



Qoopers series course



Section 1

《Metal Block Planet》



Knowledge and skill

1. Know basic components and main control panel of Qoopers
2. Know program manner and action routine of mobile phone end and computer end;

Process and methods

1. Stimulate children's learning interest and imagination for universe by exploring space story;

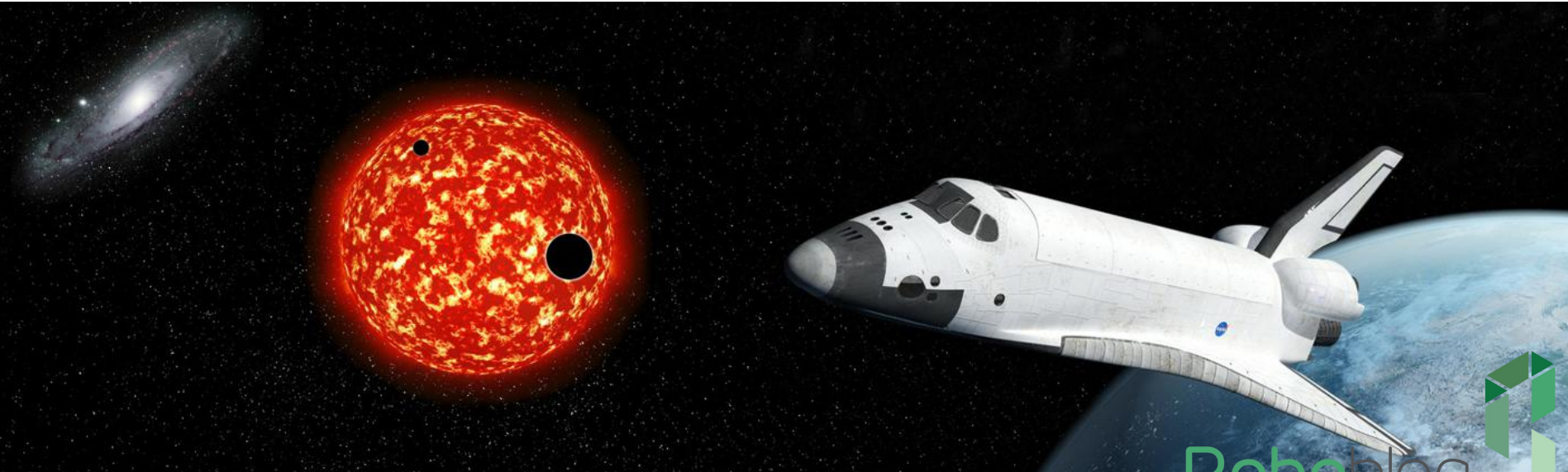
Emotional attitude and values

1. Start from the exploration of space story, train students' curiosity and exploration desire to universe.

Curriculum introduction

Space exploration always is dream of human, ancient solar system, mysterious outer space, is there water in Mercury? Does universe limited? or does universe have edge? How does the black hole formed? There are a lot of questions motivate us fly to space.

Qoopers are the actors who love explore space, they are driving airship flying to center of MilkyWay galaxy.



Curriculum introduction

Owing to a great kind of attraction, the airship that Qoopers drive suddenly out of control on the way of flying, and finally Qoopers fully absorbed by this force.



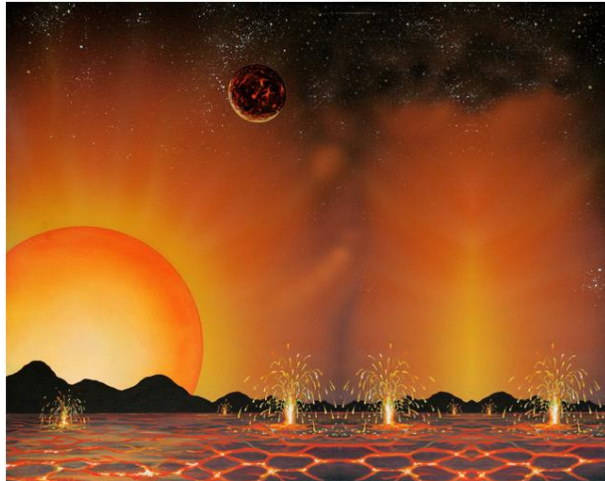
Curriculum introduction

Fortunately, the airship that Qoopers drive was landed one planet safely, according to data, this planet is Metal Block planet of cosmic galaxy.



