

CuteBot Instructions



Objectives: SWBAT

1. Program the CuteBot to follow a line or track
2. Program the CuteBot to avoid collision with objects

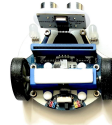
Your Kit



Battery Pack



USB Cable

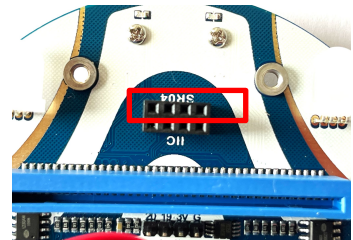


Assembled Smart Cutebot Robot *



Micro:Bit Microcontroller

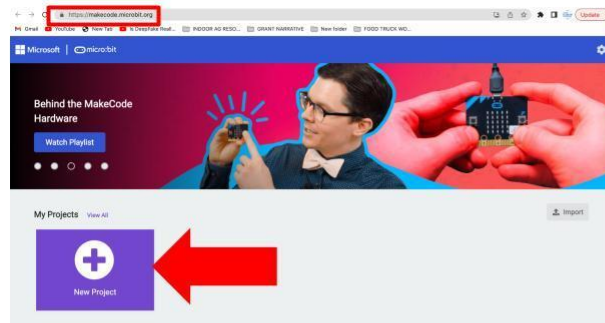
* Make sure cutebot eyes are placed in the front row of pin sockets



See your name in lights / Give your project a name

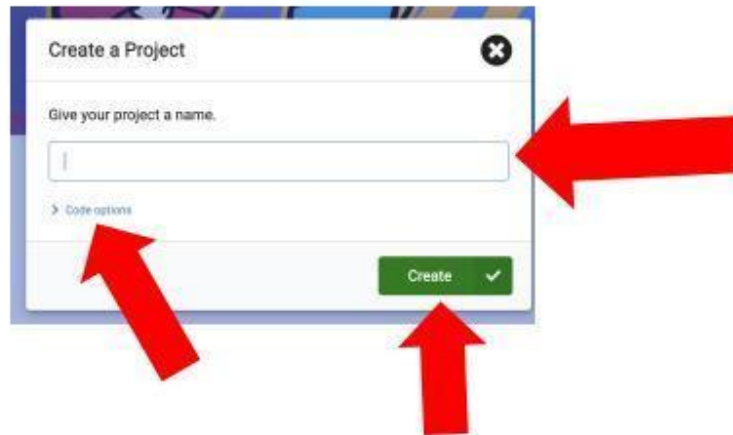
Programming your Microbit

1. You can program the microbit by going to <https://makecode.microbit.org>
2. Click on "+ New Project".
3. Give your project a name in the dialog box.

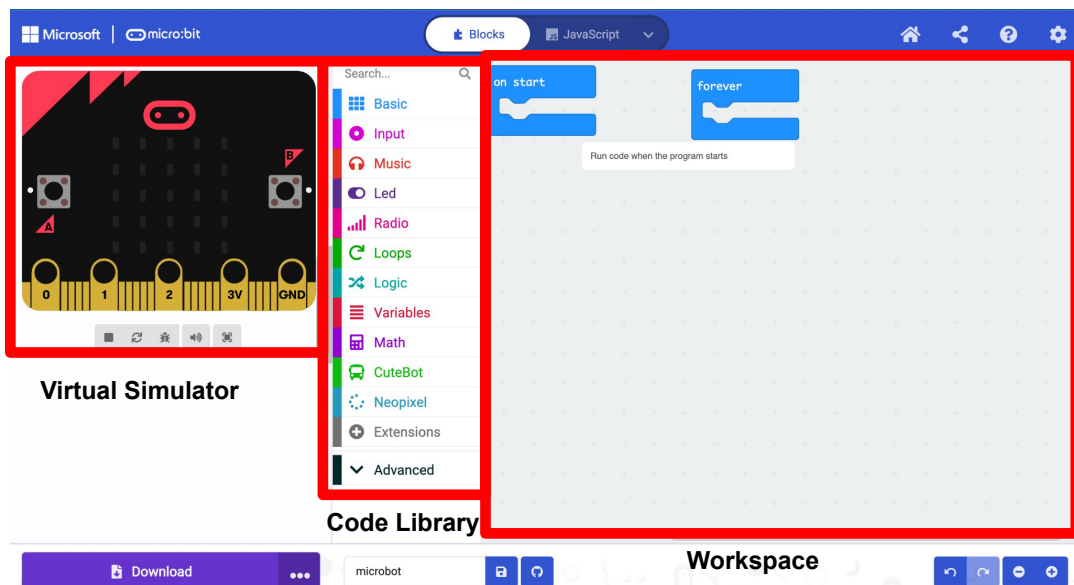


For the Code Options, you can select “Blocks, JavaScript or Python”. For this activity select “Blocks.”

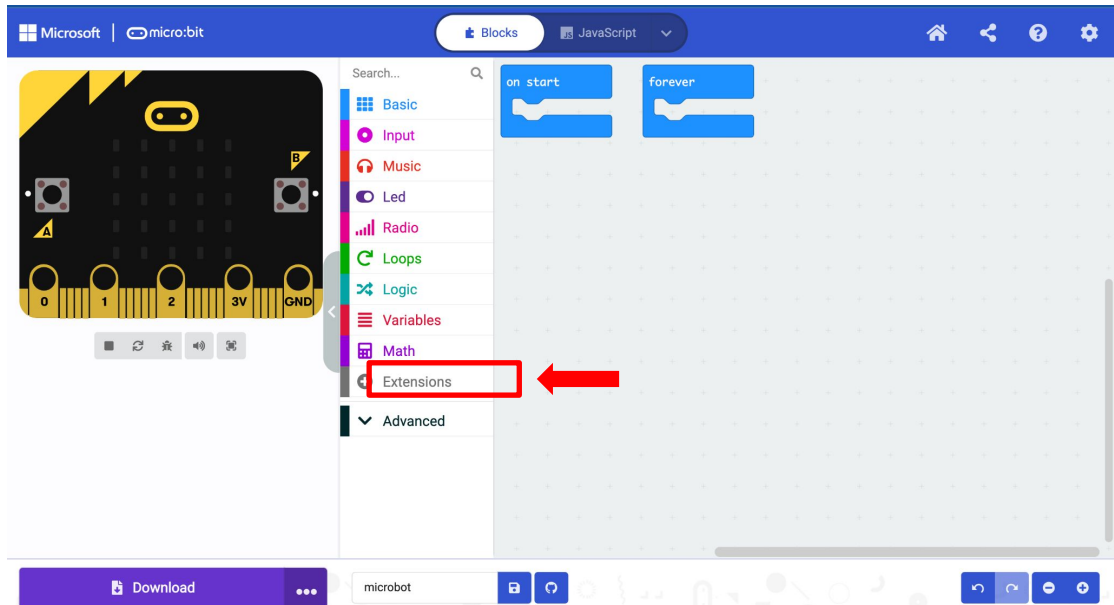
Then click “Create”.



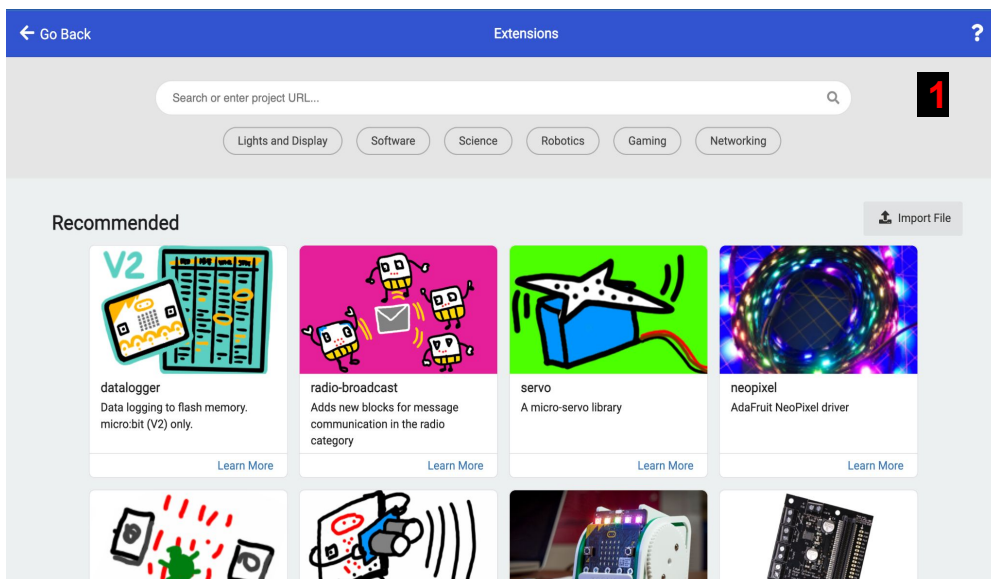
Your New Project Looks Like This



Next, you need to add in the Extension pack for the CuteBot. To do this, click “Extensions” from this menu.



