

Name:

Student Number:

Date:

Lesson 2 The Mind of a Robot (Part II)

Activity Sheet

Context

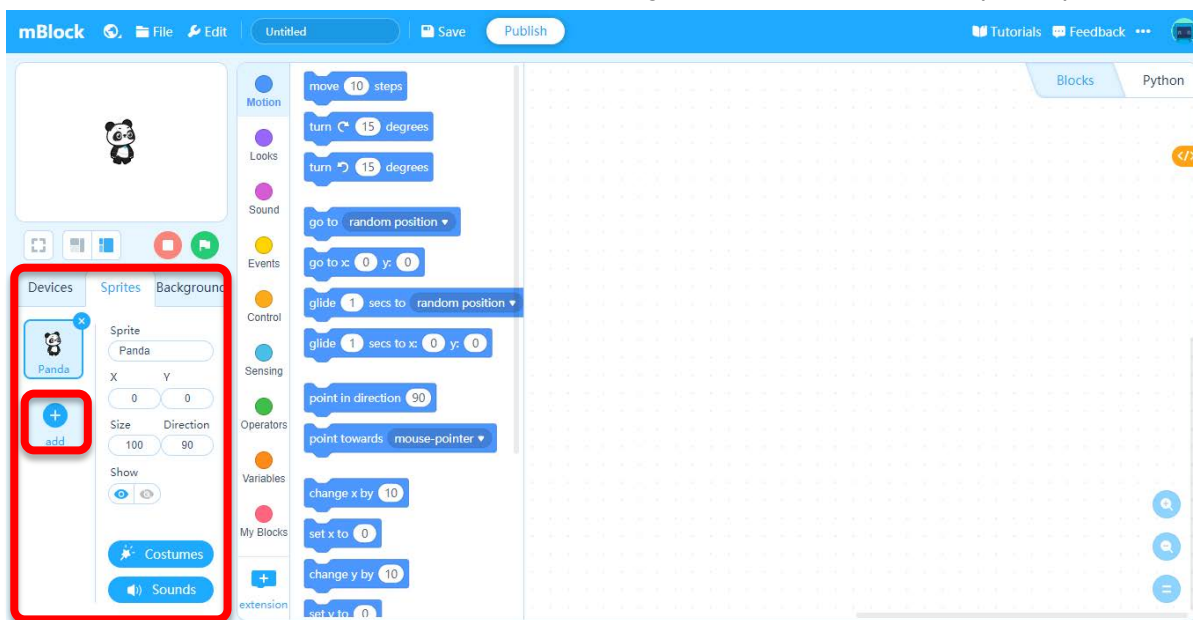
In the previous activity, you have explored the structure of the robot body – that is, the I/O system. Input devices – like the human eyes and ears – make a robot “see” and “hear”, while output devices – like hands and feet – enable the robot to act or react.

However, how does a robot process information? In this learning activity, you will continue to explore the structure and functioning of the robot mind – the mBlock User Interface, or the Integrated Development Environment (IDE).

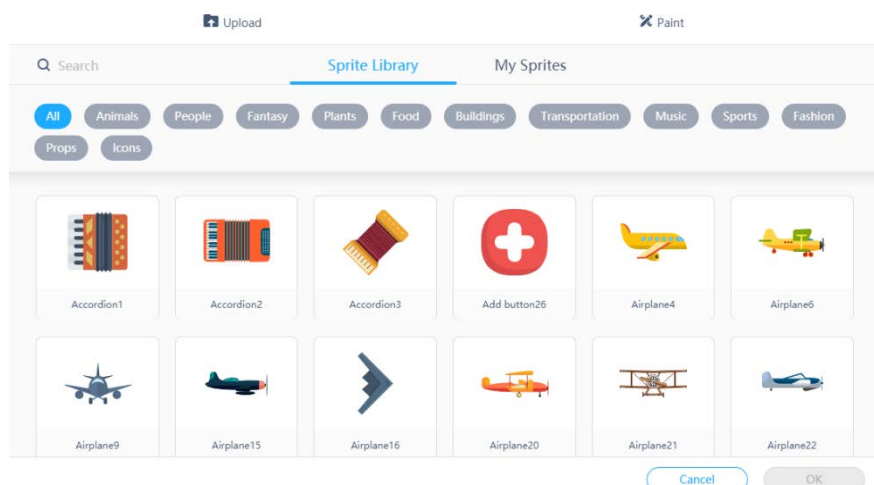
Task 2-1 Add a Sprite You Like

There are lots of character sprites stored in mBlock. Let's enter the Sprite Library and choose the one you like!

Step 1 Find the information box at the bottom of the Stage Area and switch to the “Sprites” panel.



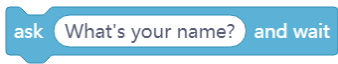
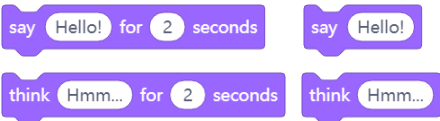
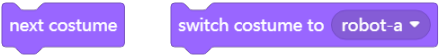
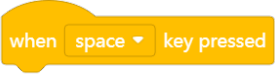
Step 2 Click on the “add” button and you will be direct to the Sprite Library.



Task 2-2 Chat with Your Bot

Do you remember the demo programs you have played in the previous activity?

In this phase, you can program and create a chatbot by using the “ask (...) and wait” Sensing block.

Name	Graphical Programming Script	Function
Ask (...) and wait		This sensing block will show an input box at the bottom of the stage while executing. Meanwhile, the sprite will “ask” you a question and you could answer it by inputting your answer into the input box.
Say/ Think		These blocks will make a speech or thought bubbles appeared near the sprite. You can make the sprite display word for a specific time or not.
Change Costume		These blocks will make a sprite change its current costume to the next one in the sprite list or to a specific one indicated in the select box.
Green Flag		When the green flag at the bottom of the display area within the stage area is clicked, the program(s) will be executed and activated.
Keyboard Input		When the space key (or a specific key) is pressed, the program(s) will be executed and activated.
Mouse Input		When you click on a sprite on the Stage Area, the program attached to this sprite will be executed and activated.

Task 2-3 Network with Bots

When you run and test your chatbot, “exchange” each other's chatbot and comment on each other's project.

Peer review the project by coloring the stars. Invite at least one classmate.

To what degree would you say you enjoy the chat with the chatbot?	☆☆☆☆☆
To what degree do you think the chatbot is smart to know your words?	☆☆☆☆☆
To what degree do you think the chatbot is human alike to react to you?	☆☆☆☆☆
To what degree do you think the chatbot is interactive?	☆☆☆☆☆

Key Concepts from this Learning Activity

Terms	What it means
Input	Any information or data that is sent to a computer or device.
Output	Any data or display that is the result executed by a program.