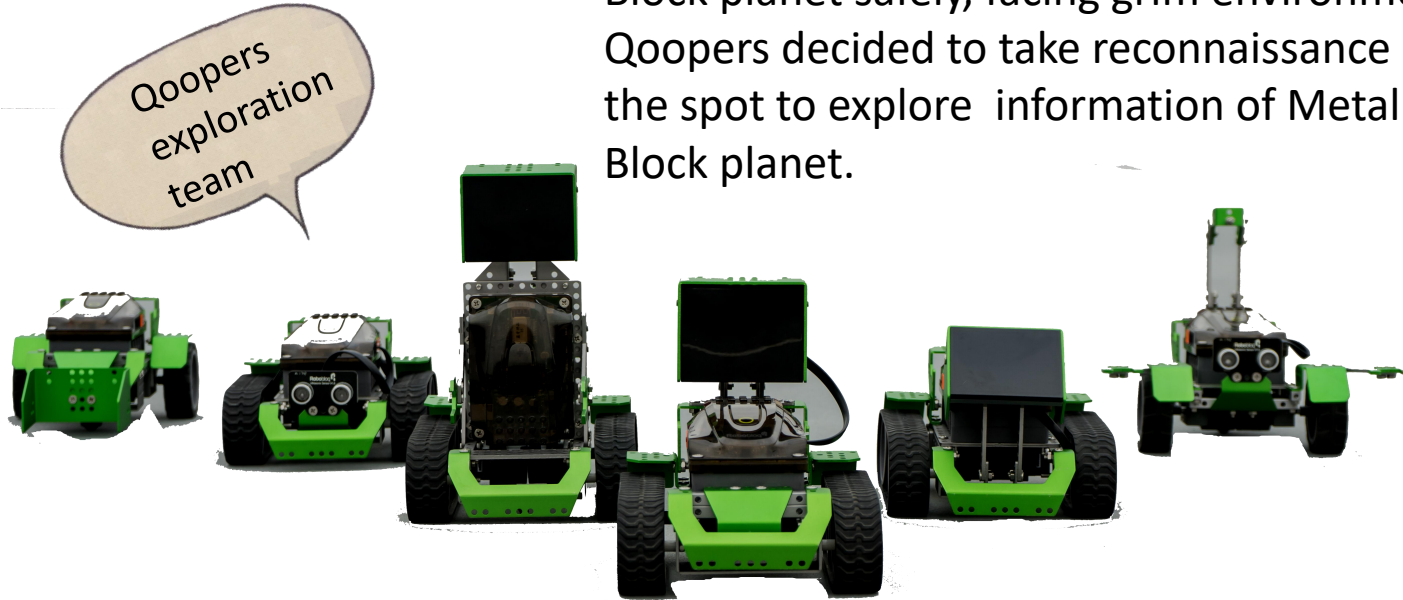
Curriculum introduction

Metal Block planet surface is similar to earth, such as there are mountains, lakes and so on, but the difficulties that Qoopers faced is great temperature difference between day and night, active volcano and complex changeable terrain.



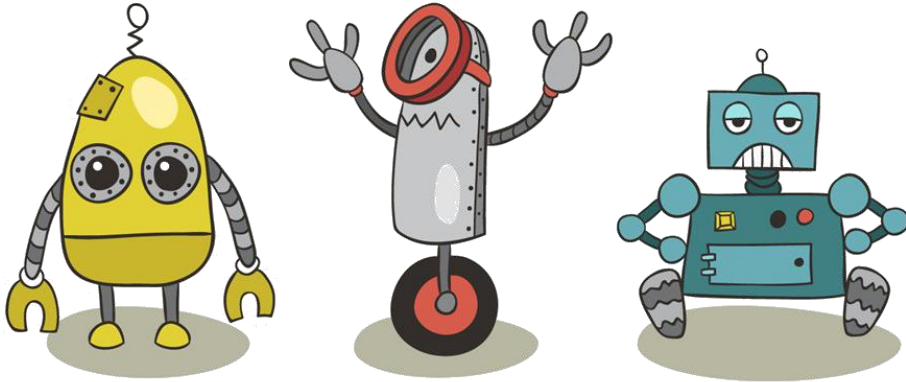
Knowledge explanation

Qoopers exploration team landed Metal Block planet safely, facing grim environment, Qoopers decided to take reconnaissance on the spot to explore information of Metal Block planet.