You will now be at a page where you can search for extensions for many different projects. Type in “CuteBot” in the search bar and hit return.



← Select “cutebot” from the search results to load in this into your programming environment

cutebot

Lights and Display Software Science Robotics Gaming Networking

Home

Import File



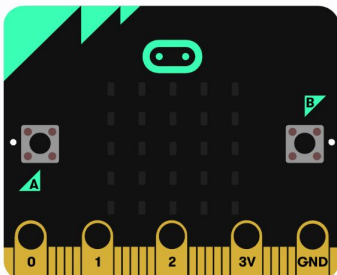
cutebot
(酷比特)micro:bit smart cutebot by
ELECFREAKS

Learn More

After select the CuteBot Extensions, you will now have CuteBot functions to choose from in your code library.

Microsoft | micro:bit

Blocks JavaScript



CuteBot
Search
Basic
Input
Music
Led
Radio
Loops
Logic
Variables
Math
Neopixel
CuteBot
Extensions
Advanced

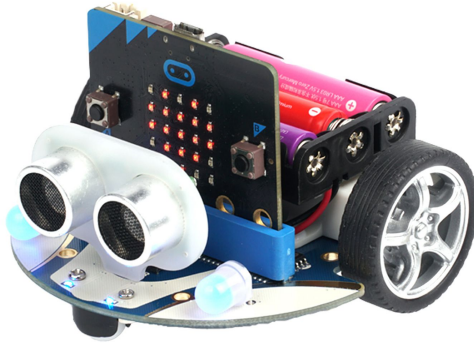
CuteBot
Set left wheel speed 100 % right wheel speed -100 %
Go Forward at speed 50 % for 5 seconds
Go straight at full speed
Reverse at full speed
Turn left at full speed
Turn right at full speed
Stop car immediatly
Set LED headlights Right_RGB color

Download

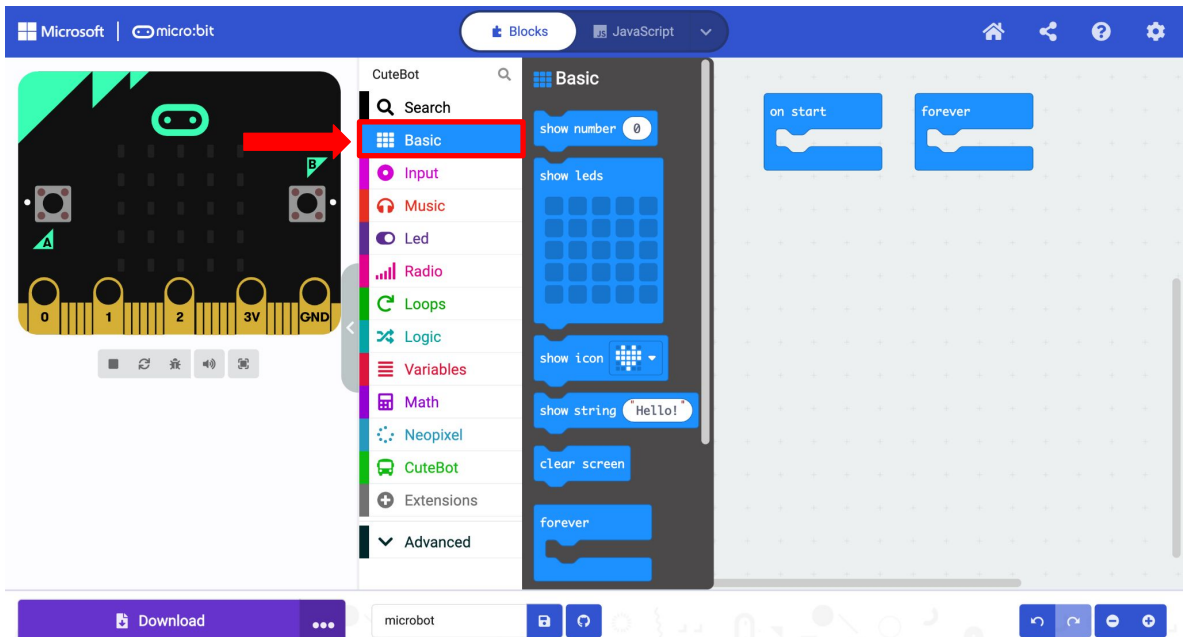
microbit



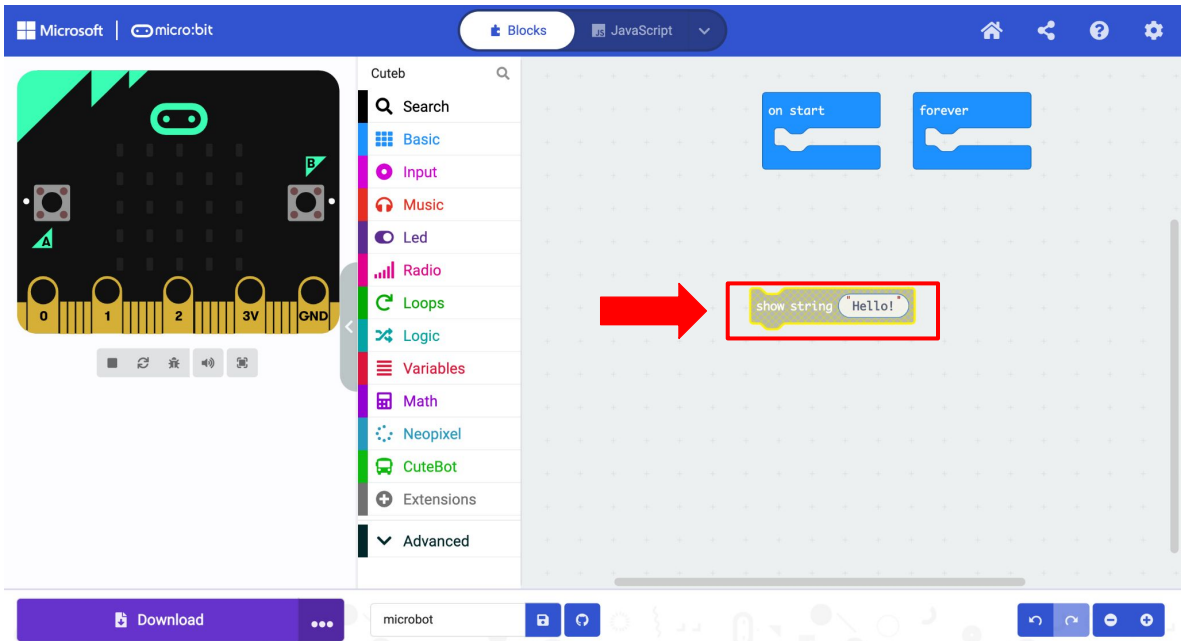
Now we can create a program to test the micro:bit and CuteBot. It displays text on the LED screen of the micro:bit at start up and drives the CuteBot forwards and backwards four times.



