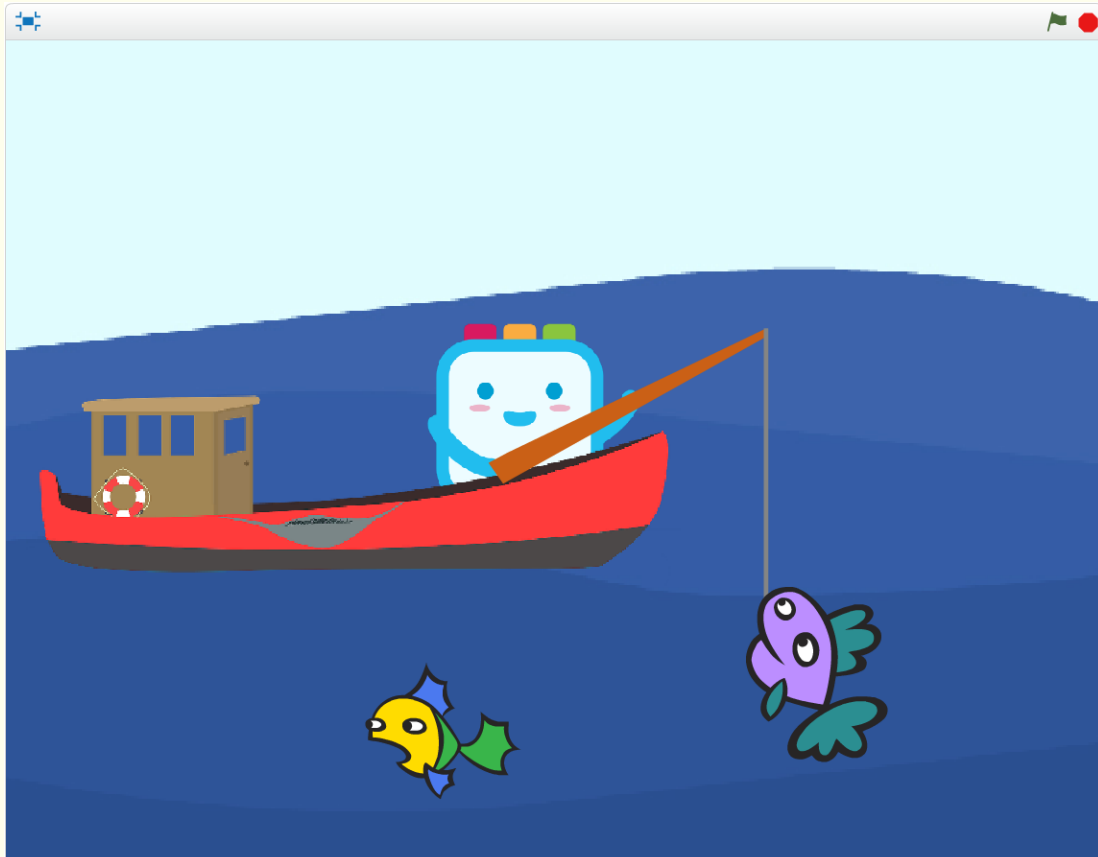


08

Let's Catch a Fish With a Fishing Rod

Scratch Project

- Let us build the fishing rod that can reach fishes in the deep ocean.



Coding Blocks To Use

- Let us build the fishing rod using the coding blocks (touch sensor, DC motor).



LIGHT & TOUCH SENSOR






DC MOTOR

● Scratch coding mission

- Let us code the touch sensor block and the DC motor to reel fishing cable back onto the rod.
-

● Frequently used blocks

Major blocks	Block explanation
	<ul style="list-style-type: none"> • This block creates conditional sentence. • In the "[]. (hexagon)" the condition of the sentence is entered. • If the condition is true, the content coded inside is started.
	<ul style="list-style-type: none"> • The blocks inside the endless loop does not stop and repeated.
	<ul style="list-style-type: none"> • This block checks if the Cubroid's touch sensor is pushed or not.

08


Let's Catch a Fish With a Fishing Rod

● Coding Mission To Do!

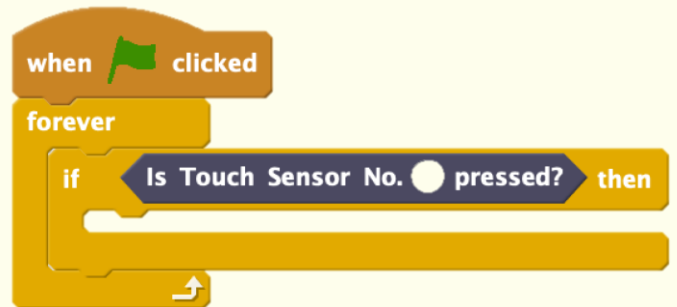
Let us build a fishing rod that can reach fishes in the deep ocean.

- Let us code the touch sensor and the DC motor to reel the fishing cable back onto the rod.

Step 1

Let us make a conditional sentence that checks if the touch sensor is pushed or not when the flag () is clicked.

- 1) This condition will start only when the condition is True.
- 2) The condition statement will start continuously.



Step 2

Let us make the script to perform following when the touch sensor is pushed:

- 1) Let us move the DC motor for # seconds to reel the cable back.
- 2) Let us stop the fishing rod after # seconds.