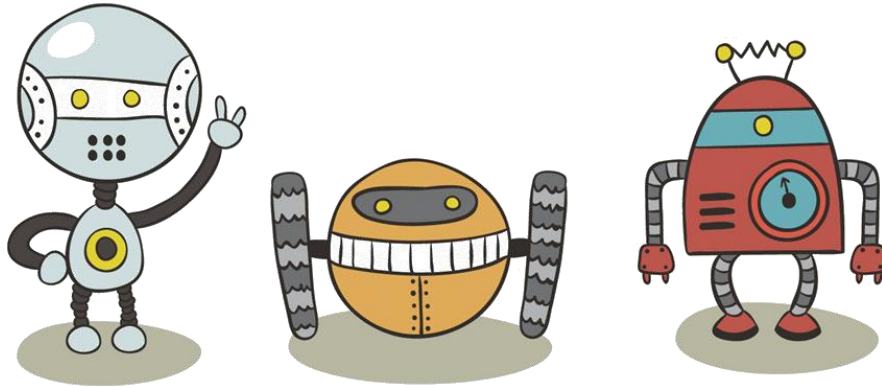


**The small encyclopedia
of robot**

Robot is a kind of automated machine, which difference is this kind of machine have smart ability that is similar to human or organisms, such as perception, planning, action, coordination ability, it is a kind of automated machine that have advanced flexibility.



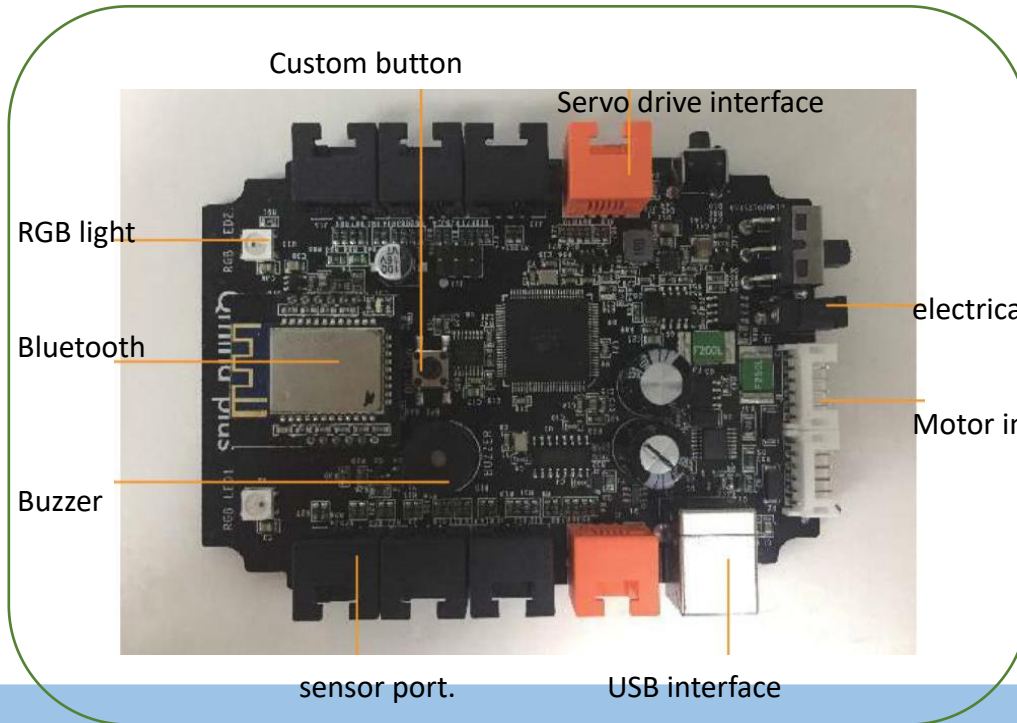
**The small encyclopedia
of robot**



Usually, robot consists of perception system, control system, perform system, when robot works, robot perceive changes of outer environment by perception system, and then convey to control system to analyze environment information, then perform system performs action command.