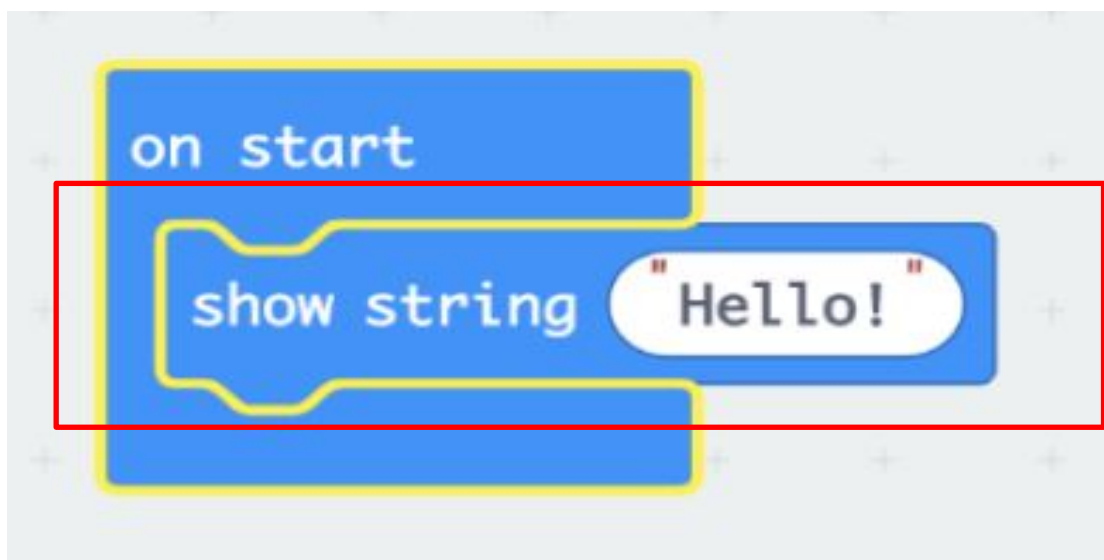
Start by clicking on the “Basic” from the code library.



Select the "Show String" block and drag it to the program environment.



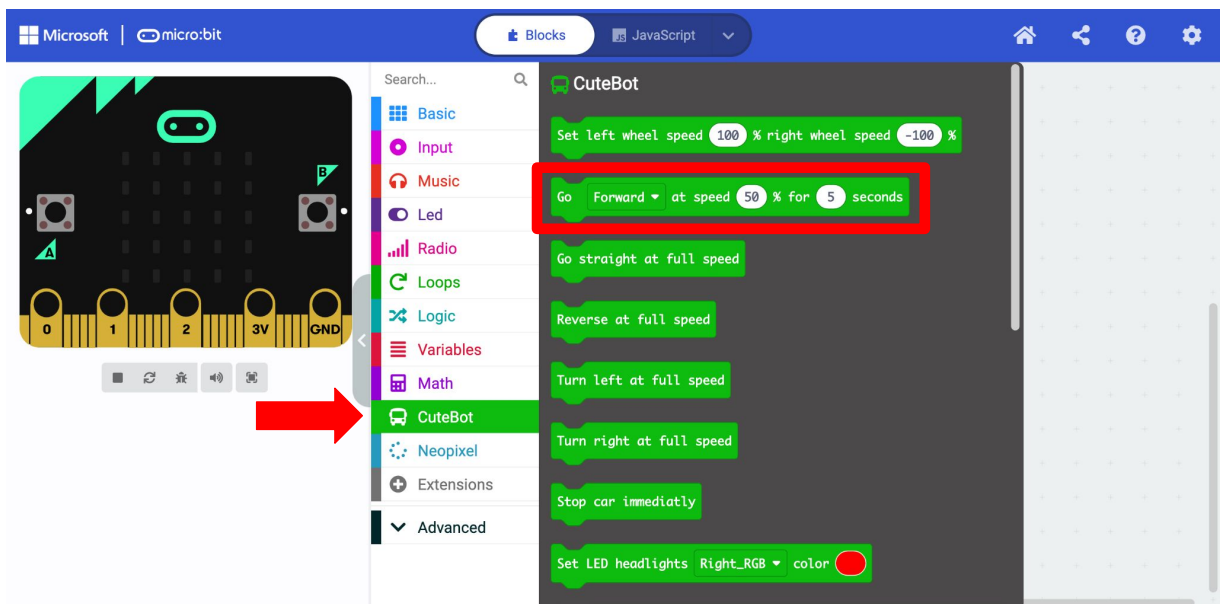
Move it inside the "On start" block and it will turn blue showing that there are no errors.



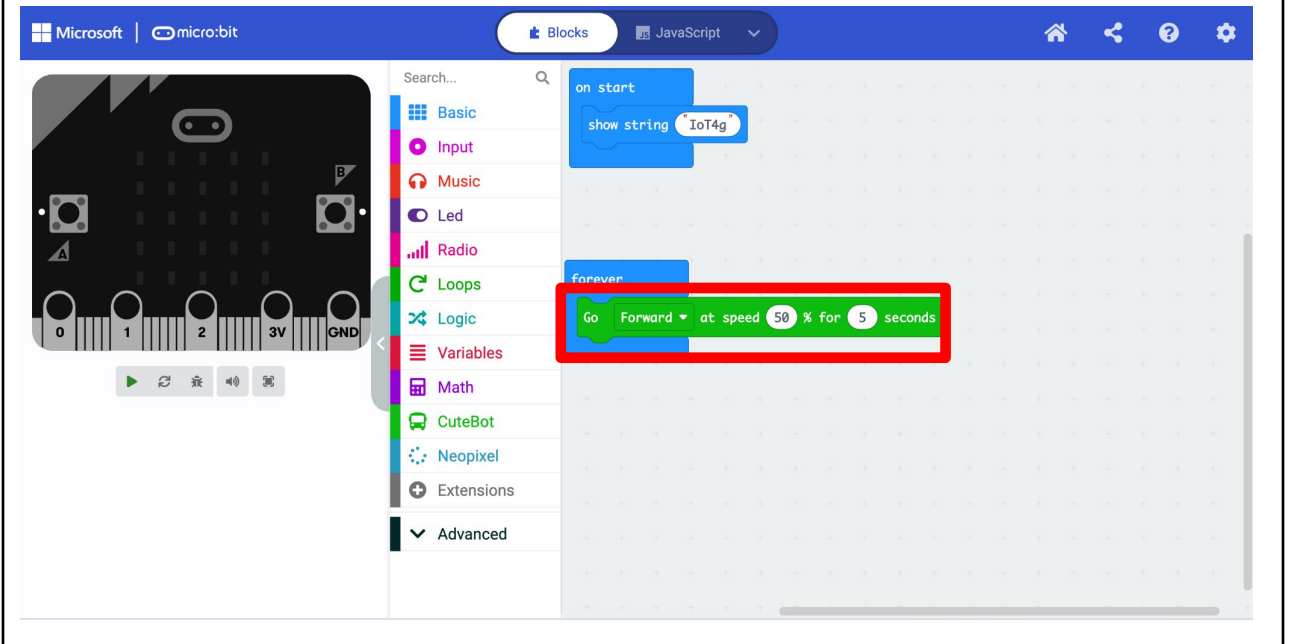
Double-click the text “Hello!” and change to “IoT4Ag!”



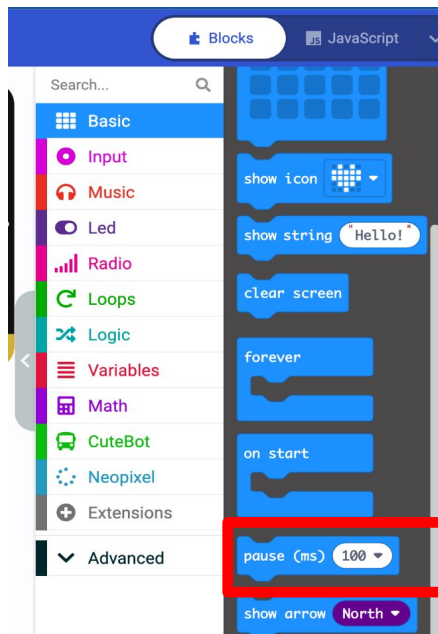
Next, go to the CuteBot menu from the code library and drag out the “go forward at speed 50 for 5 seconds” block.



