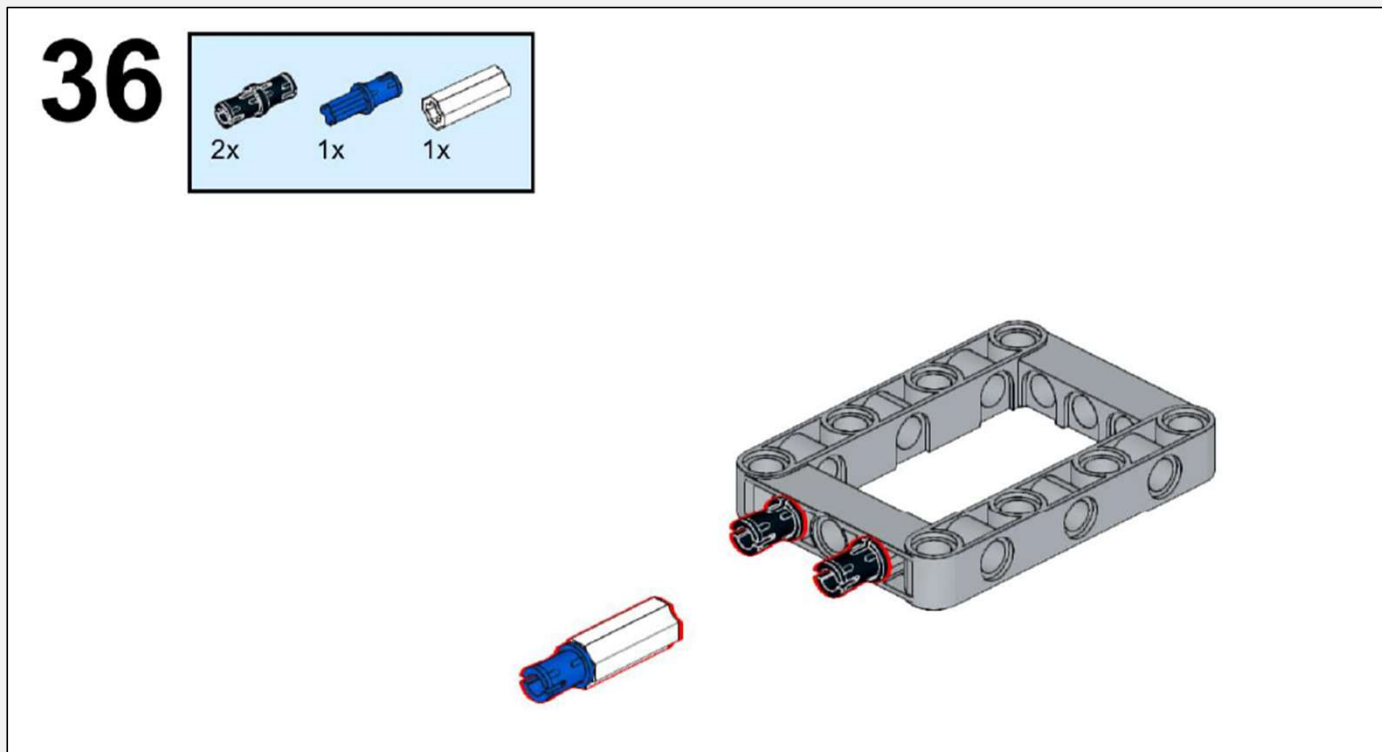


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35

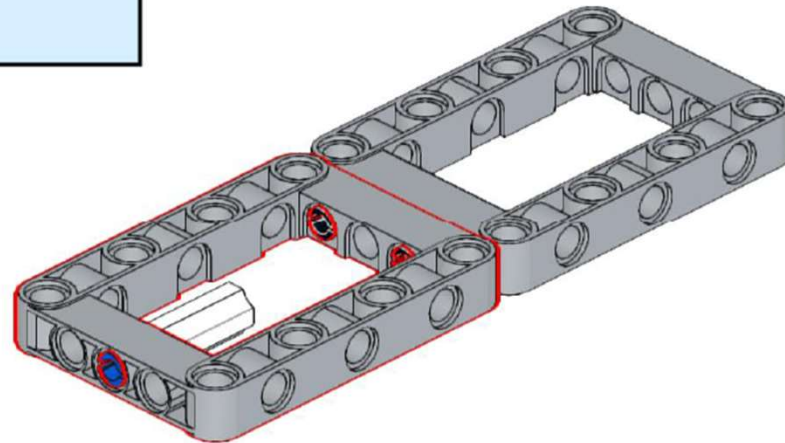
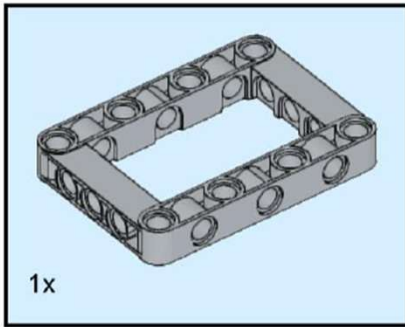


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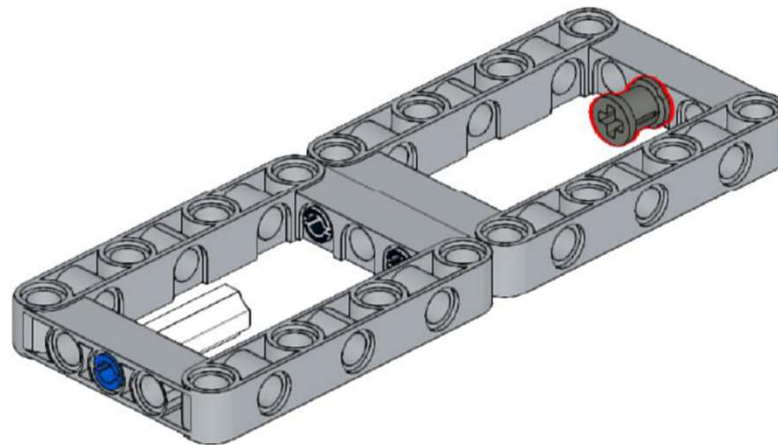
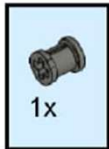
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37