Knowledge explanation

The main control penal equals to brain of human, it can deal with information returned by sensor according to environment change to control movement of itself.

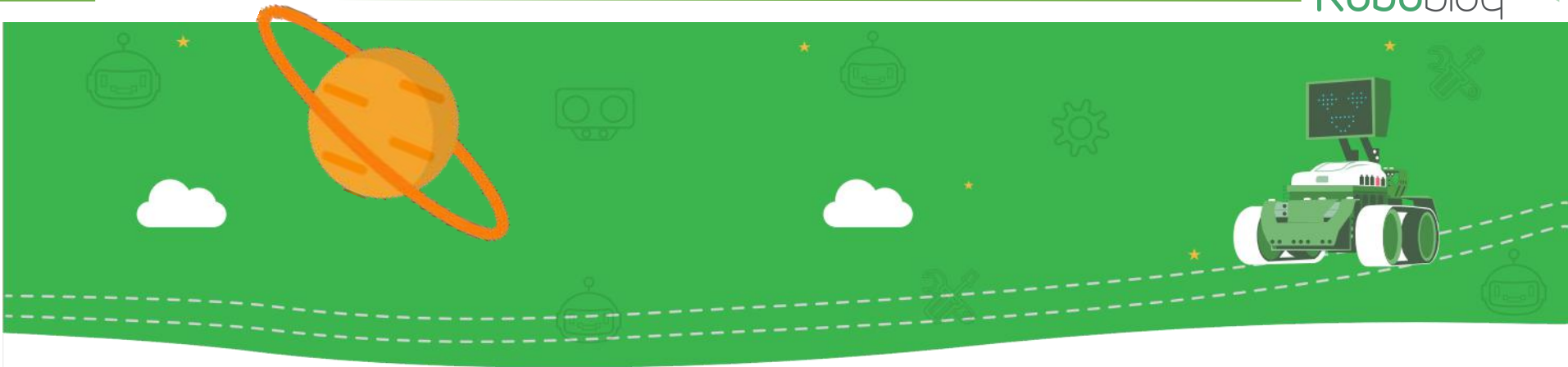




Ultrasonic sensor

The ultrasonic sensor of perception system can detect distance between the front obstacle and sensor probe, achieving Qoopers avoid block automatically by apperceiving distance and controlling electrical machinery.

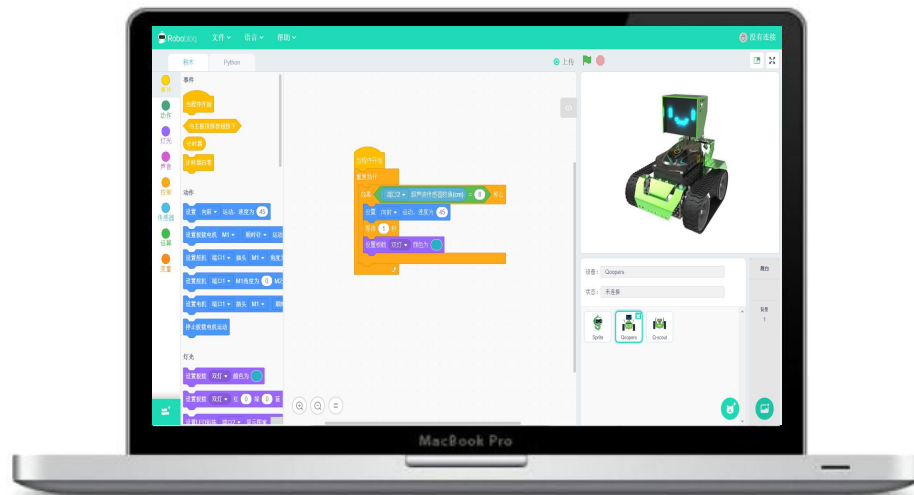
Knowledge explanation



Qoopers, no matter take action or finish task, both controlled by programming. you can use mobile phone APP and computer to program and upload to Qoopers.