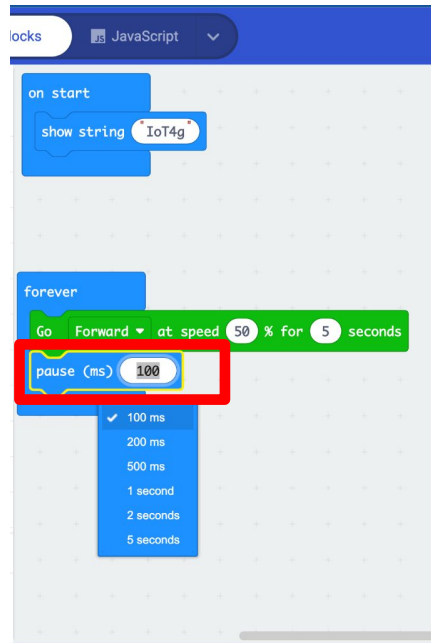
Drag it into the forever block.



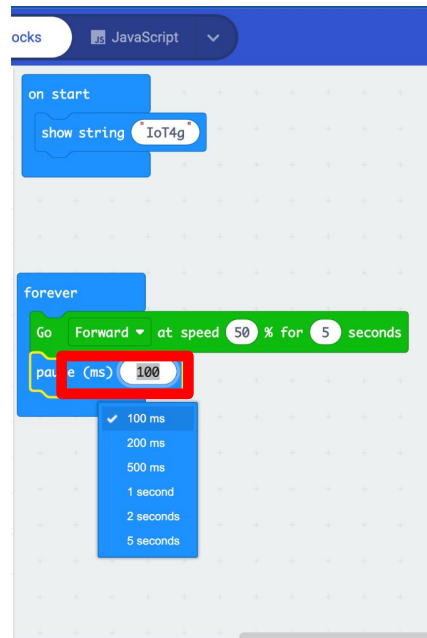
Then go to the Basic menu and drag out a “pause (ms)” block.



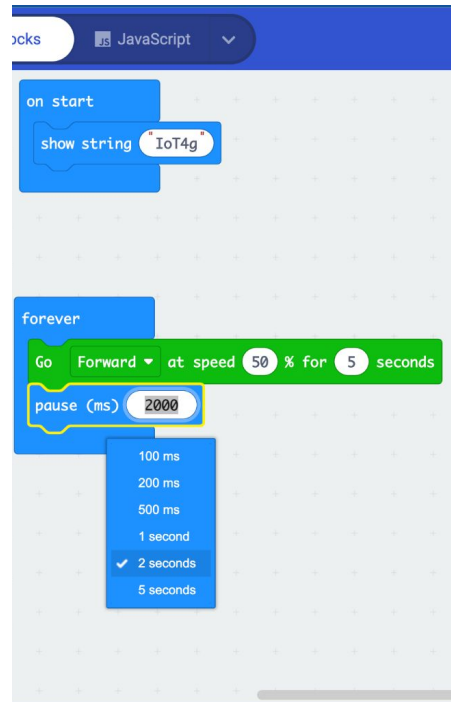
Insert it inside the forever block after the “go forward...” block.



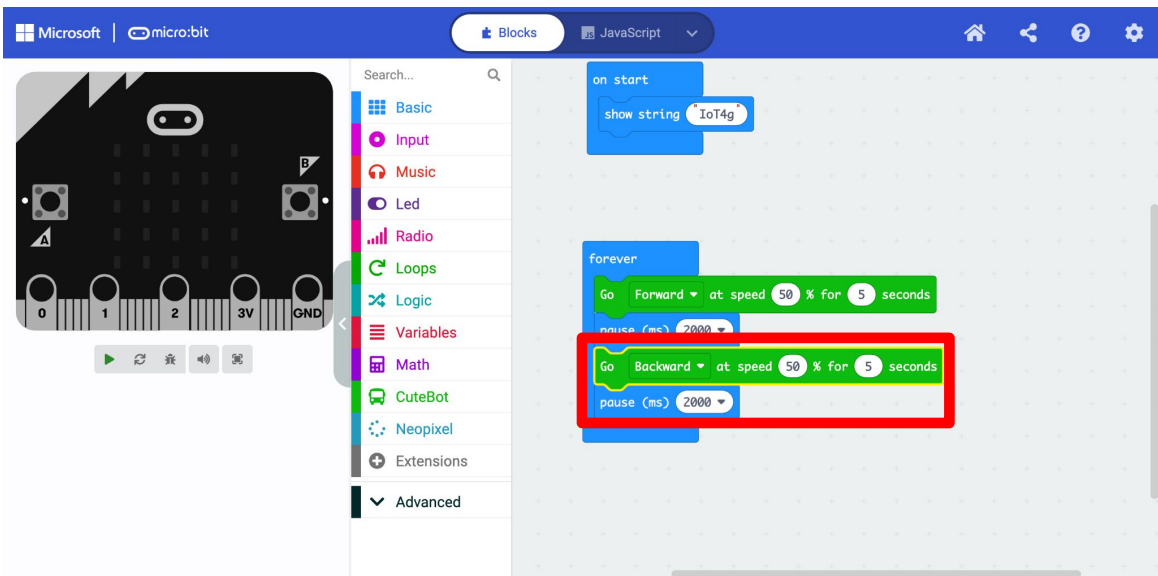
Once it is in the forever block, click the “100” value and change it to 2 seconds.



It will show up as “2000” since it is units of milliseconds (ms).



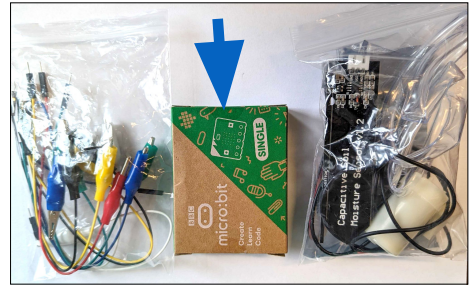
Select another “go forward at speed 50 for 5 seconds” block and drag it into the forever block under the pause block. Now, change the “forward” to “backward” in this new block. Add another pause block for 2 seconds after the “go backward...” block.



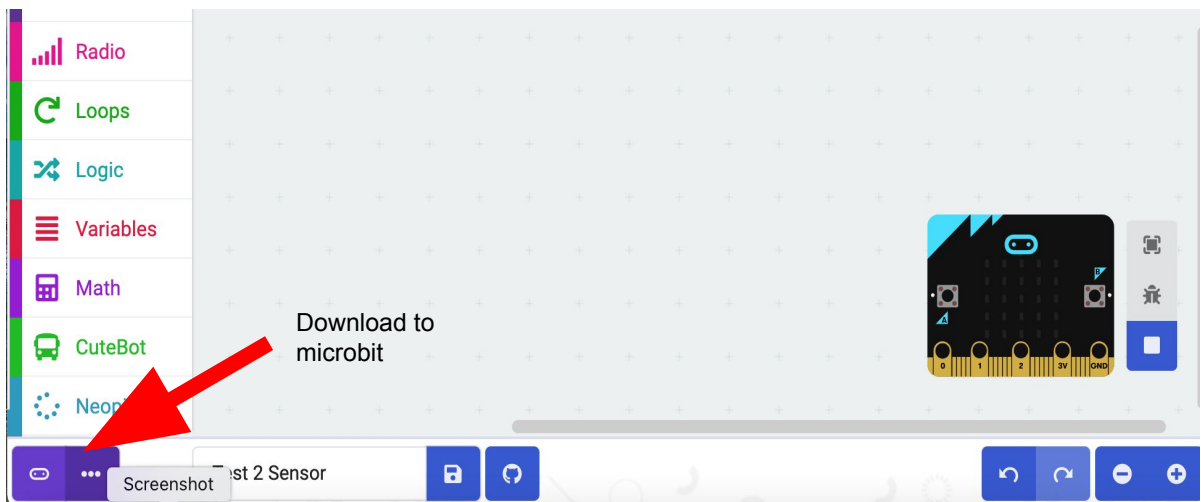
The program is now complete.
It is time to plug the USB cable into the micro:bit and connect it to the computer.

Be careful to be gentle when making this connection.