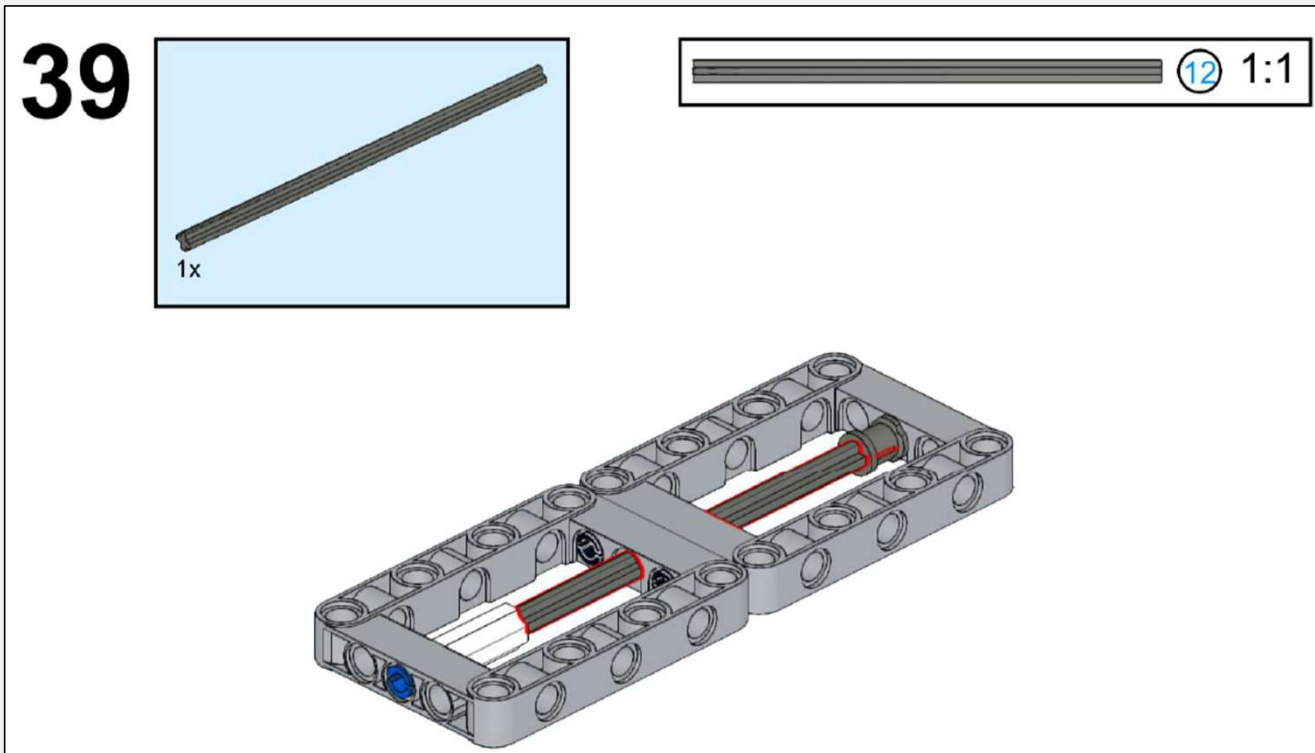


## Step 38

38

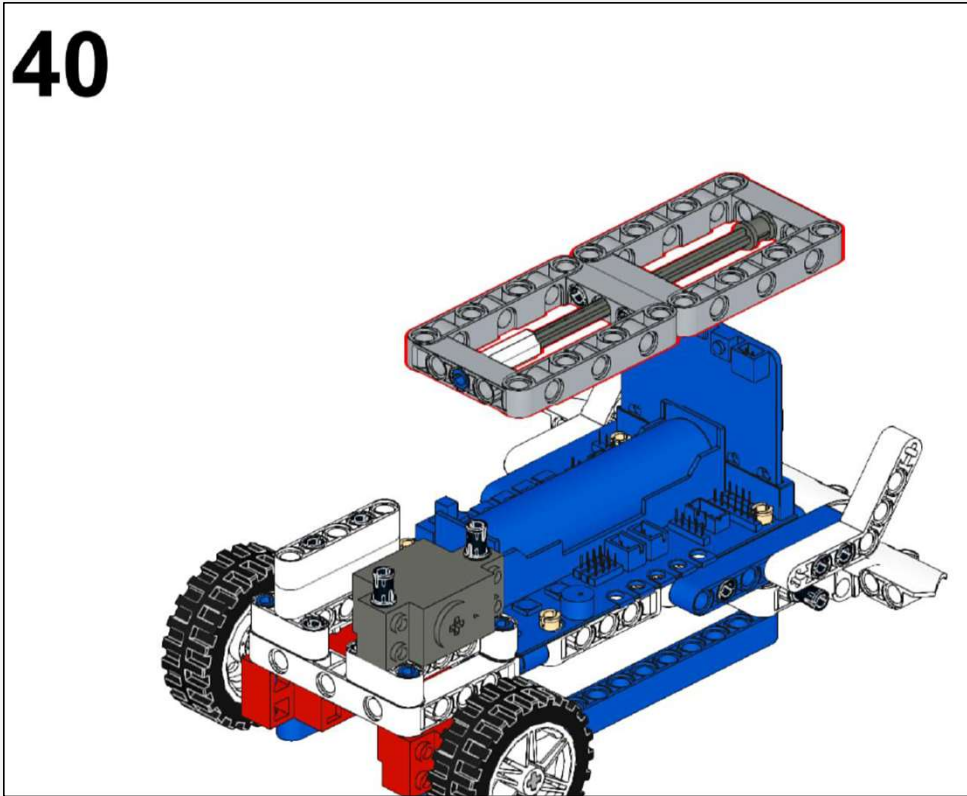


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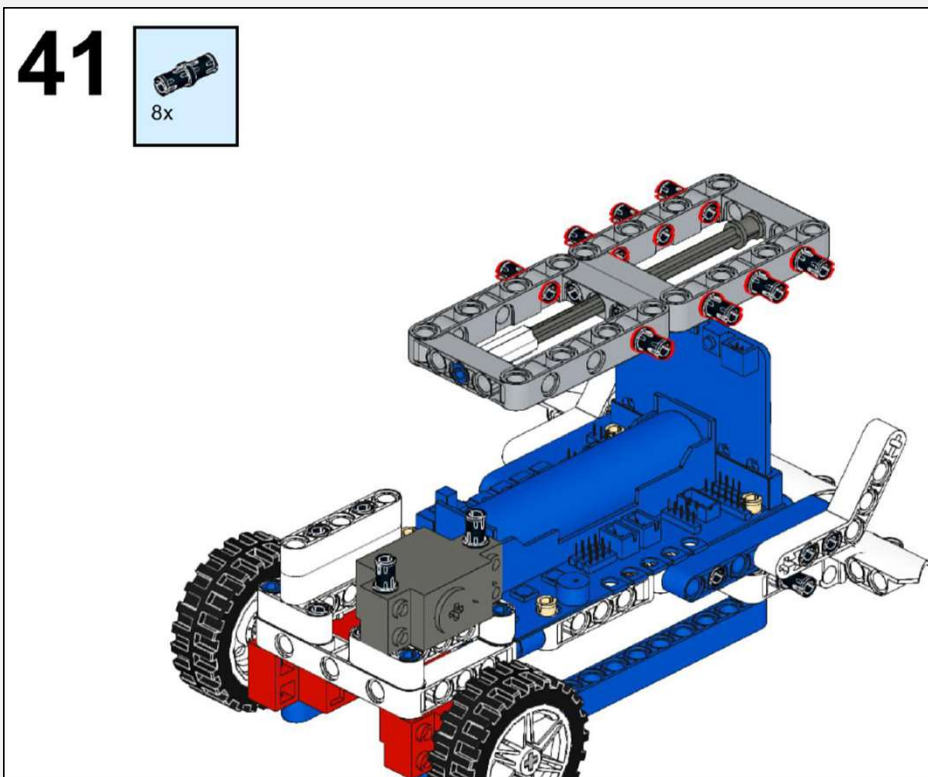


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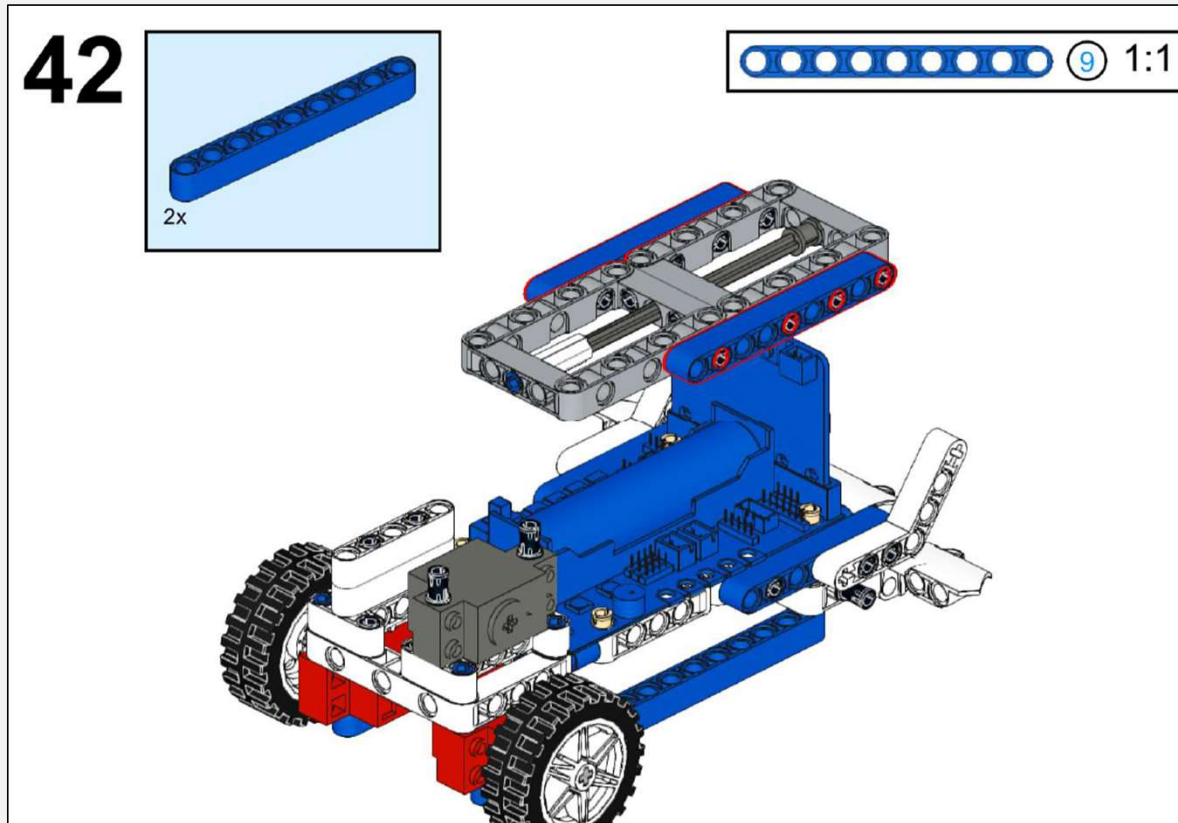
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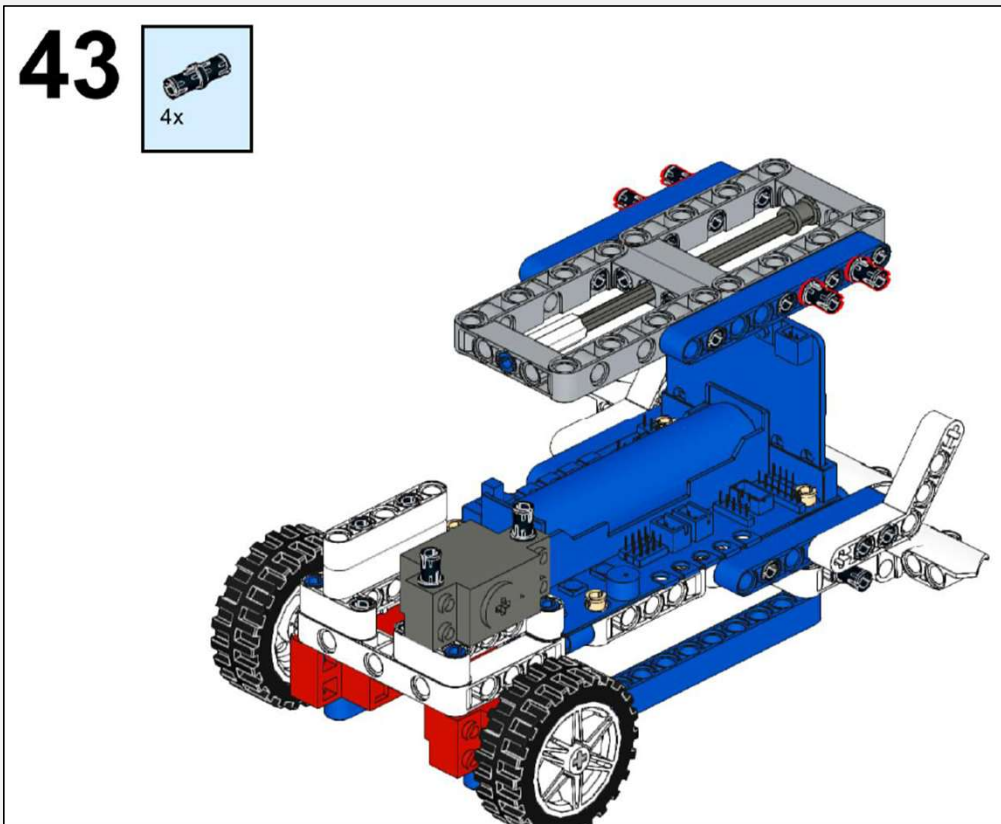
# Step 41