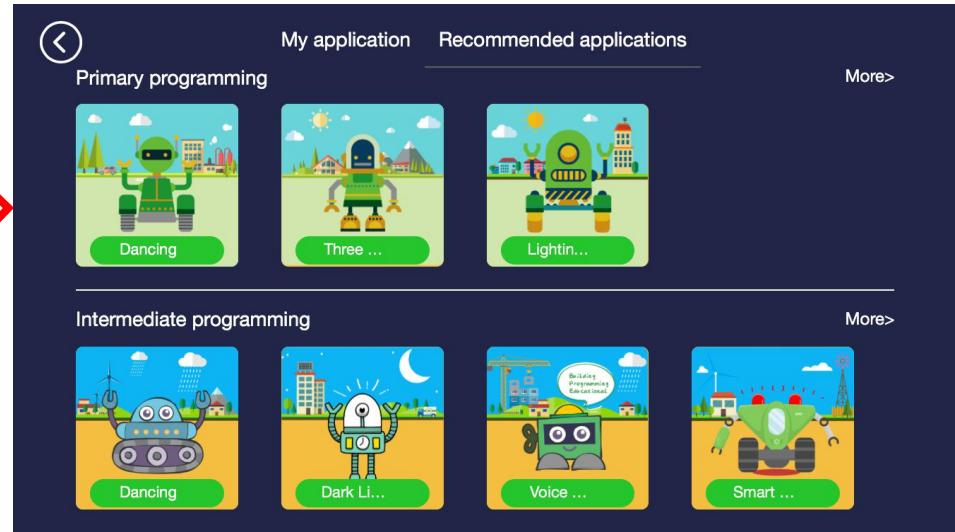
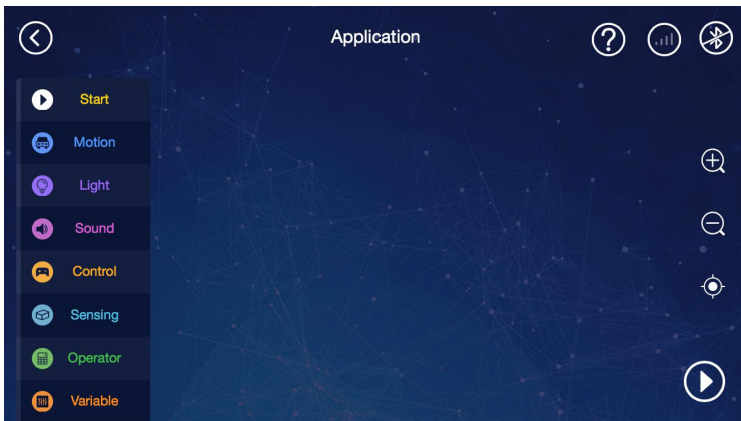
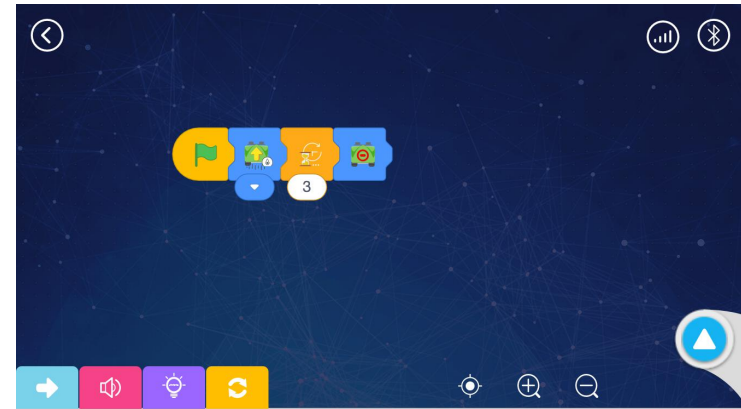
Knowledge explanation

The interface of Qoopers mobile phone APP and computer programming application.