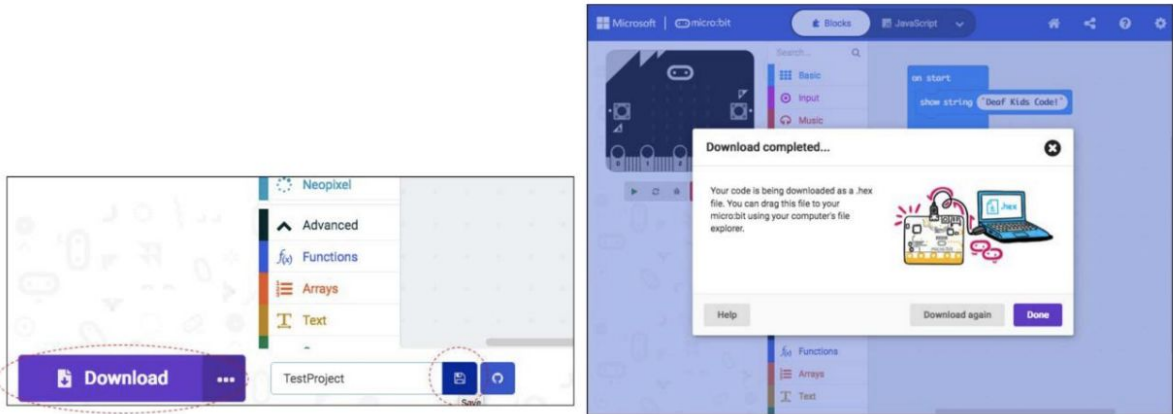
Note: when you plug in the micro:bit to the computer for the first time it will run it's default greeting program that will buzz and flash its LEDs and say "hello".



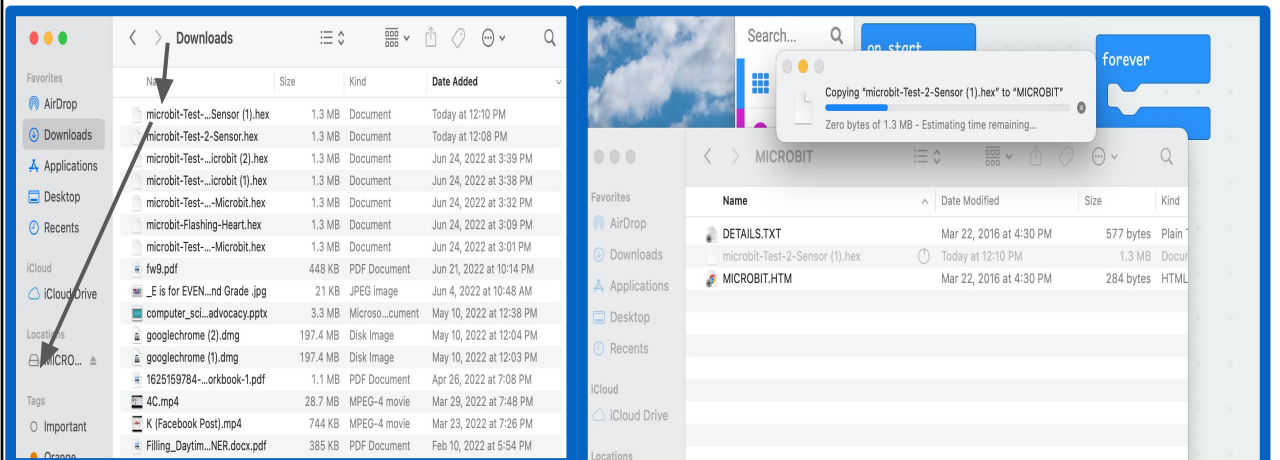
Save your "message" code to the micro.bit (The short way)



Once plugged into the USB port on the computer, click the “save” button next to the program name or the “Download” button on the bottom left. You will see a dialog box pop up that says your program is being downloaded as a .hex file. You can drag this file to your micro:bit using your computer’s file explorer. Once you do this and the program loads, the LEDs on the micro:bit should display “IoT4Ag!” scrolling by while still plugged into the computer.



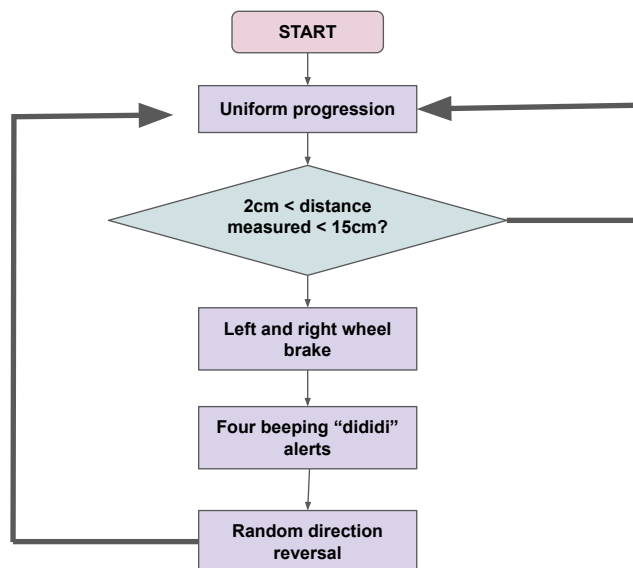
(The long way): Go to “File” select “Downloads”
In the Finder, drag the latest download to the Micro.bit Processor attached to your computer.



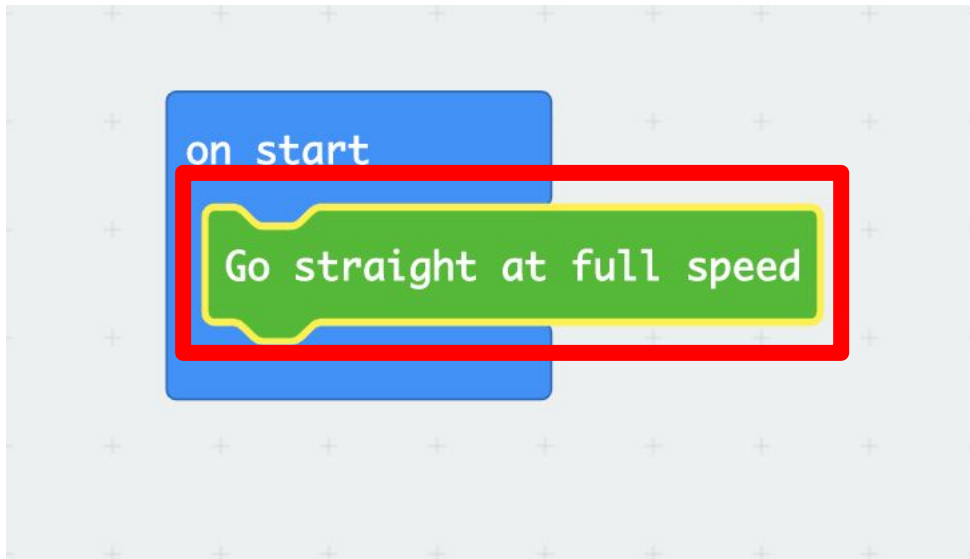
Unplug the micro:bit from the computer and insert it into the CuteBot with the LED side facing out. Make sure to push it down all the way in its connector. Flip the power switch to the ON position and watch the CuteBot go!



