



推箱子游戏



课程目标

- 设计帮助携带物品的结构
- 利用前三节课所学的移动控制模块，完成将积木块推到指定位置的任务
- 学习我的模块应用，制作专属与自己的移动模块

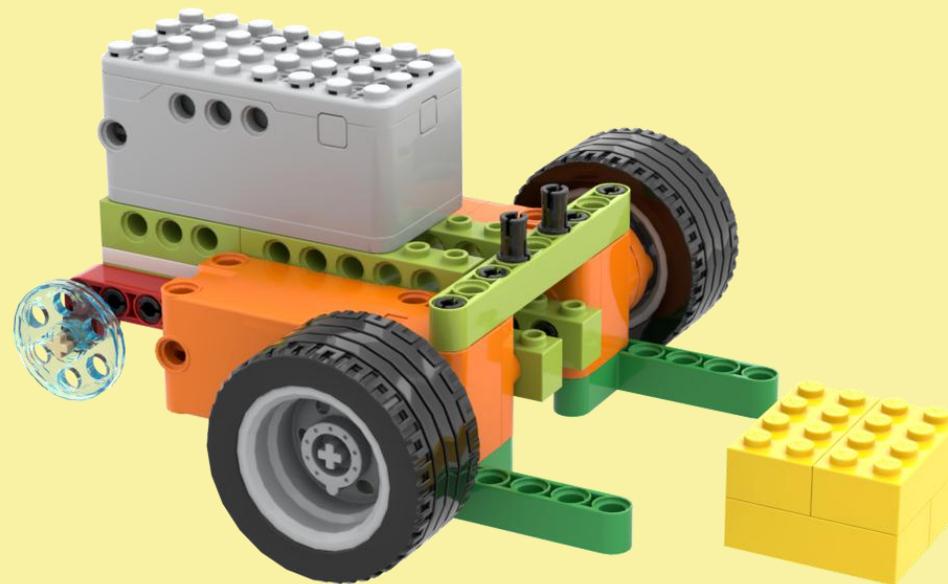
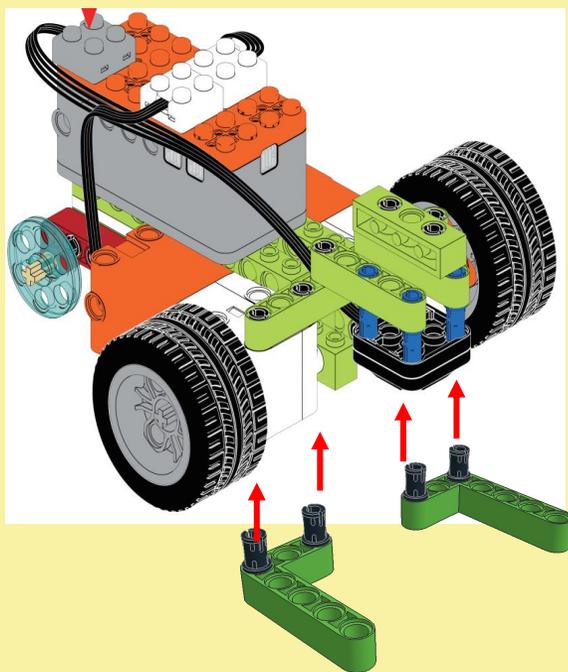