Knowledge explanation

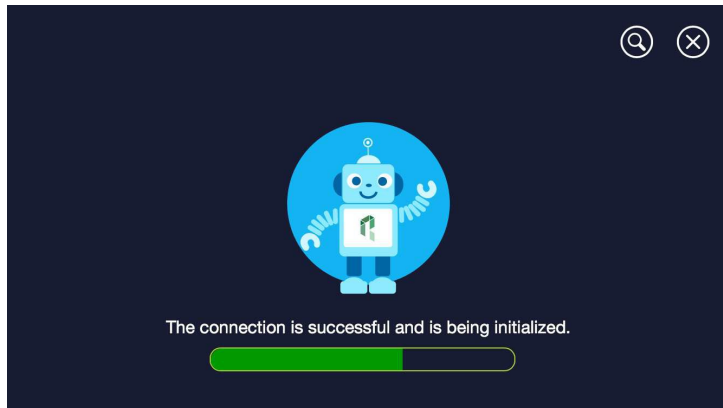
On the basis of difficult degree and variety, Qoopers mobile phone APP programming divided into primary level and Intermediate level programming.



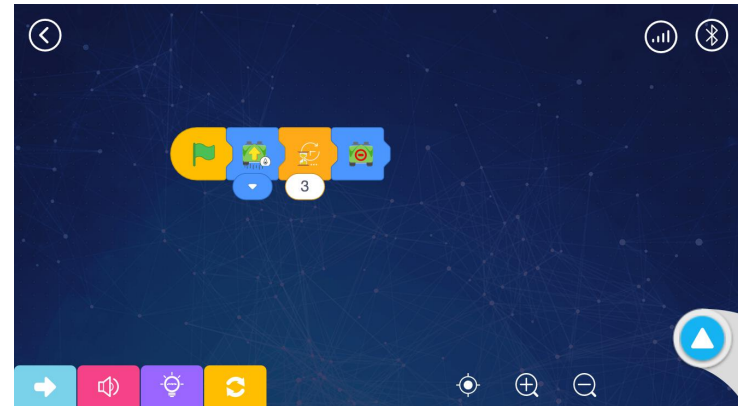
Knowledge explanation

Connect Qoopers and mobile phone:

Open mobile bluetooth and close to Qoopers, click on bluetooth icon  on the top right corner of mobile phone, wait to connect, when bluetooth icon, which on the application screen, become.  it indicates that connect successfully, it can operate procedure when click on icon , robot electrical source switch need to turn on before connection.

