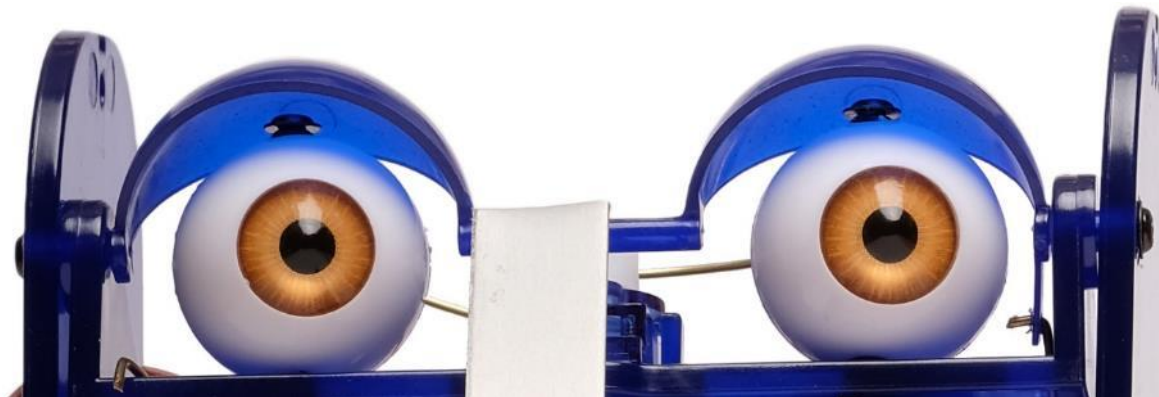


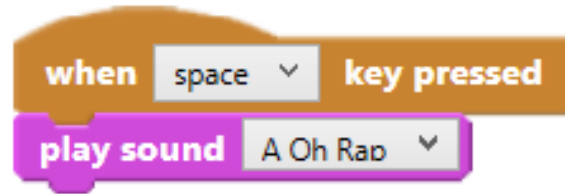


Rap Bot





Can you fit words to the rap



robot rap

robot rap

robot rap

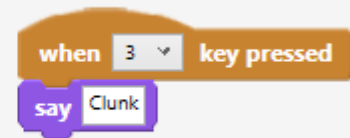
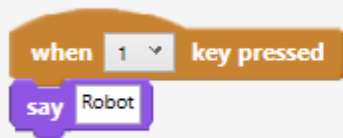
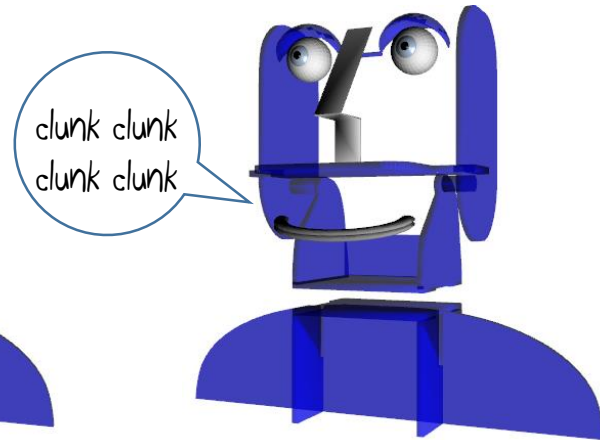
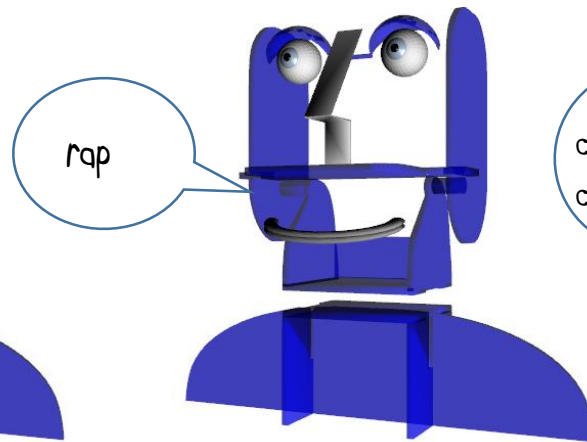
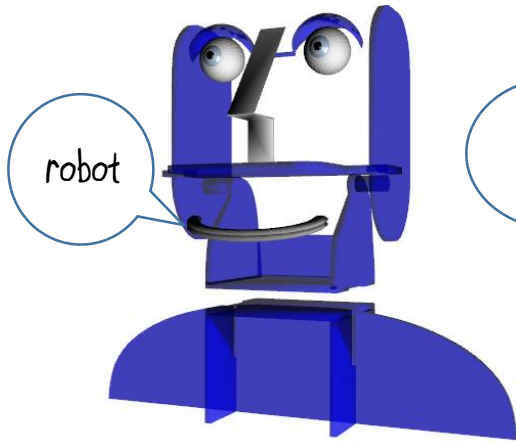
clunk clunk clunk clunk





