

SOLUZIONE ATTIVITÀ S-20

Thymio impara a contare

2 - Programma completo

The image shows a Scratch script for Thymio. It starts with a 'quando si clicca su' (when clicked) event block. This is followed by a 'conta' (count) block, and then a 'dire le nombre' (say the number) block with a 'numero' (number) input field. Below this is a 'definisci' (define) block for the 'conta' function. Inside the function, there are two 'porta' (set) blocks: 'numero' to 0 and 'indice' to 0. A 'ripeti' (repeat) block is set to 5 times. Inside the loop, there is a 'se' (if) block with a condition: 'sensore pross. oriz. indice > 1500'. If true, it contains two 'cambia' (change) blocks: 'numero' by 1 and 'indice' by 1. To the right of the main script, there is a separate 'definisci' block for 'dire il numero' with a 'numero' input field.

3 - Programma arricchito

The image shows an enriched Scratch script for Thymio. It starts with a 'quando si clicca su' (when clicked) event block. This is followed by two 'porta' (set) blocks: 'numero' to 0 and 'numero precedente' to 0. A 'per sempre' (forever) loop begins with a 'compter' (counter) block. Inside the loop, there is a 'se' (if) block with a condition: 'non numero = numero precedente'. If true, it contains three blocks: 'dire le nombre' (say the number) with 'numero' input, 'porta' (set) 'numero precedente' to 'numero', and 'attendi' (wait) 0.2 seconds. The loop ends with a return arrow.