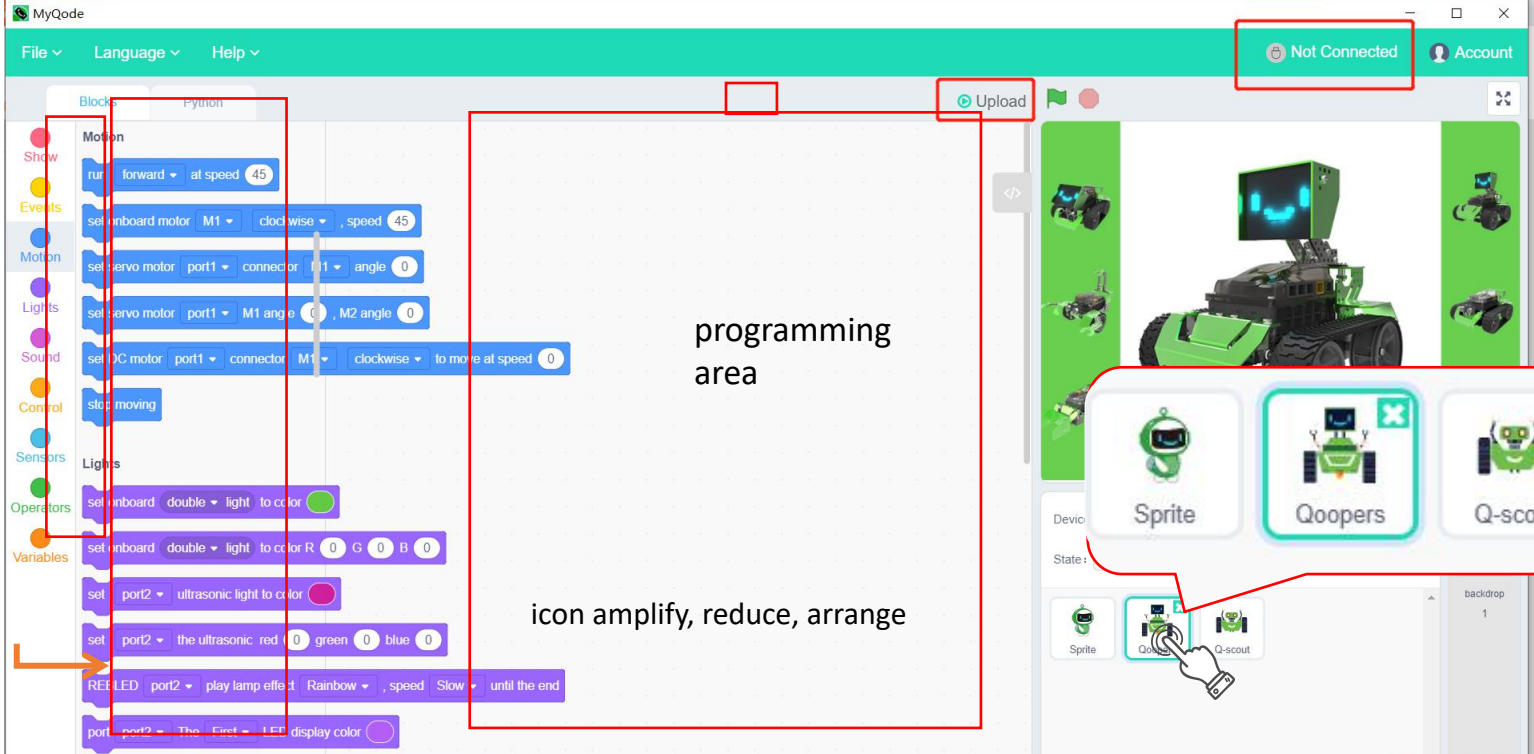


connect successfully, initializing



Knowledge explanation

Programming on the computer end, open Roboblog programming application, enter into programming interface.



The screenshot shows the Roboblog programming application interface. The interface is divided into several sections:

- icon module area:** A vertical sidebar on the left containing icons for different modules: Show, Events, Motion, Lights, Sound, Control, Sensors, Operators, and Variables. An orange arrow points to this area.
- programming area:** The central workspace where code blocks are assembled. It contains a sequence of blocks for motion (run forward at speed 45, set onboard motor M1 clockwise speed 45, set servo motor port1 connector M1 angle 0, set servo motor port1 M1 angle 0, set M2 angle 0, set DC motor port1 connector M1 clockwise to more at speed 0, stop moving) and lights (set onboard double light to color green, set onboard double light to color R 0 G 0 B 0, set port2 ultrasonic light to color red, set port2 the ultrasonic red 0 green 0 blue 0, REL LED port2 play lamp effect Rainbow speed Slow until the end, port2 The First LED display color). A red box highlights this area.
- icon area:** A vertical sidebar on the right showing a large image of a robot and smaller icons of different robot models. An orange arrow points to this area.
- icon amplify, reduce, arrange:** A red box highlights a section on the right side of the interface, showing three robot icons (Sprite, Qoopers, Q-scout) with a hand cursor pointing at them, indicating interaction options.
- Upload:** A green button with a circular arrow icon, located at the top right of the programming area.
- Not Connected:** A red box highlights a status indicator at the top right of the interface.
- Account:** A red box highlights a user account icon at the top right of the interface.

