

Name:

Student Number:

Date:

Lesson 8-9 Benchmark II: mBot's Gifts

Project Guide

Your Task:

Continue the story scenario you have been involved in Lesson 4. You and your partners sent the mBot delegation to the future Robot Society and have a meeting. What would happen next?

Associate with your real-life experience and continue your story scenario. Supposed that you would pay a visit to the new arrival neighbor(s), what would you do to show your kindness and friendliness?

How about bringing a gift? Design a gift for the citizens in the future Robot Society. You can either use the sprites and backdrops in mBlock to create a digital work; or you can program mBot to display some special signals (e.g., the "secret code" you have learned in the previous lesson). You are welcome to combine both the computing artifacts and the physical artifacts to demonstrate your ideas and creativity.

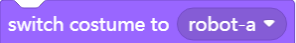
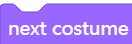
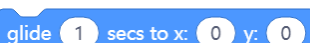
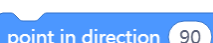
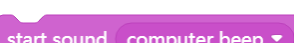
In this activity, you need to:

- (1) Take birthday or Christmas gifts as an example, how do your birthday and Christmas gifts look like? What makes a gift special to you? Explain your reasons and be specific.
- (2) Discuss with your partner(s), doodle the draft of the gift. Remember to consider carefully whether the chosen mode(s) (either mBot or sprites in mBlock or both) could suit your design or not.
- (3) When designing and developing your gift, pay special attention to the receiver of your gift. What might the robot citizens like? Explain your predictions and be specific.
- (4) Remember to use the coding knowledge and skills you have learned in the previous lessons. Sequential and looping algorithms are useful for your creation.
- (5) When you complete the gift design, you are invited to organize a gift fair in your class. You need to deliver and recommend your gift to others. Use a poster presentation and highlight the unique-selling-points.



Your Design:

You may need to use (but not limited to) the following coding blocks:

Coding Block	Category	Coding Block	Category
	Looks		Motion
			
			
			
			
			
			
	Events (Sprites)		Sound
			
			Control
	Events (Devices)		
			