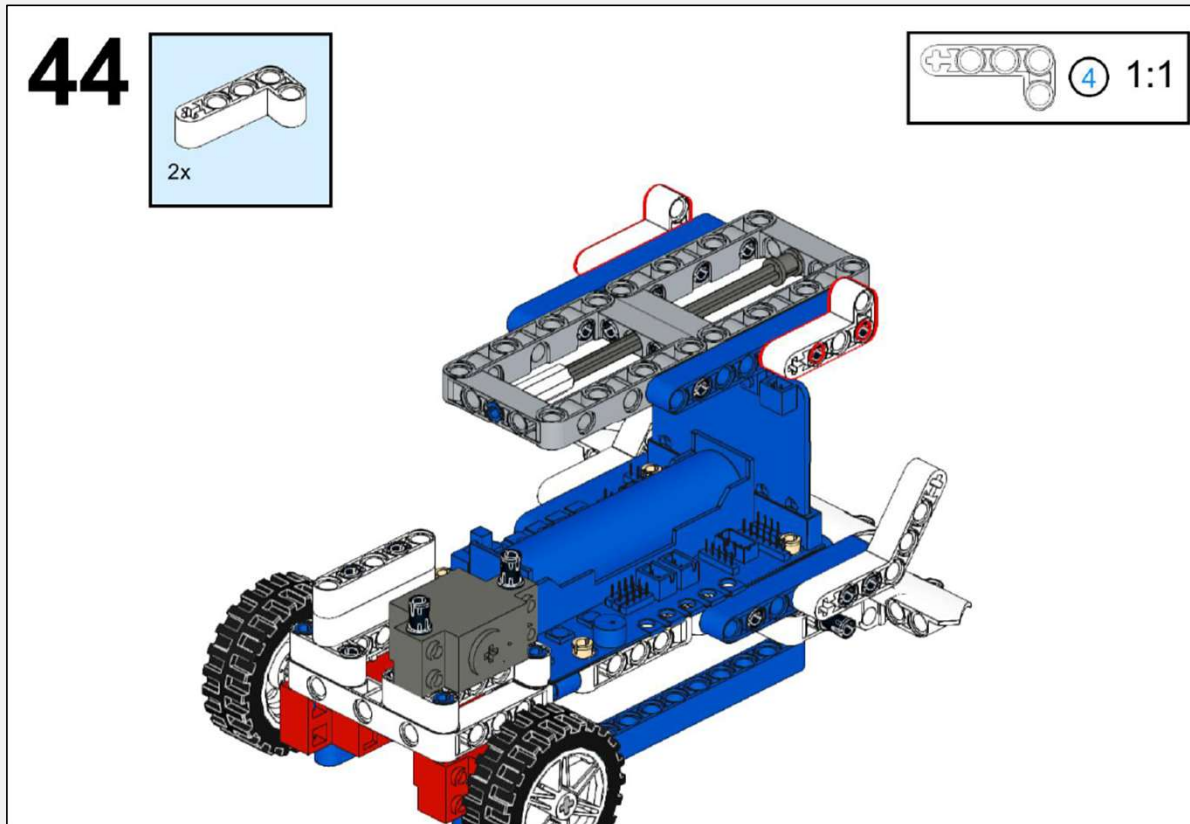
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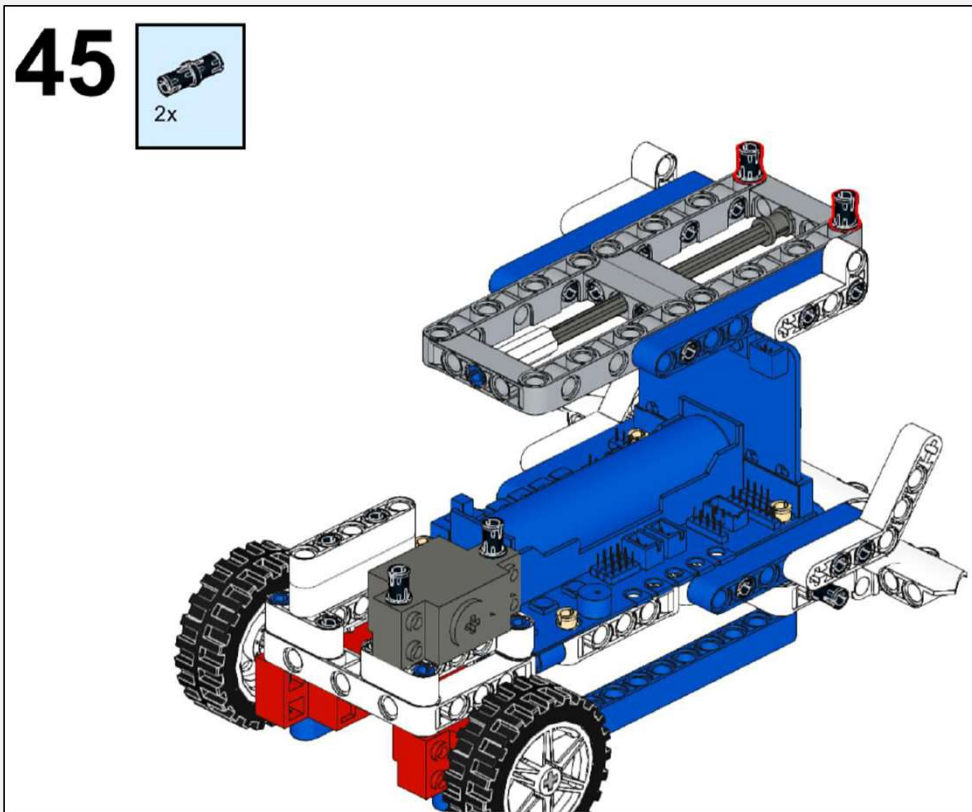
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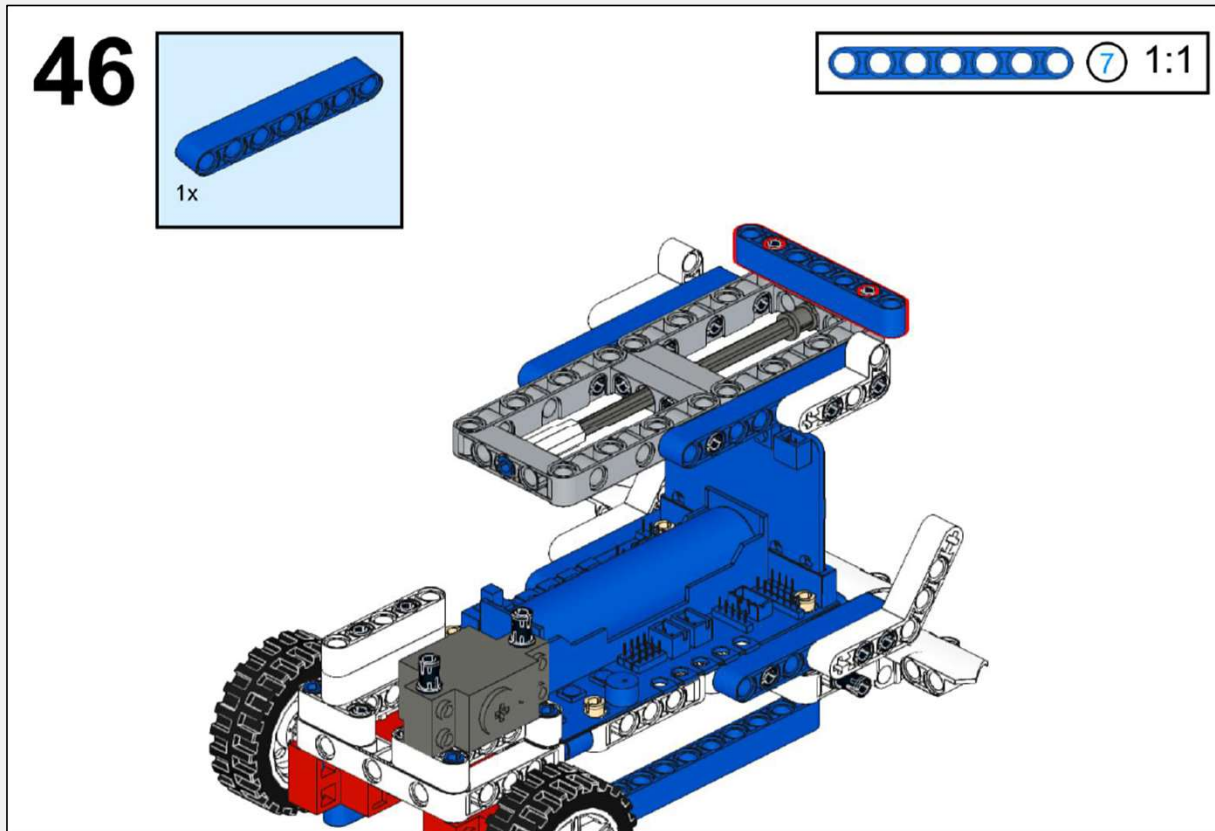
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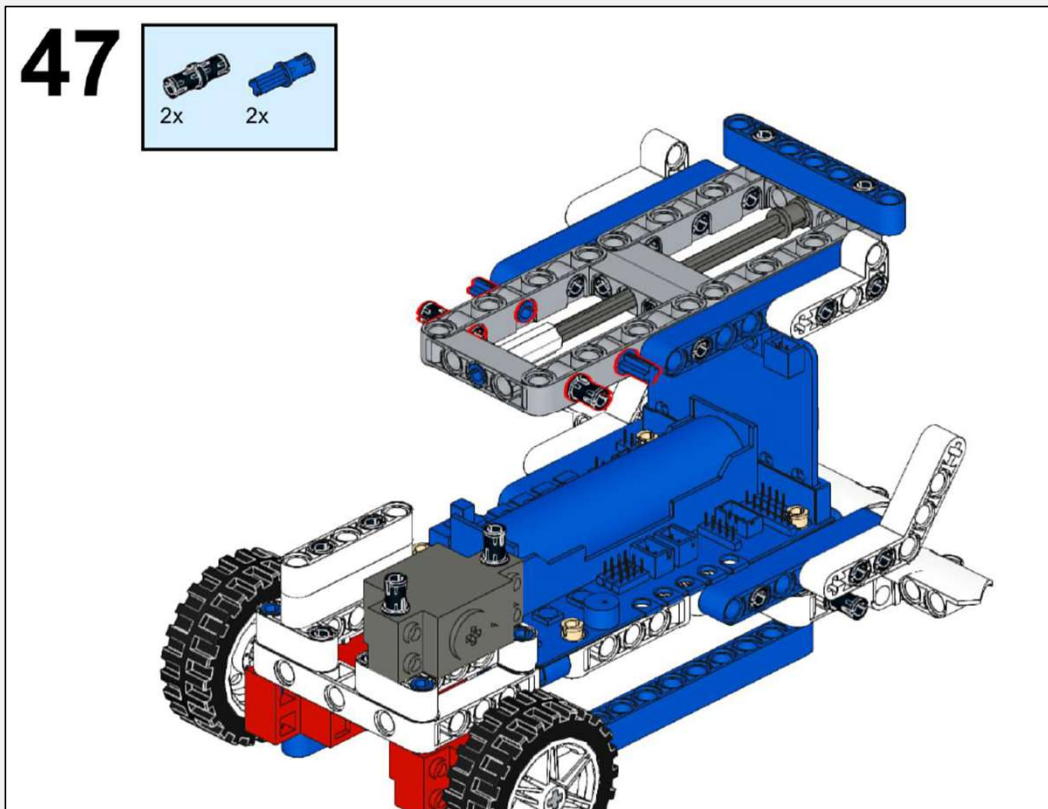