01 结构搭建



结构搭建

增加一个帮助携带物品的结构



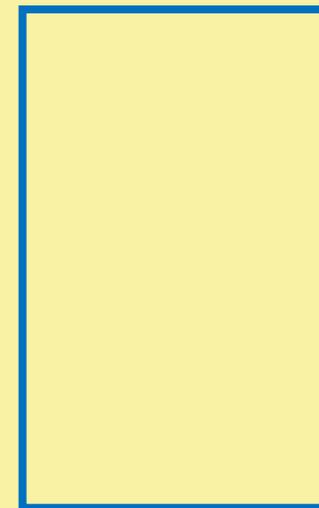


02 任务内容



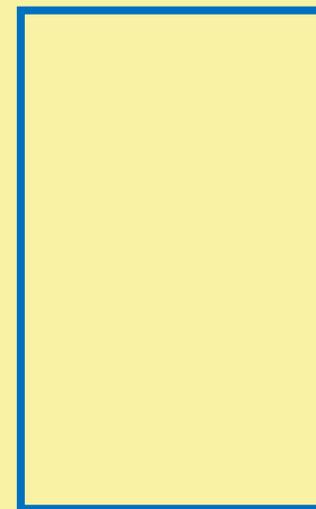
任务

任务1：携带任务物品



任务

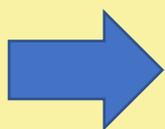
任务2：携带任务物品



编程技巧1

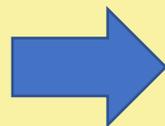
让我们来完成一个直走的我的模块

注意：我的模块命名与参数名只是用英文字母



自制积木

制作新的积木



编程技巧1



The image shows a sequence of Scratch code blocks for controlling two servo motors. The blocks are as follows:

- Define block:** A pink block labeled "定义" (Define) with "motor" as the name and two input fields labeled "a" and "b".
- Setup block 1:** A green block labeled "设置" (Set) with "1#" as the motor ID and "伺服电机的当前位置为原点" (Set servo motor's current position to origin) as the text.
- Setup block 2:** A green block labeled "设置" (Set) with "2#" as the motor ID and "伺服电机的当前位置为原点" (Set servo motor's current position to origin) as the text.
- Wait block:** An orange block labeled "等待" (Wait) with a value of "0.1" and the unit "秒" (seconds).
- Move block 1:** A green block labeled "设置" (Set) with "1#" as the motor ID, "伺服电机相对角度" (Servo motor relative angle) as the text, and a variable input field containing "a". It also includes "度以" (degrees at), a speed input field with "50", "(0~100)%", a "速度" (Speed) dropdown menu, and a "转动" (Turn) button.
- Move block 2:** A green block labeled "设置" (Set) with "2#" as the motor ID, "伺服电机相对角度" (Servo motor relative angle) as the text, and a variable input field containing "b". It also includes "度以" (degrees at), a speed input field with "50", "(0~100)%", a "速度" (Speed) dropdown menu, and a "转动" (Turn) button.
- Wait block 1:** An orange block labeled "等待" (Wait) with a dropdown menu showing "1#" and the text "伺服电机已经转完了吗" (Has the servo motor finished turning?).
- Wait block 2:** An orange block labeled "等待" (Wait) with a dropdown menu showing "2#" and the text "伺服电机已经转完了吗" (Has the servo motor finished turning?).

Red arrows point from the "a" and "b" input fields in the "定义" block to the corresponding variable input fields in the "设置" blocks.

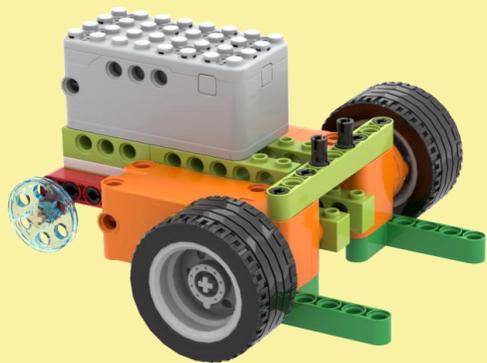
注意：主程序必须在我的模块程序右侧



The image shows a Scratch code block for a "当被点击" (When clicked) event. It is a yellow block with a green flag icon and the text "当 被点击". Below it is a pink block labeled "motor" with two input fields containing "-500" and "500".

任务

任务3：外出获取物品后，再携带前往指定位置。



当  被点击

motor -500 500

motor 215 215

motor -500 500