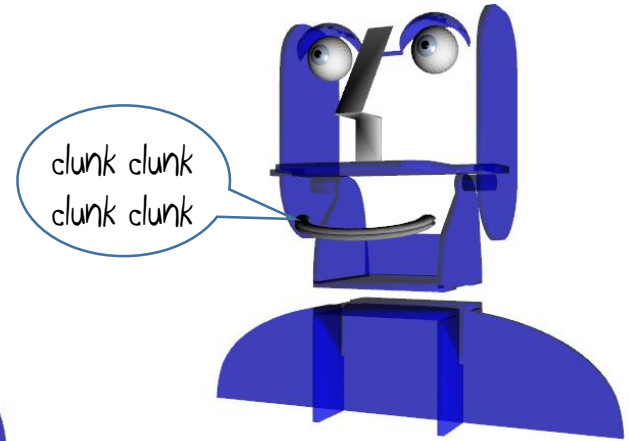
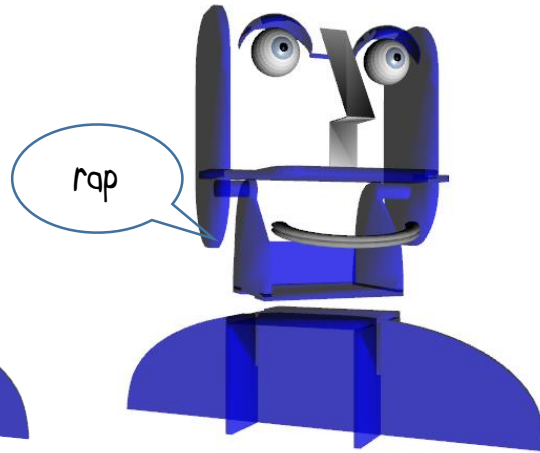
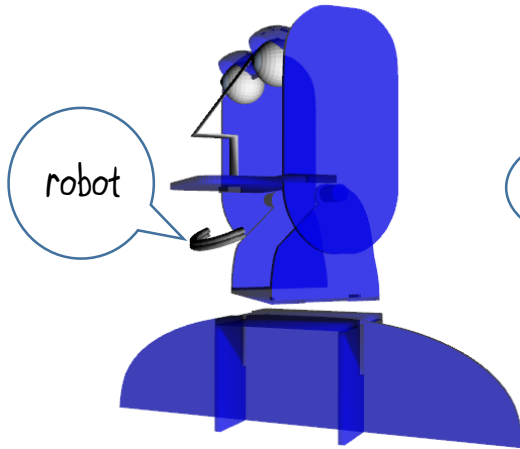
Ohbot raps when keys are pressed

robot rap
robot rap
robot rap
clunk clunk clunk clunk





Ohbot moves when keys are pressed



```
when 1 key pressed
say Robot
set HeadTurn to 2
```

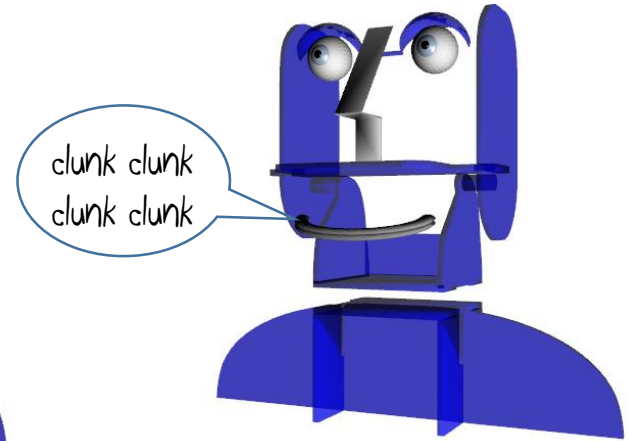
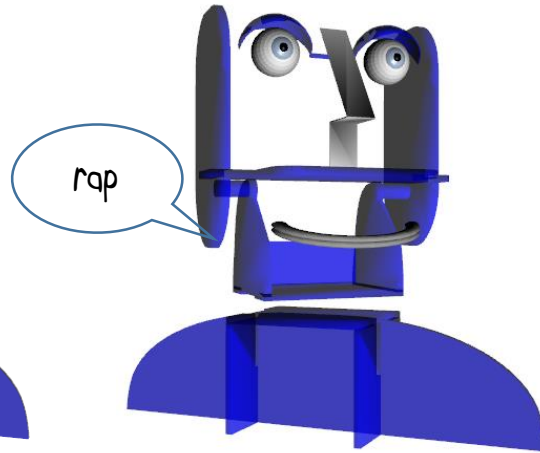
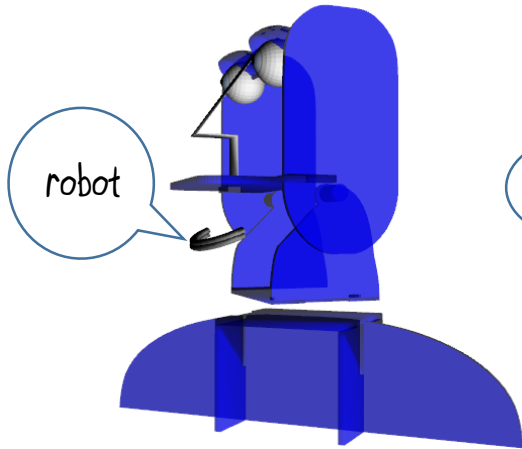
```
when 2 key pressed
say Rap
set HeadTurn to 8
```

```
when 3 key pressed
say Clunk
set HeadTurn to 5
```