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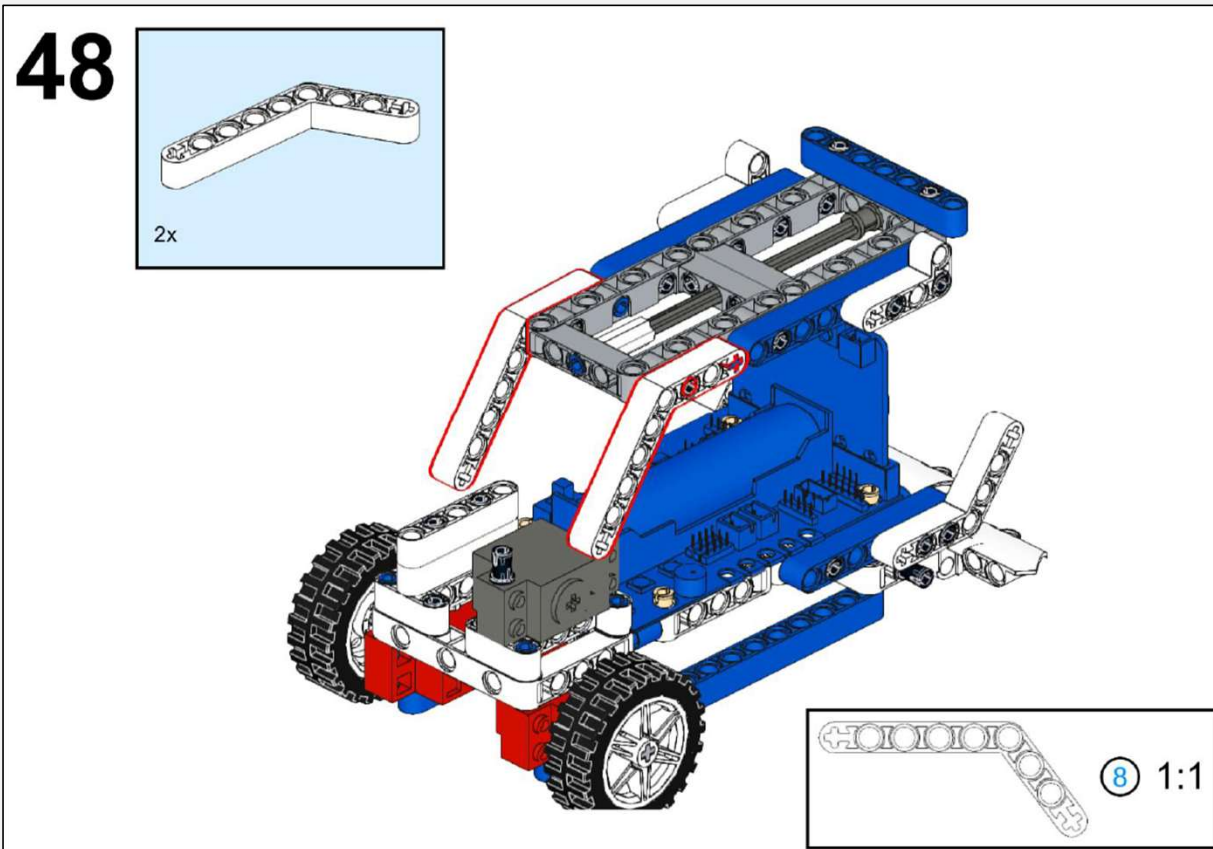
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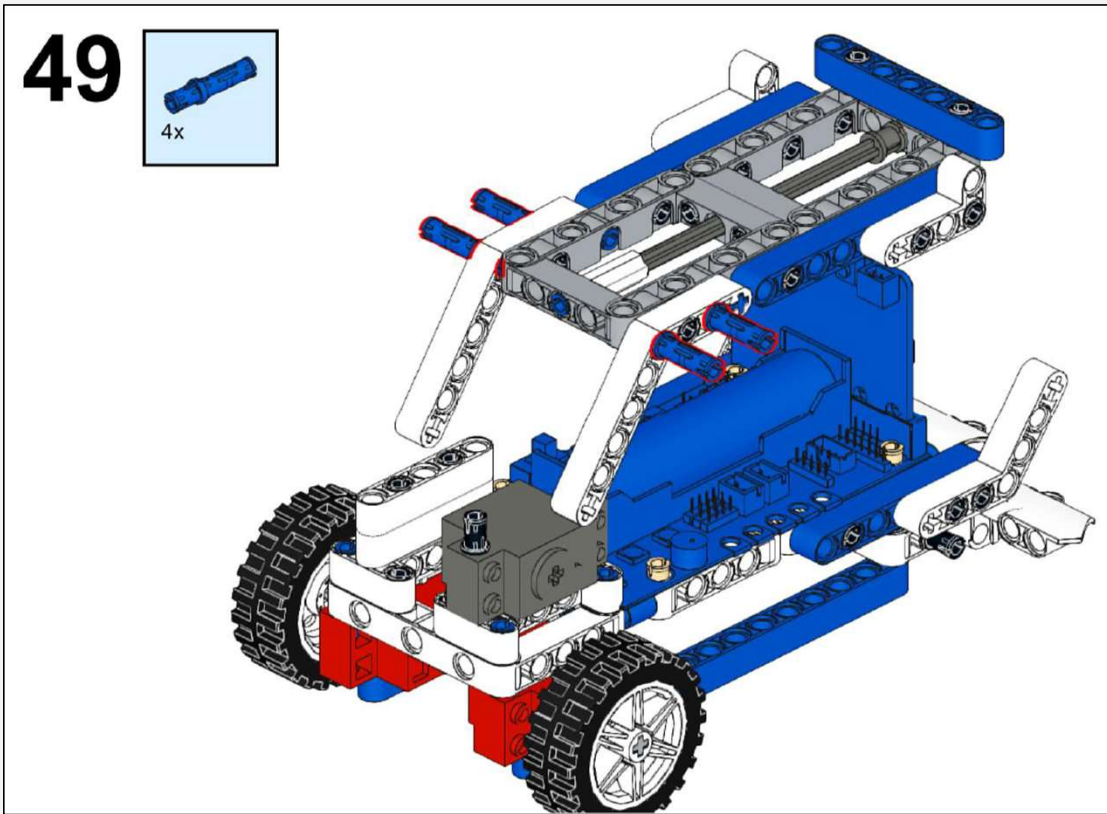
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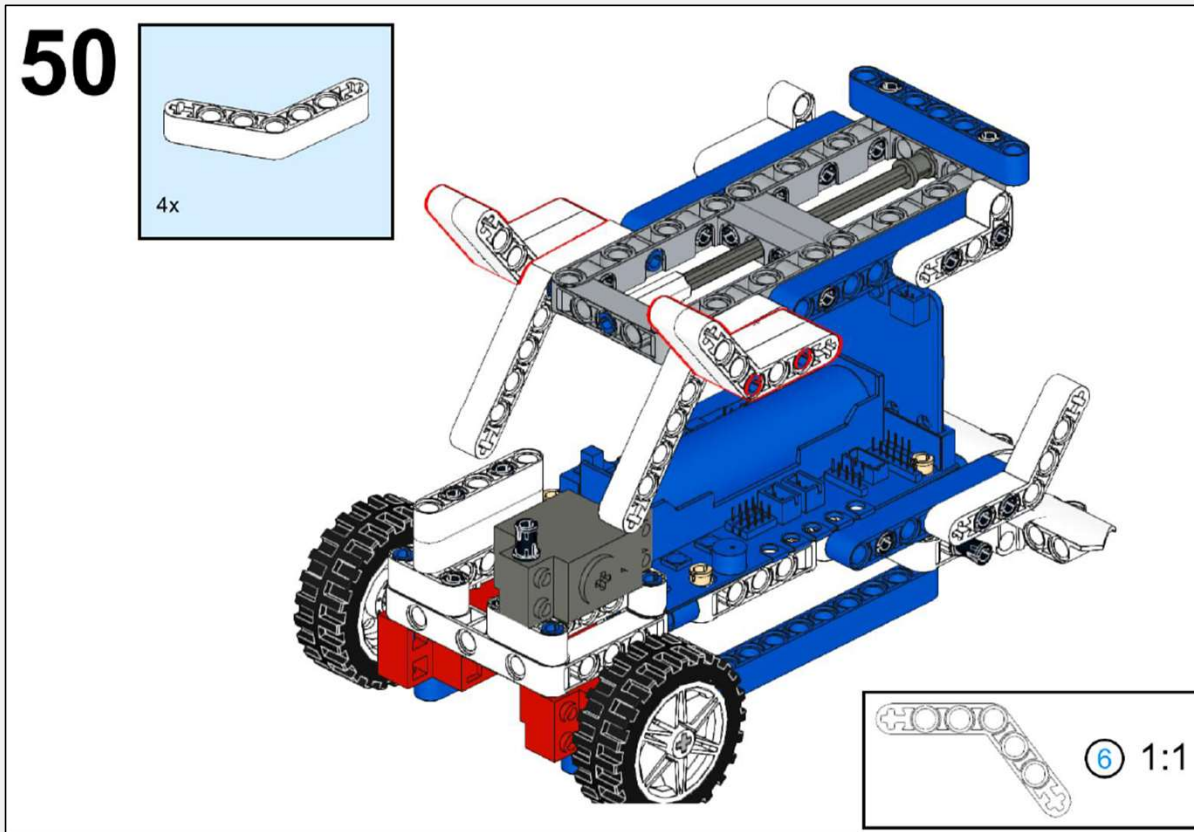
# Step 48