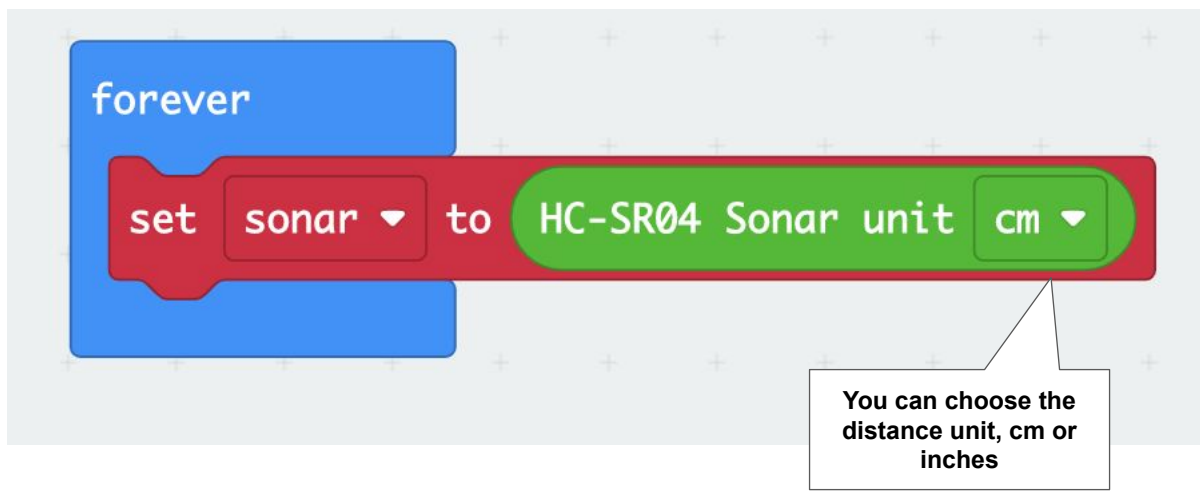
Automatic Collision Avoidance



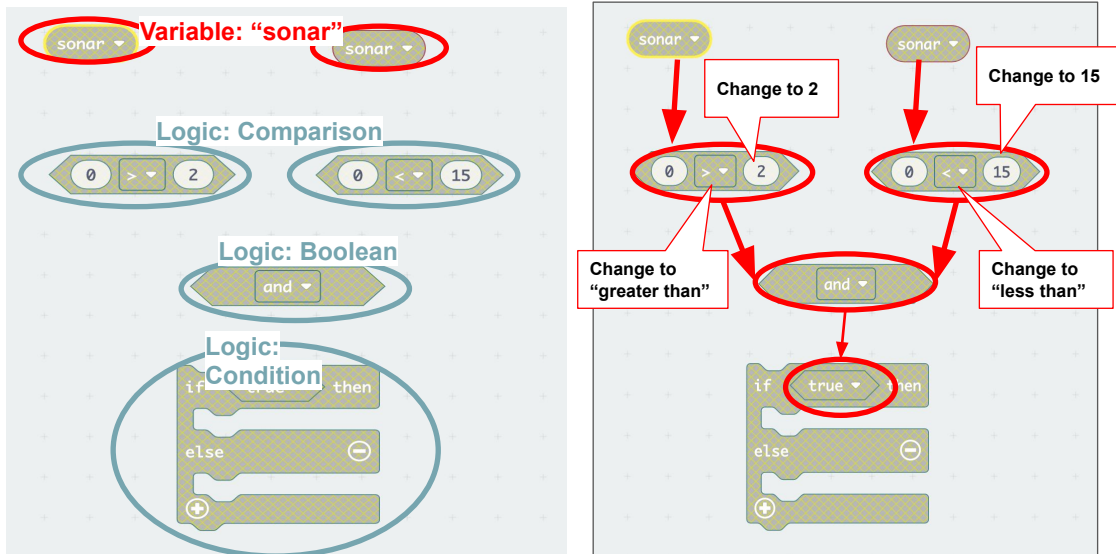
Step 1: Move forward at **full speed** by selecting the block from the **CuteBot** menu and adding it to “on start”.



Step 2: Make a **“sonar” variable** and set it to the detected **“HC-SR04 Sonar unit”** in cm within “forever”.



Step 3: Check if the distance measured by the ultrasonic sensor (now saved in our **"sonar"** variable) is between 2cm and 15cm by using various functions identified below.



Your code should look like this.

```
forever
  set sonar to HC-SR04 Sonar unit cm
  if sonar > 2 and sonar < 15 then
  else
  +
```


Step 4: If the "sonar" value is between 2cm and 15cm, set the speed of both wheels to 0 to stop the cutebot from moving, then it alarms four times. Then pause for 2 seconds. Use the image below to create the code. Use the labels to help locate the code in the code library.

```
Set left wheel speed 0 % right wheel speed 0 % CuteBot
repeat 4 times Loop
do
  play tone Middle C for 1/4 beat Music
pause (ms) 2000 Basic
```

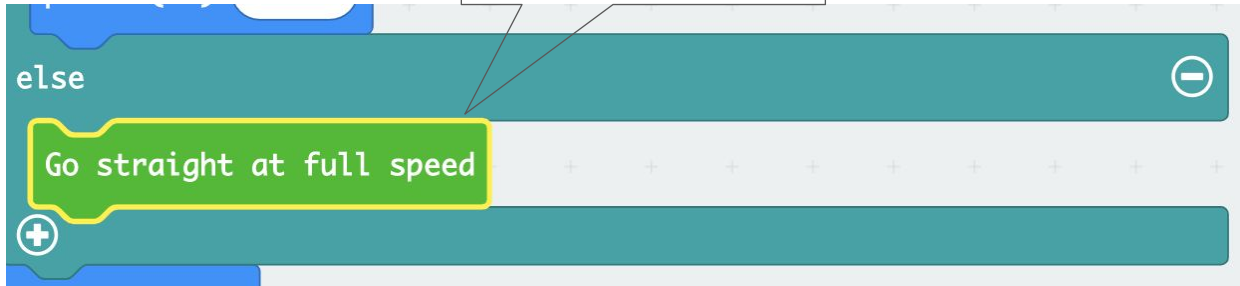
Step 5: Set the left wheel speed to a random value between -50 to -100. The CuteBot backs up and turns its direction. Then pause 500ms.

```
Set left wheel speed pick random -50 to -100 % right wheel speed 0 %
pause (ms) 500
else
```

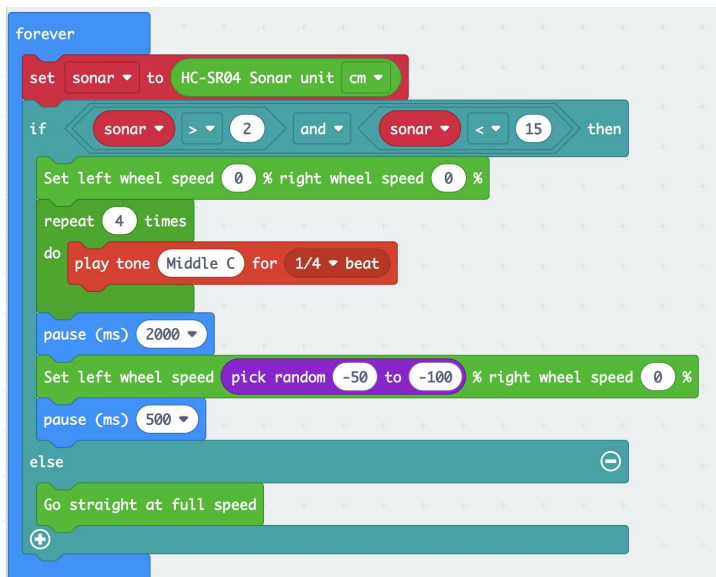
Located in the Math section

Step 6: Move the CuteBot ahead at **full speed** if the distance measured in the fourth step is not between 2 to 15 cm away from the CuteBot.