Ohbot moves when keys are pressed



```
when 1 key pressed
  say Robot
  set HeadTurn to 2
  set eyes to red
```

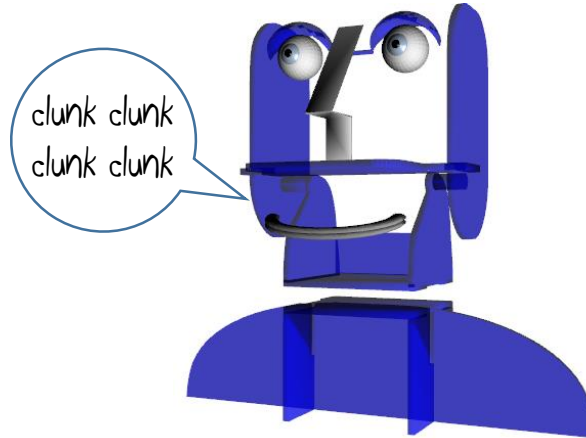
```
when 2 key pressed
  say Rap
  set HeadTurn to 8
  set eyes to blue
```

```
when 3 key pressed
  say Clunk
  set HeadTurn to 5
  set eyes to yellow
```

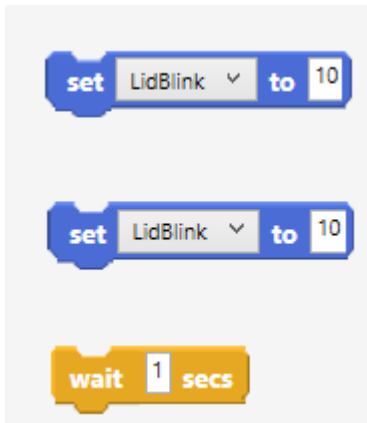
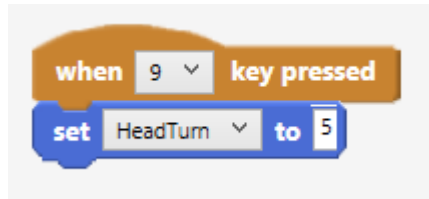




Go beyond —make Ohbot blink when the 9 key is pressed



Try using these instructions.
You'll need to make changes
to the values.





Things to try

Eye colour

```
when 7 key pressed
  set HeadTurn to 3
  set eyes to red

when 8 key pressed
  set HeadTurn to 8
  set eyes to green

when 9 key pressed
  set HeadTurn to 5
  set eyes to blue
```

Two moves

```
when 7 key pressed
  set HeadTurn to 3
  set EyeTurn to 0

when 8 key pressed
  set HeadTurn to 8
  set EyeTurn to 10

when 9 key pressed
  set HeadTurn to 5
  set EyeTurn to 5
```





Go beyond — automatic dance

The image shows two Scratch code snippets. The first snippet is a 'when clicked' event block followed by a 'forever' loop. Inside the loop is an 'if-then-else' conditional block. The 'if' condition is 'sound > 2'. The 'then' block is empty, and the 'else' block is also empty. The second snippet is a 'when Q key pressed' event block followed by two purple 'sound' blocks: 'set sound volume to 3' and 'play sound A OhRap 1'.

Try using these instructions.
You'll need to make changes
to the values.

The image shows two identical blue 'set' blocks. Each block has 'HeadNod' in a dropdown menu, followed by 'to' and the number '5' in a text input field.





Go beyond...

```
pick random 0 to 10
forever
  set sound volume to 10
  play sound A OhRap 2
  set voice Microsoft Zira Mobile
  set speech pitch to 5
  set speech rate to 5
  set speech volume to 5
```