# Step 49

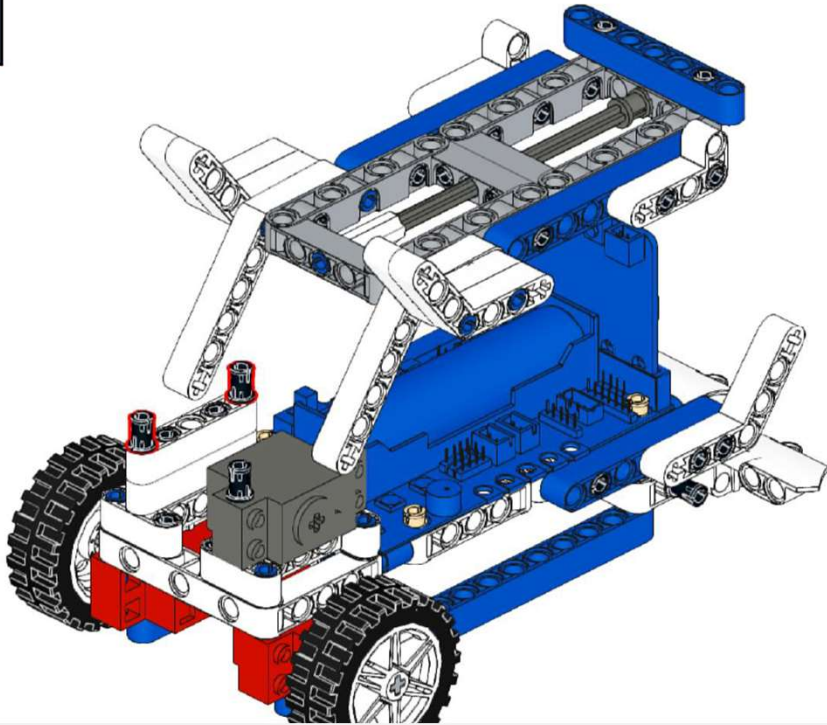


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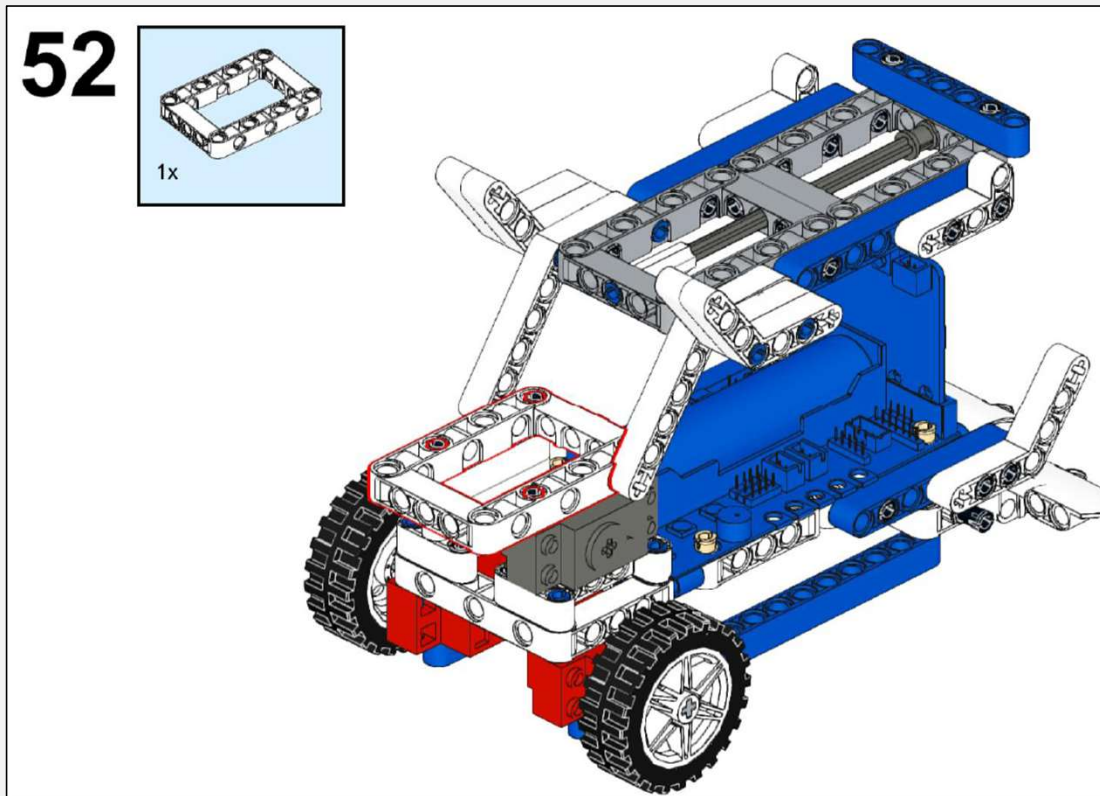


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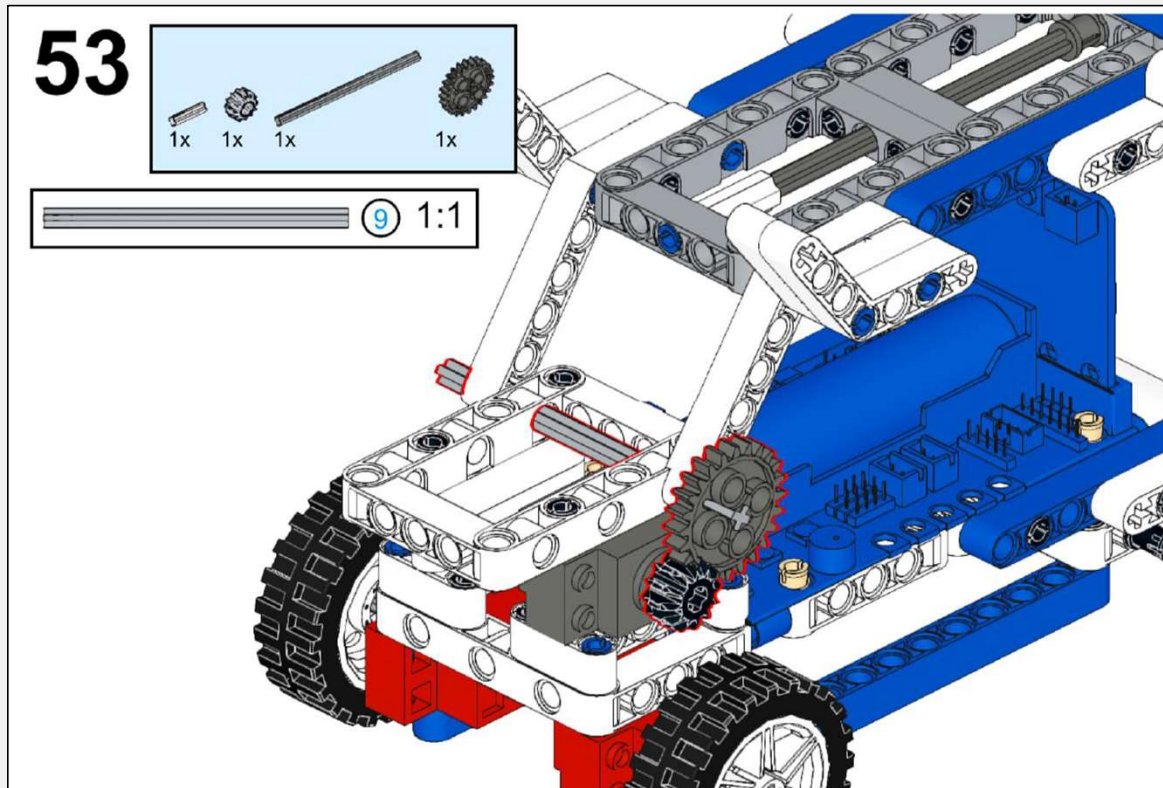
51



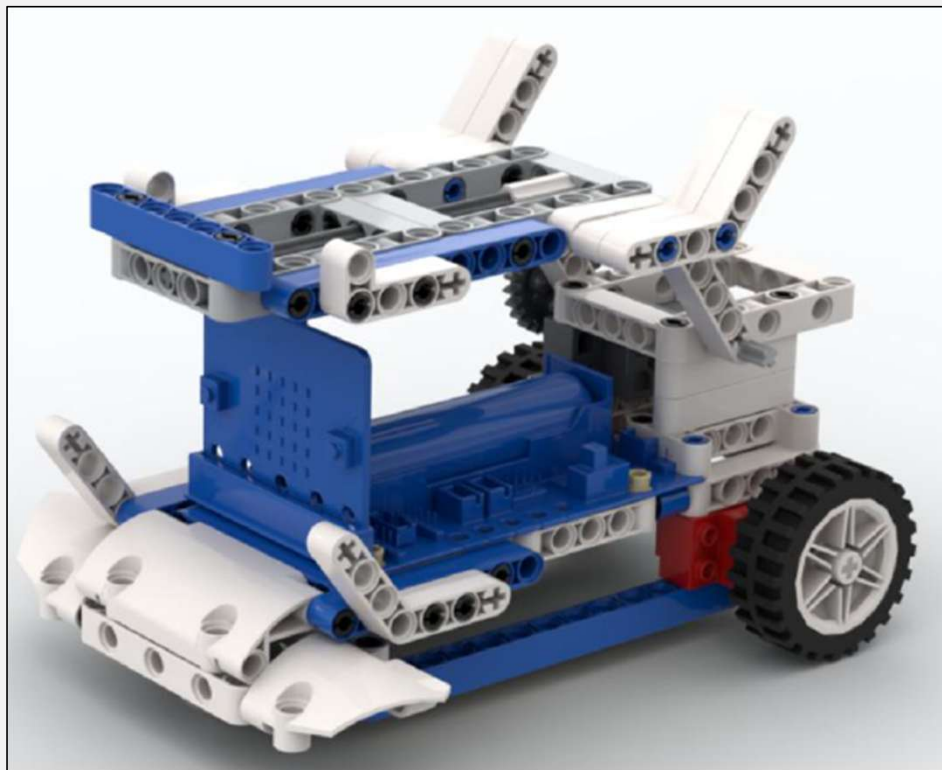
## Step 52



# Step 53

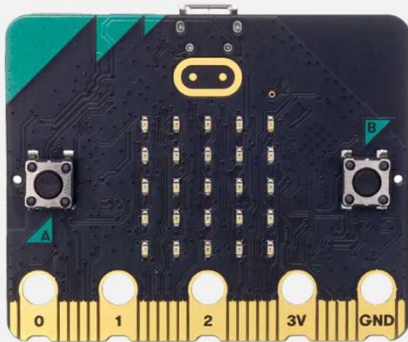


# Completed A Skip Car

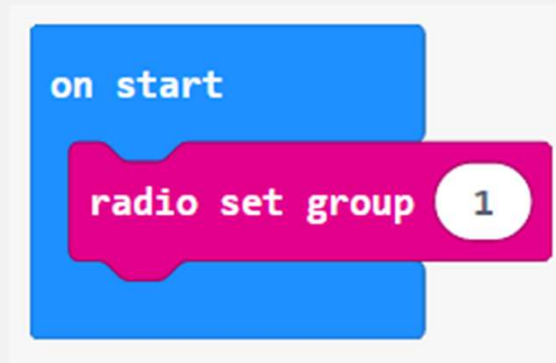


# Program your Skip Car

# Code your Remote Controller



Remote Control



Let's program our remote controller first.