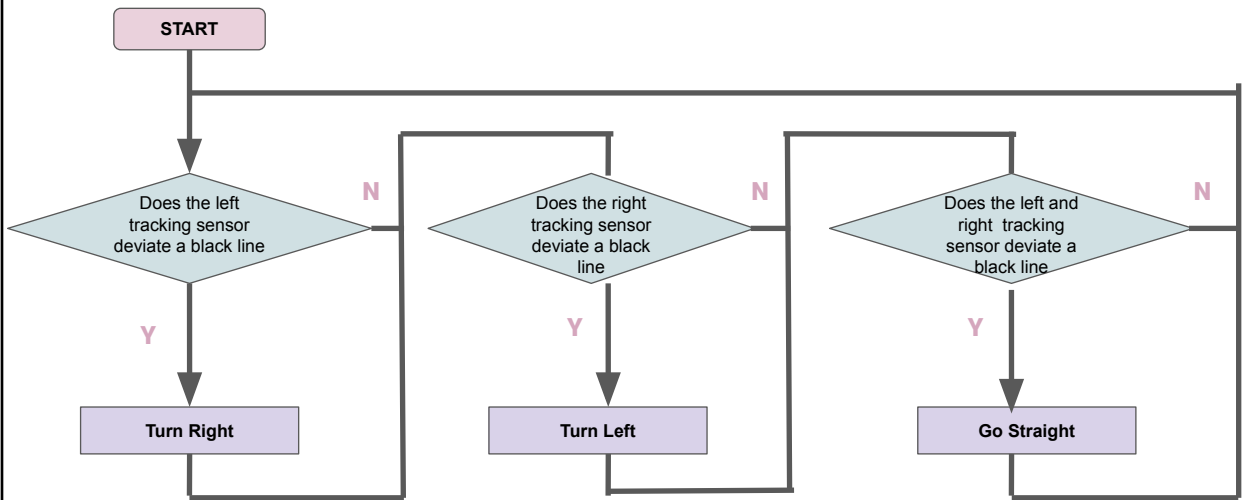
Located in the CuteBot section



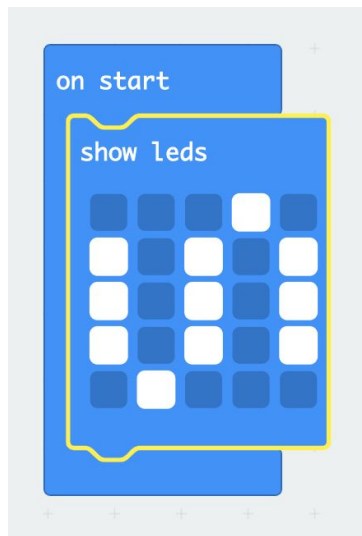
Your code should look like this.



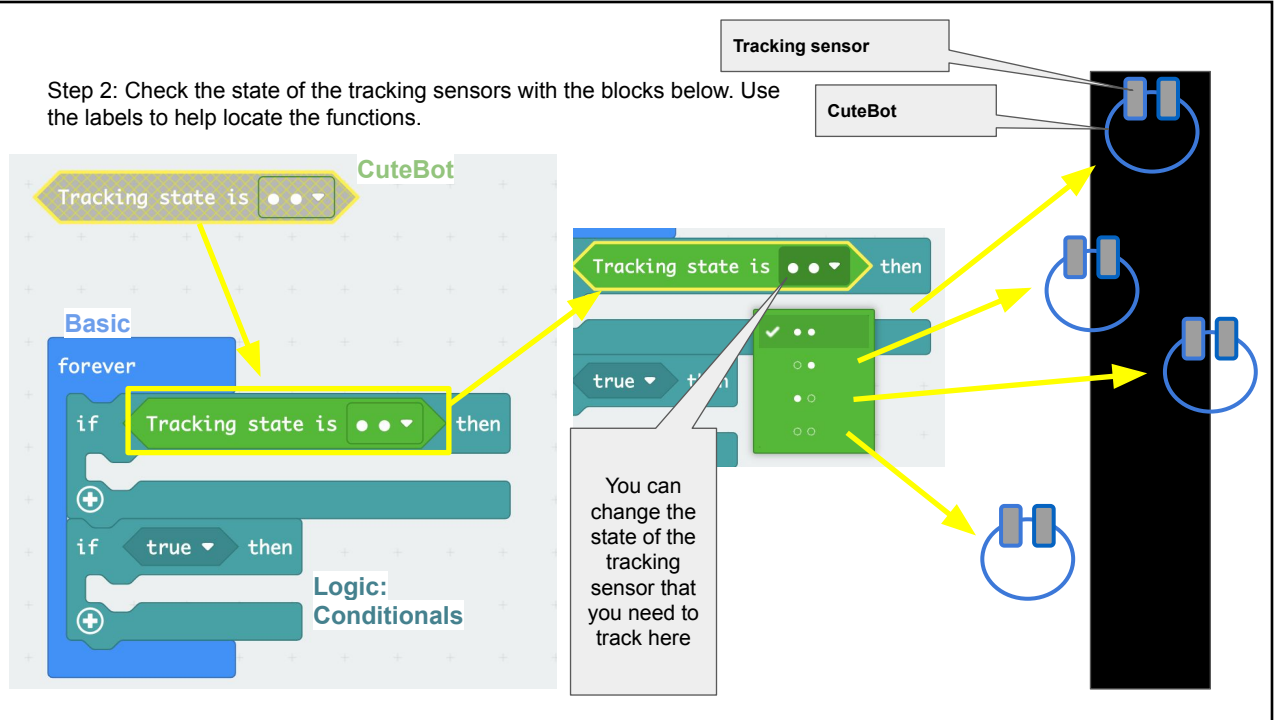
Line-tracking



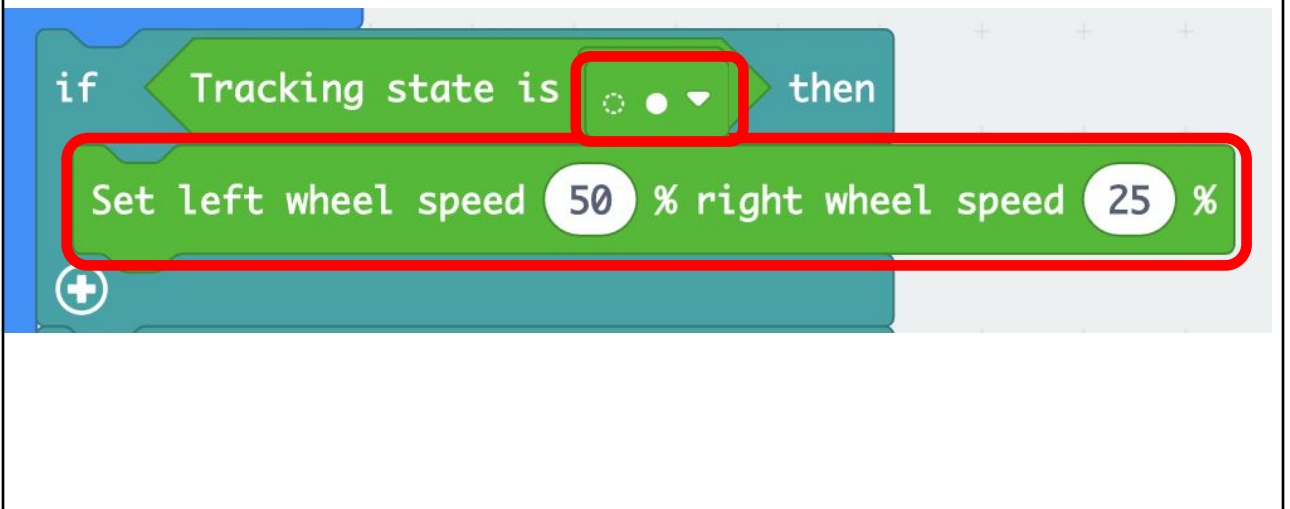
Step 1: Display a "S" shape on start using the **Basic "show leds"** function.



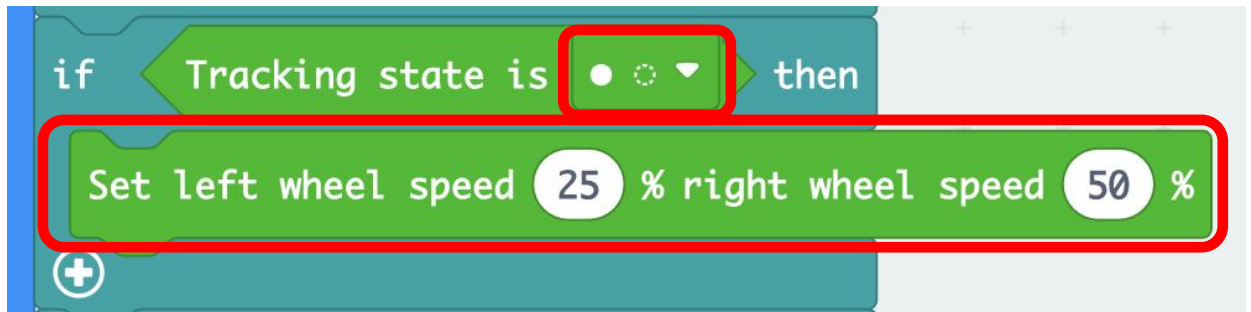
Step 2: Check the state of the tracking sensors with the blocks below. Use the labels to help locate the functions.