Knowledge explanation

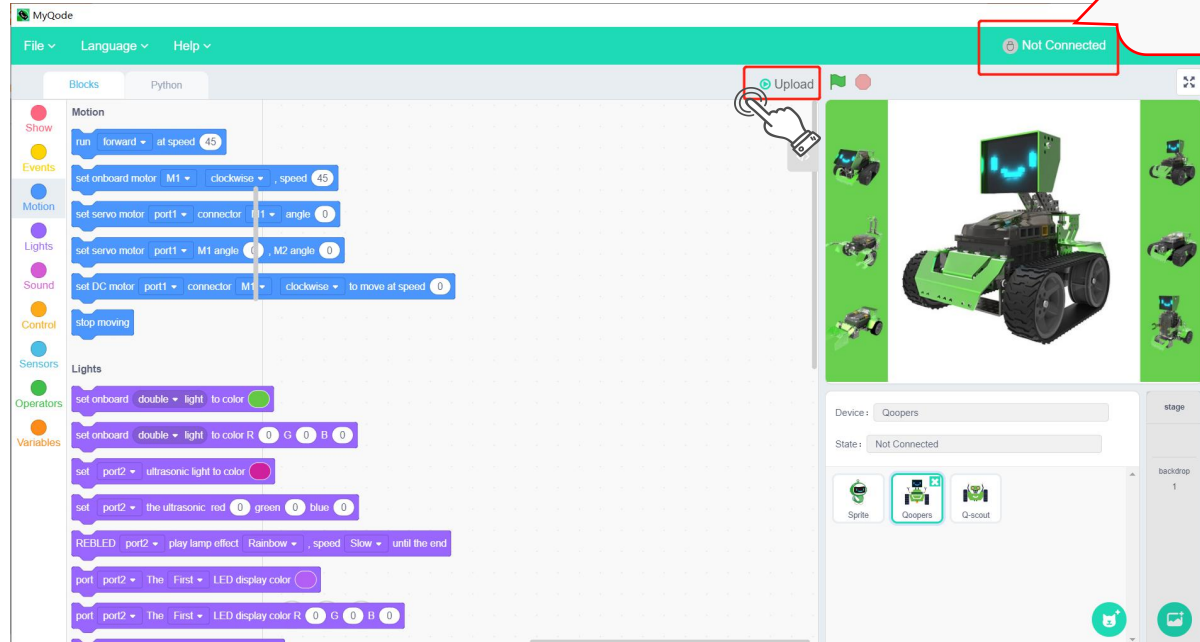
Qoopers connect to computer, after procedure programmed, use download line connect computer and main control penal.



Knowledge explanation

After connected and download, click "not connect" icon on the top right corner of application to connect.

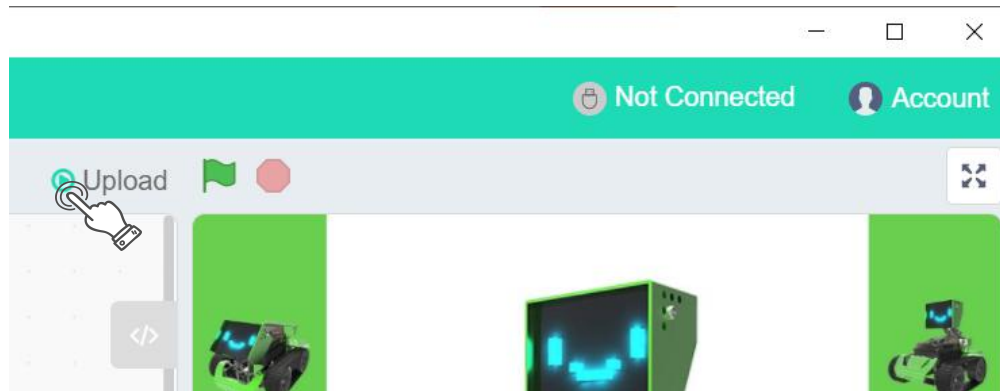
Not connect



Switch to bluetooth connection

Knowledge explanation

Upload procedure, click on upload on the application screen, when exist "update successfully, it has connected window", it indicates Qoopers upload procedure successfully, open the switch of main control penal, then it can operate procedure.



Done uploading. ×

Congratulations!

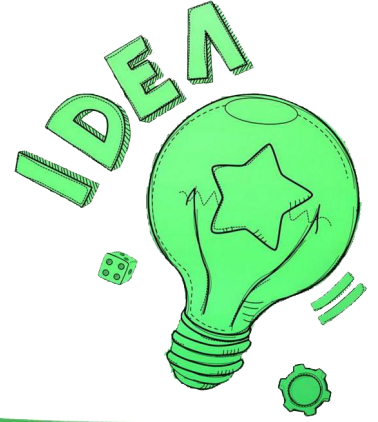
Update success, connected.

OK

Summary and rethink

1. Do you know what parts correspond to robot's perception system, control system and perform system?

2. What is the difference between mobile phone programming connection way and computer programming way?



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