At first, we need to set radio group, please select a number from 0 – 255.

I will be using 1 as an example.

The radio group is served as a channel for your microbit to communicate via radio signal. So your **Skip Car** should be listening to the same channel to work.

# Code your Remote Controller



Remote Control

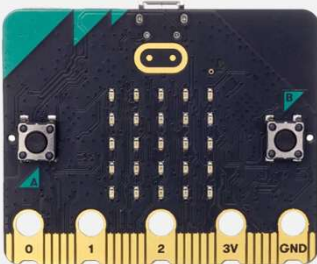
```
on start
  radio set group 1

forever
  if button A+B is pressed then
    +
```

Let's add a condition that when your button A and button B are pressed together, I will send a signal through radio to other microbit with the same group.

# Code your Remote Controller

```
on start  
  radio set group 1
```



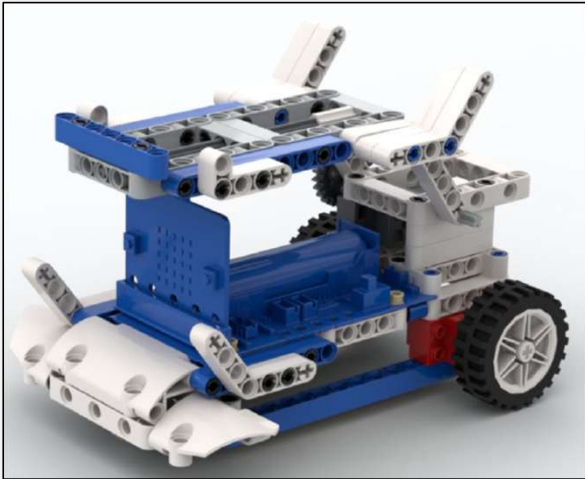
Remote Control

```
forever  
  if button A+B is pressed then  
    radio send string "forward"  
  else if button A is pressed then  
    radio send string "left"  
  else if button B is pressed then  
    radio send string "right"  
  else  
    radio send string "stop"
```

Then we add in different trigger to send different strings.

Then your remote controller is done.

## Code your Skip Car



Skip Car

Now is the time to code your Skip Car to do action when receiving strings via radio from the remote controller.

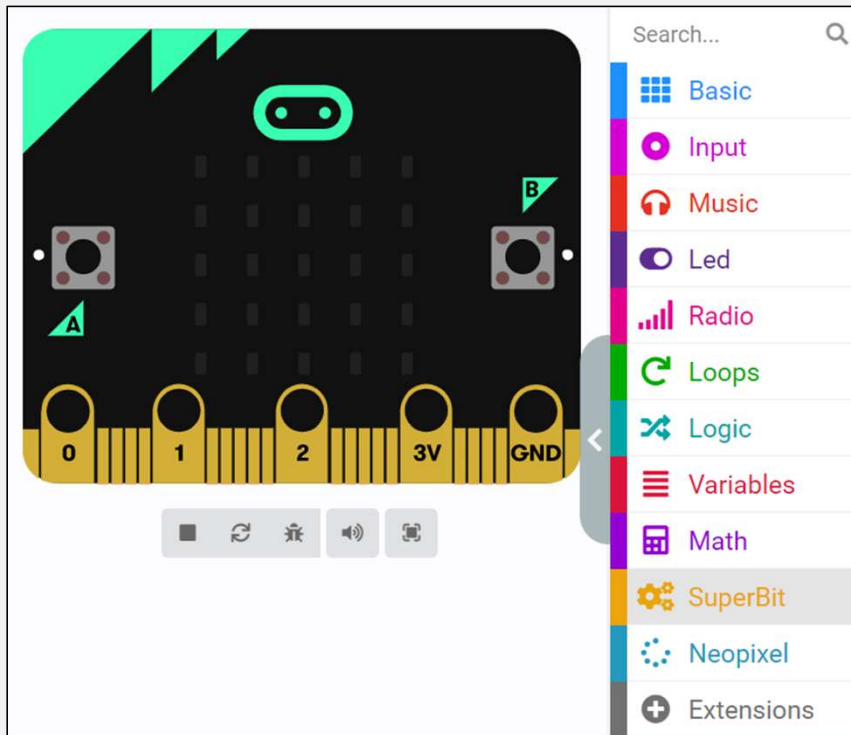
# MakeCode Programming

First, we need to connect the micro:bit to the computer by USB cable. The computer will pop up a USB flash drive and click on the URL in the USB flash drive: <http://microbit.org/> to enter the programming interface.

Add the Yahboom package <https://github.com/lzty634158/SuperBit> to program.

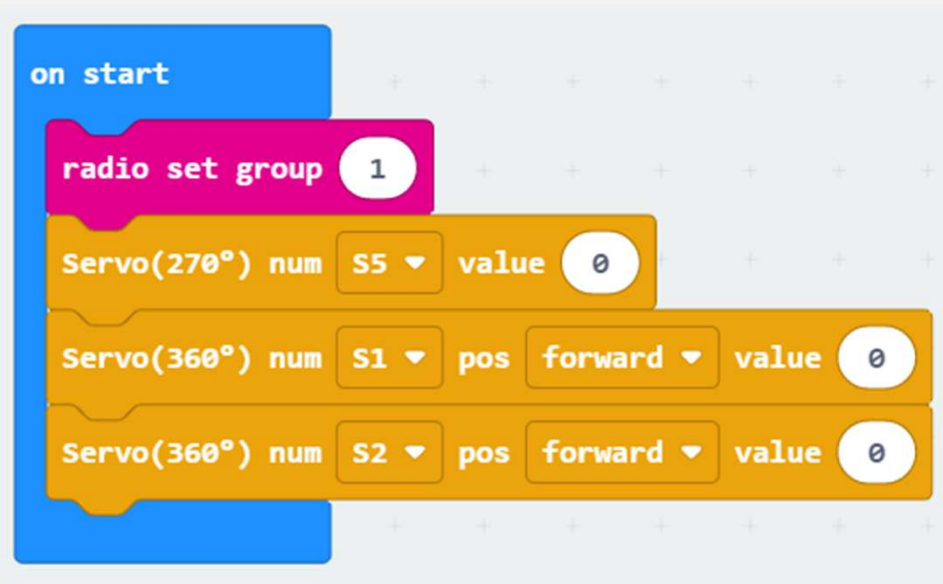
Or search [lzty634158/SuperBit](https://github.com/lzty634158/SuperBit) in the Microbit extension.

# Superbit Extension



After importing the superbite extension, you will see **SuperBit** and **Neopixel** in your coding blocks.

# MakeCode Programming



Program our starting state of our servos. And also set the radio group to the group that you set on your remote controller.

\*\*You can use your last lesson's program.

\*\*We just need to add the actions for received signals from the remote controller.

## Make a Function - Move Forward



To make our program easy, we better make functions for our move forward, turn right, turn left and move backward as well as shovelling.

Let's start with Move Forward.

**\*\*You can use your last lesson's program.**

**\*\*We just need to add the actions for received signals from the remote controller.**

# Make a Function

```
function moveBackward  
  Servo(360°) num S1 pos reverse value 50  
  Servo(360°) num S2 pos forward value 50
```

```
function turnLeft  
  Servo(360°) num S1 pos forward value 50  
  Servo(360°) num S2 pos forward value 50
```

```
function turnRight  
  Servo(360°) num S1 pos reverse value 50  
  Servo(360°) num S2 pos reverse value 50
```

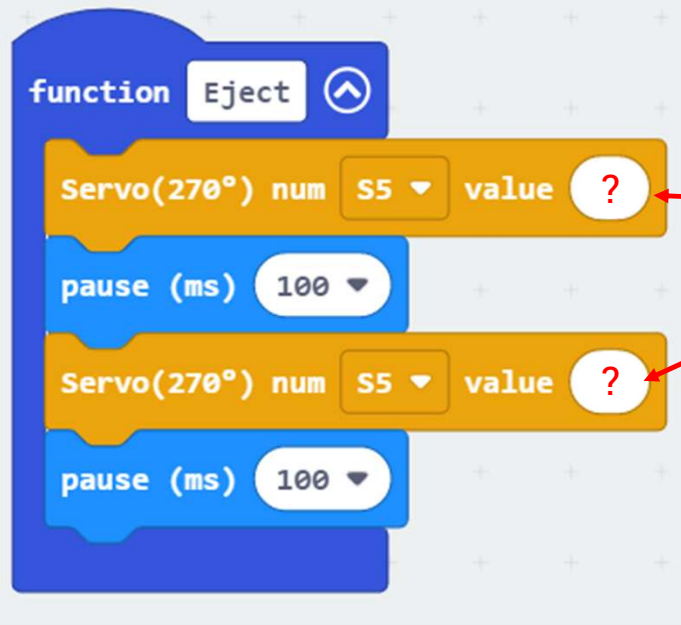
```
function stop  
  Servo(360°) num S1 pos forward value 0  
  Servo(360°) num S2 pos forward value 0
```

\*\*You can use your last lesson's program.

\*\*We just need to add the actions for received signals from the remote controller.

Let's program for the remaining functions.