Step 3: When the **tracking sensor on the left side** detects no black line, **set the speed of the left wheel to be faster than that of the right wheel** to correct its movement.



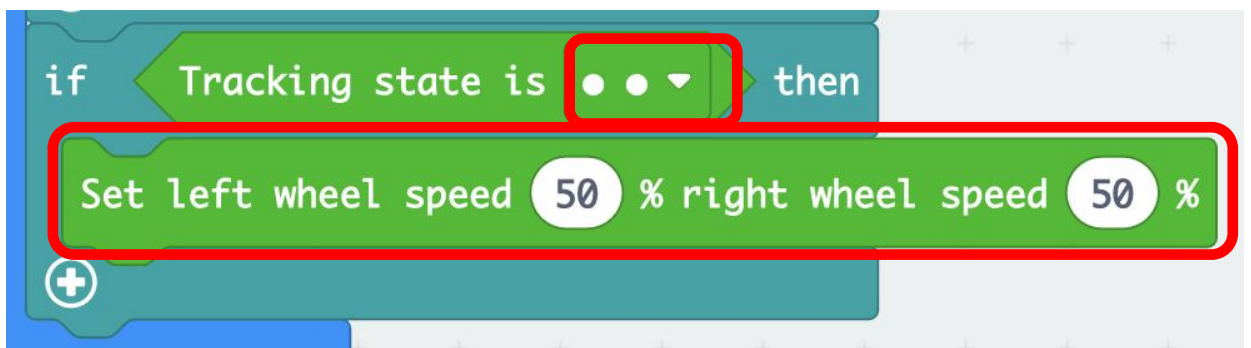
Step 4: When the **tracking sensor on the right detects** no black line, the **speed of the right wheel has to be adjusted slower than that of the left** in the same way as you did in the third step.



```
if Tracking state is [● ○ ▼] then
  Set left wheel speed 25 % right wheel speed 50 %
```

The image shows a Scratch code block. The 'if' block is labeled 'Tracking state is' and has a dropdown menu with three options: a solid circle, an open circle, and a downward-pointing triangle. The second option, the open circle, is selected and highlighted with a red box. Below the 'if' block is a 'Set left wheel speed' block, also highlighted with a red box. This block contains two input fields: the first is '25' and the second is '50', both followed by a '%' symbol. A plus sign icon is visible in the bottom-left corner of the 'if' block.

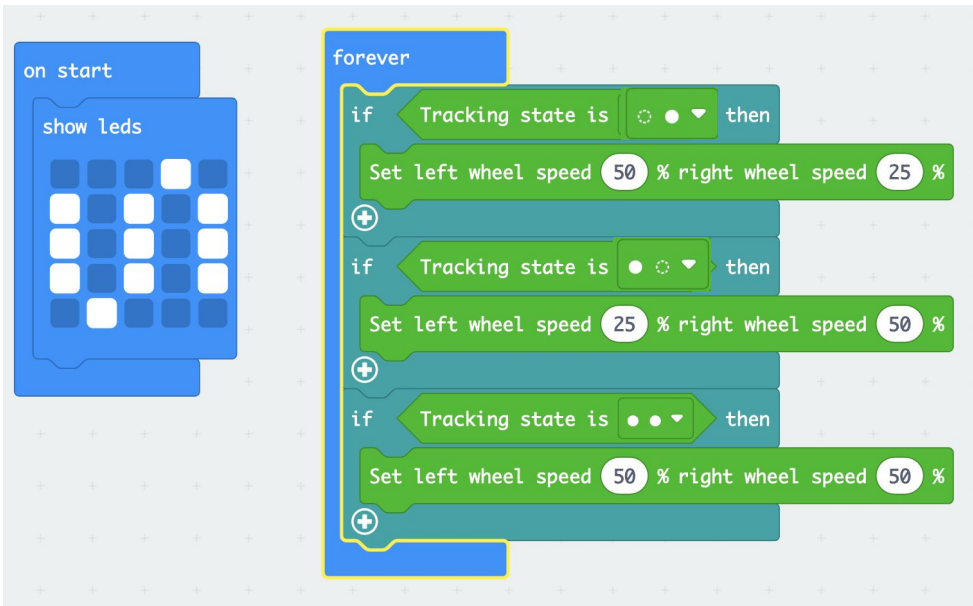
Step 5: When both **tracking sensors detect** black lines, **move forward at an even speed**.



```
if Tracking state is [● ● ▼] then
  Set left wheel speed 50 % right wheel speed 50 %
```

The image shows a Scratch code block. The 'if' block is labeled 'Tracking state is' and has a dropdown menu with three options: a solid circle, another solid circle, and a downward-pointing triangle. The second option, the second solid circle, is selected and highlighted with a red box. Below the 'if' block is a 'Set left wheel speed' block, also highlighted with a red box. This block contains two input fields: the first is '50' and the second is '50', both followed by a '%' symbol. A plus sign icon is visible in the bottom-left corner of the 'if' block.

Your code should look like this.

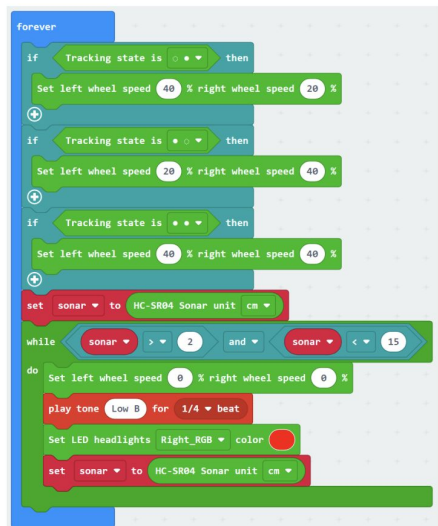


The image shows a Scratch code editor with two main blocks: 'on start' and 'forever'. The 'on start' block contains a 'show leds' block with a 4x4 grid of LEDs, where the top-right and bottom-left LEDs are lit. The 'forever' loop contains three conditional blocks based on the 'Tracking state' (represented by a 2-dot indicator):

- Tracking state is 0 1:** Set left wheel speed to 50% and right wheel speed to 25%.
- Tracking state is 1 0:** Set left wheel speed to 25% and right wheel speed to 50%.
- Tracking state is 1 1:** Set left wheel speed to 50% and right wheel speed to 50%.

Activity: Combine line following with collision avoidance

Combine the previous two activities to make the CuteBot follow the black line, and come to a stop and turn on a buzzer and an LED when you place an obstacle in its path. The CuteBot should resume moving along a line when you remove the obstacle.



The image shows a Scratch code editor with a 'forever' loop containing the following logic:

- Tracking state is 0 1:** Set left wheel speed to 40% and right wheel speed to 20%.
- Tracking state is 1 0:** Set left wheel speed to 20% and right wheel speed to 40%.
- Tracking state is 1 1:** Set left wheel speed to 40% and right wheel speed to 40%.
- Sonar Collision Avoidance:** A 'while' loop checks if the sonar distance is greater than 2 cm and less than 15 cm. If true, it enters a 'do' loop:
 - Set left wheel speed to 0% and right wheel speed to 0%.
 - Play tone Low B for 1/4 beat.
 - Set LED headlights Right_RGB color to red.
 - Set sonar to HC-SR04 Sonar unit cm.

Questions!

1. What happens when you increase or decrease the speed of the robot?
2. Try and create a separate function that performs obstacle detection, and call the function in the main (forever) loop. (Tip: Search for function blocks in the search bar for easy access)

3.4. Open ended challenge: Combine sensor interfacing with line following and automatic collision avoidance

In this activity, you will make the CuteBot stop at every obstacle (cup of soil) on the path, and measure temperature, humidity and soil moisture at that obstacle.

Manually place the soil moisture sensor in the cup, make the bot display a Red or Green LED to indicate moisture level, remove the soil moisture sensor, and then continue moving to another obstacle – repeat.