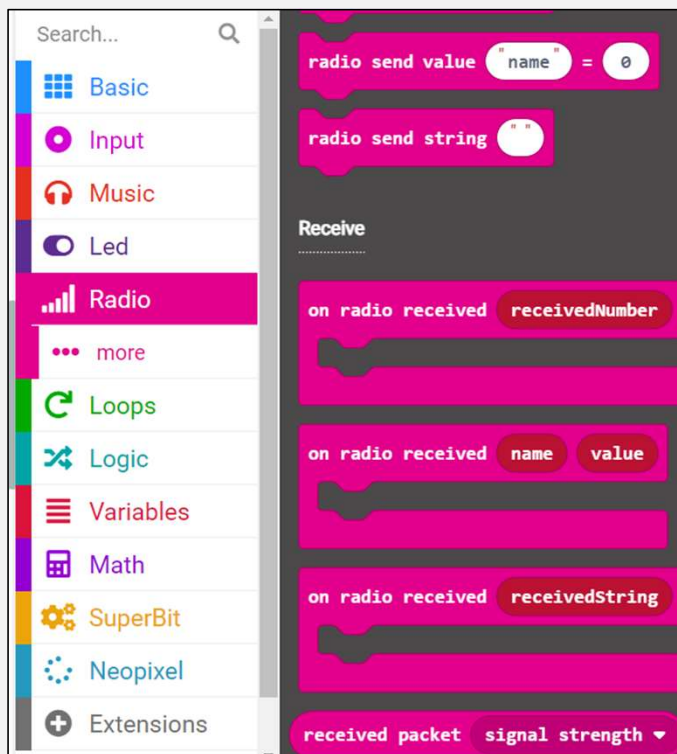
## Make a Function – Eject



To make an eject function, test your 270° servo with different value to make it turn the handle in and out.

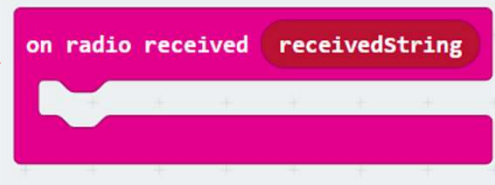
But you must make sure your servo is calibrated and not be overturned.

# Code your Skip Car's actions



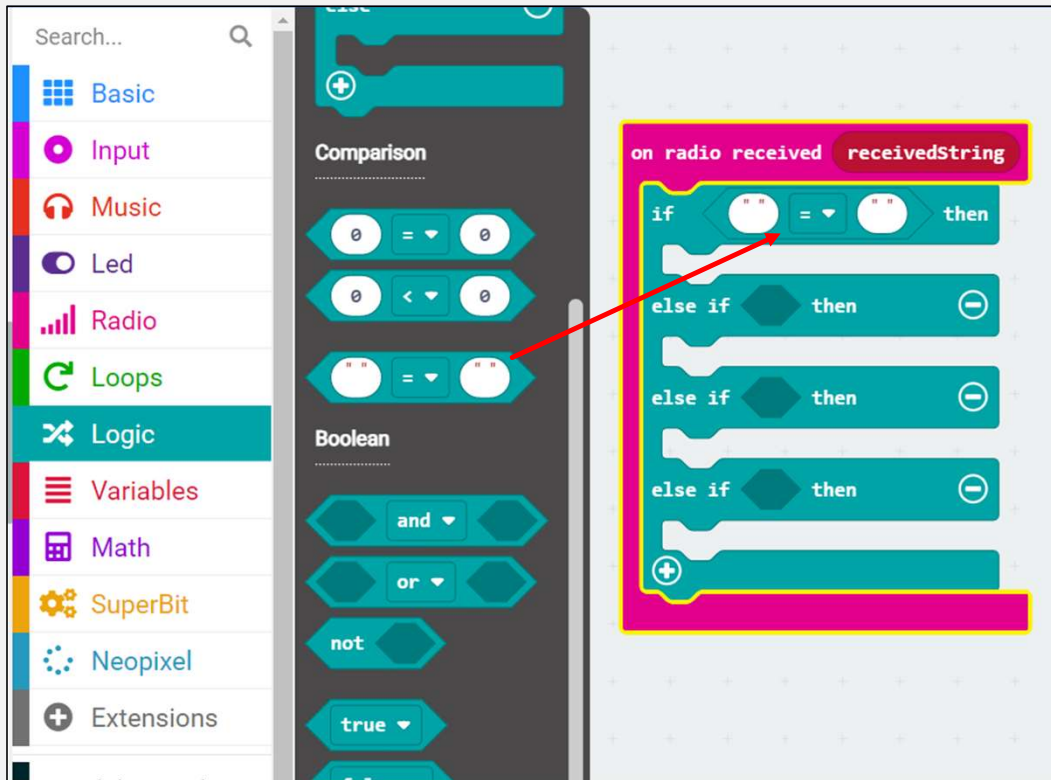
The image shows a Scratch code editor interface. On the left is a sidebar with a search bar and a list of categories: Basic, Input, Music, Led, Radio (highlighted), more, Loops, Logic, Variables, Math, SuperBit, Neopixel, and Extensions. The main workspace contains several code blocks: a 'radio send value' block with 'name' set to '0', a 'radio send string' block, a 'Receive' section with three 'on radio received' blocks (one for 'receivedNumber', one for 'name' and 'value', and one for 'receivedString'), and a 'received packet' block with 'signal strength' set to a dropdown menu.

Let's take the block "on radio received **receivedString**" for the actions when received the signals from other microbit.



A single 'on radio received' block with 'receivedString' selected in the dropdown menu. A red arrow points from this block to the 'on radio received receivedString' block in the 'Receive' section of the code editor shown in the previous image.

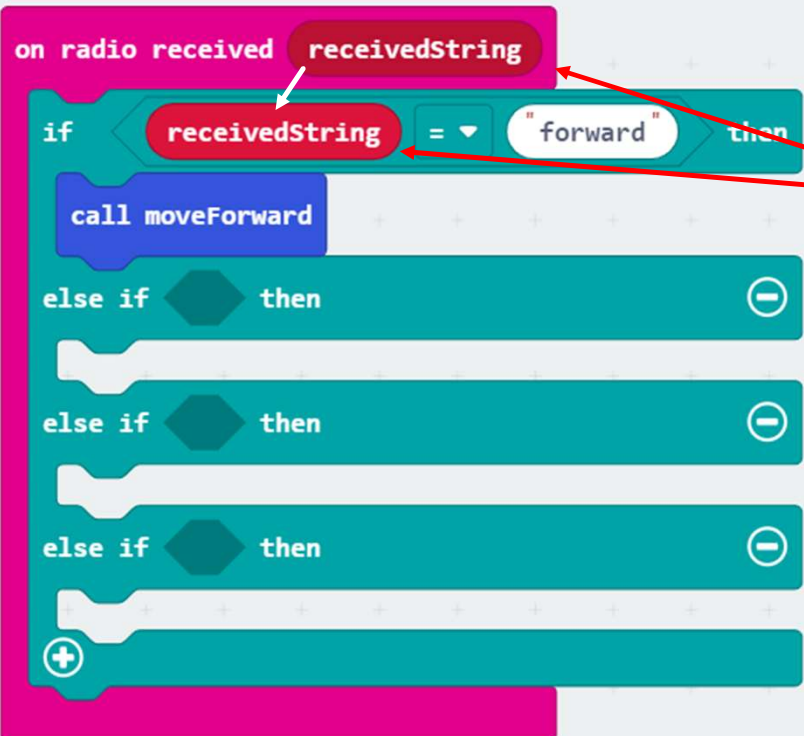
# Code your Skip Car's actions



Since we got 4 possible strings received from our controller, we need to set 4 **conditions** inside.

As now we are comparing the string, not the number, make sure your comparison operator is using the **string comparison** with the quotation mark ("").

# Code your Skip Car's actions



```
on radio received receivedString
if receivedString = "forward" then
  call moveForward
else if then
else if then
else if then
+
```

The image shows a Scratch code block for handling radio reception. The block starts with 'on radio received' followed by a variable 'receivedString'. Below this is an 'if' block with a condition 'receivedString = "forward"'. If true, it calls the 'moveForward' function. There are three 'else if' blocks below, each with a diamond-shaped condition and a minus sign on the right. A plus sign is visible at the bottom of the block stack.

We will need to check what string is received and set if the string received is **“forward”**, then we want to call the **moveForward** function.

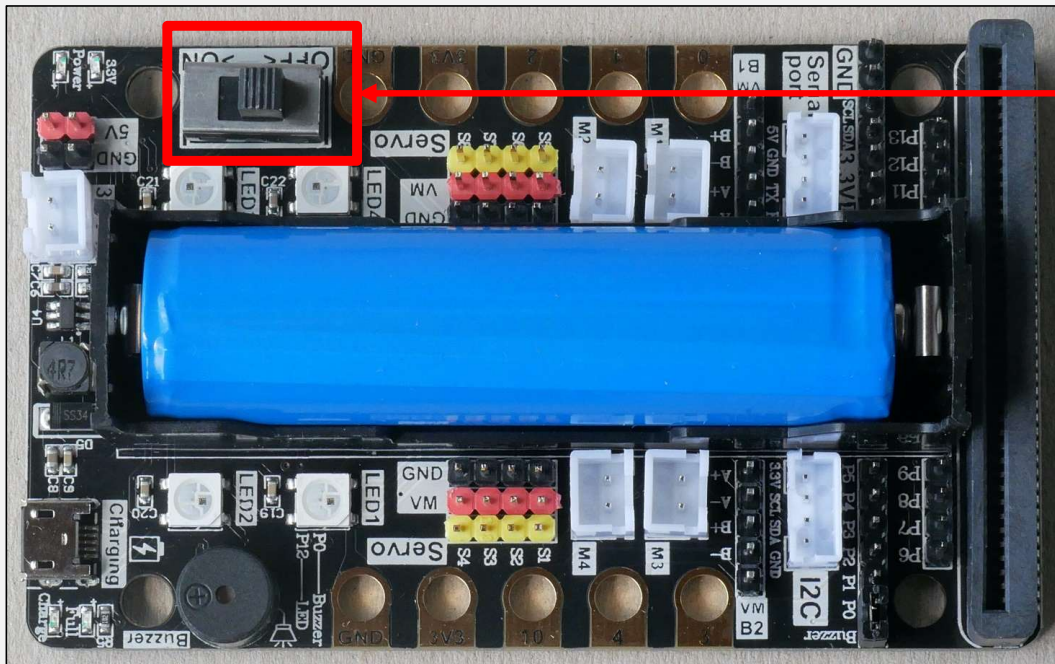
# Code your Skip Car's actions

```
on radio received receivedString
  if receivedString = "forward" then
    call moveForward
  else if receivedString = "right" then
    call turnRight
  else if receivedString = "left" then
    call turnLeft
  else if receivedString = "stop" then
    call stop
```

Complete the actions for remaining functions.

Please make sure the strings must be totally same (case sensitive) from the strings that you program with your remote controller.

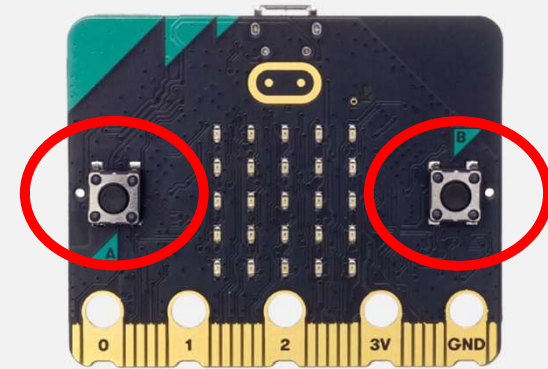
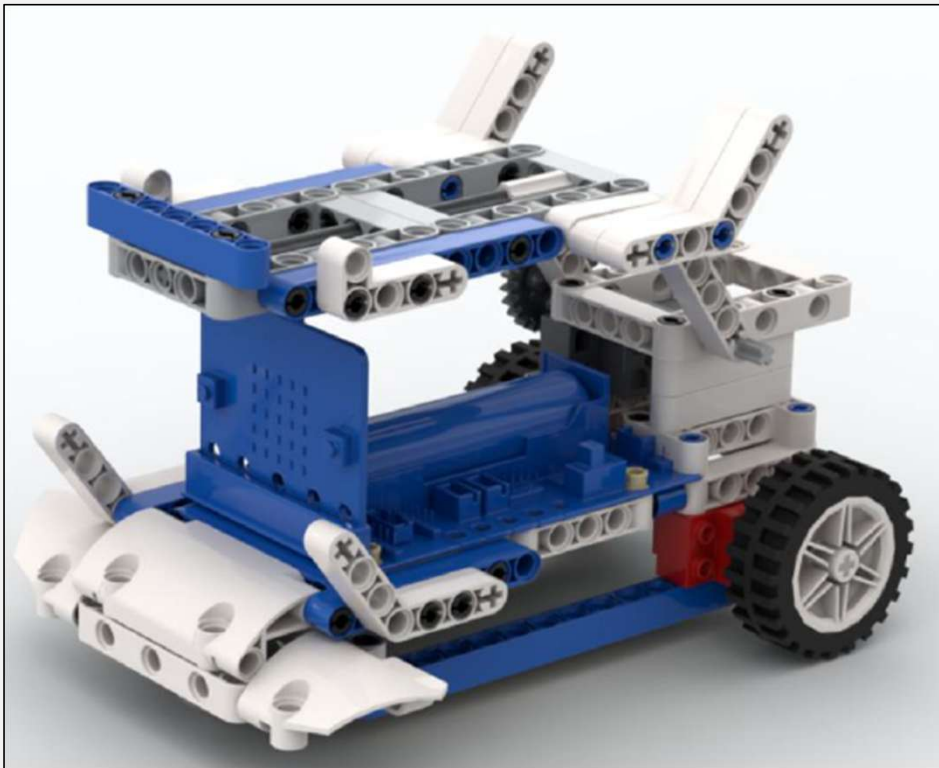
# MakeCode Programming



After the program is downloaded, turn on the SuperBit with the power switch to turn on your **Skip Car**.

# Phenomenon

30 Points

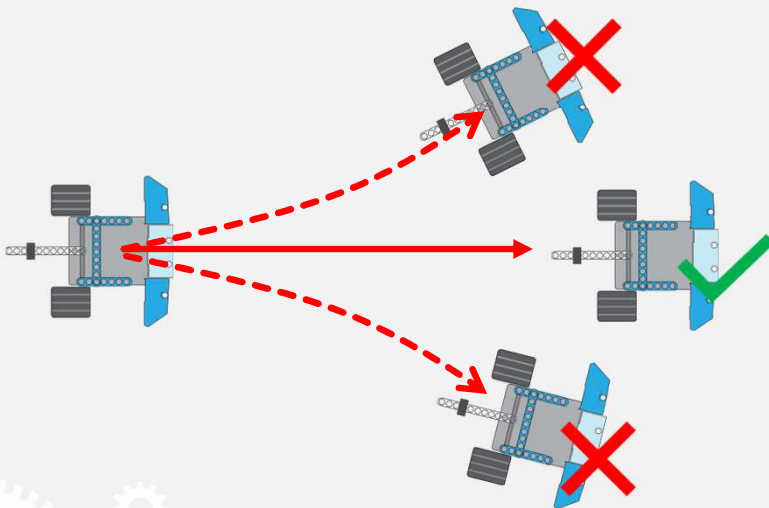


Connect your remote controller to your laptop to power on and try to interact with the button A & button B, then observe what happen to your **Skip Car**. You now should be able to control your **Skip Car** with forward, left and right.

# CHALLENGE

## for : Lesson 5

# L5 – Challenge 1

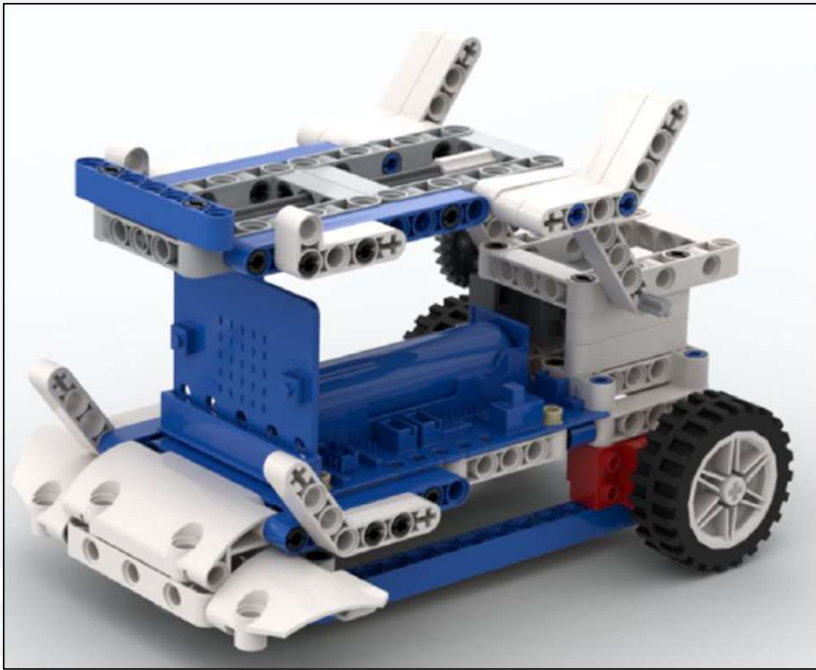


Program your Proficient Carrier to have full movement functions:

1. Move Forward (Tune it to be straight)
2. Turn Right
3. Turn Left
4. Move Backward (Tune it to be straight)

**30 Points**

# L5 – Challenge 2



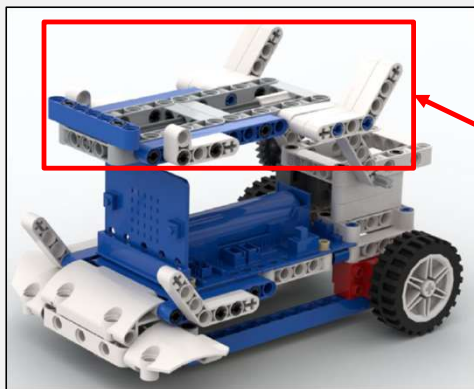
Add the eject function for your proficient carrier.

You may need to adjust your robot handle and calibrate your servo motor before you start coding.

\*\*Go to your input coding blocks and see what are the inputs can be used as a trigger.

**30 Points**

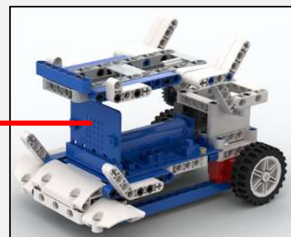
# L5 – Challenge 3



Modify your skip car's handle to make sure the bricks carrier won't fall from it.

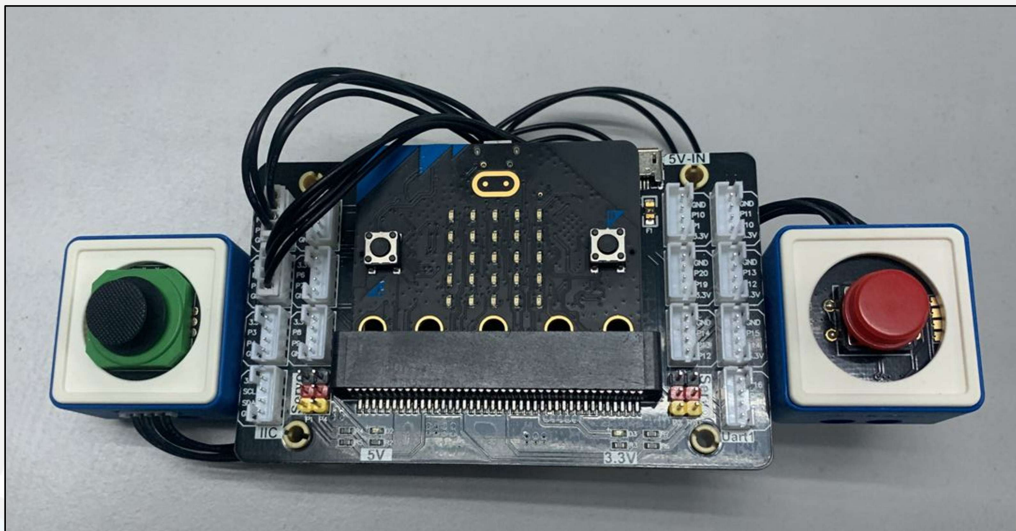
And then carrier some bricks and send the bricks to the destination, then eject the bricks to the destination.

Repeat this process to send 3 piles of bricks to the destination.



**30 Points**

# L5 – Mission



Can you use WOM modules as a controller and add in button as for grab function, and the rocker module as the movement control for the skip car?

**50 Points**