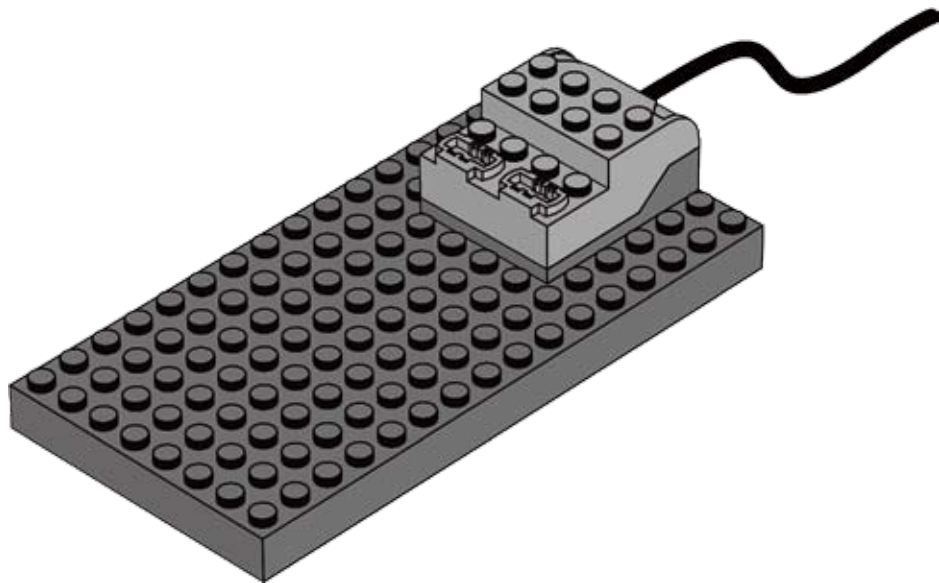


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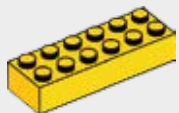
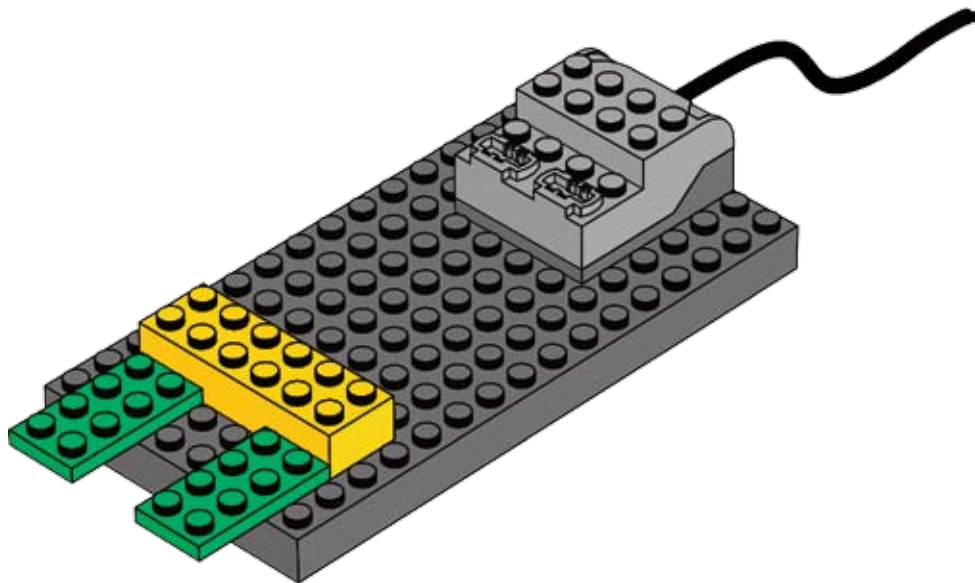


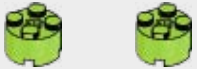


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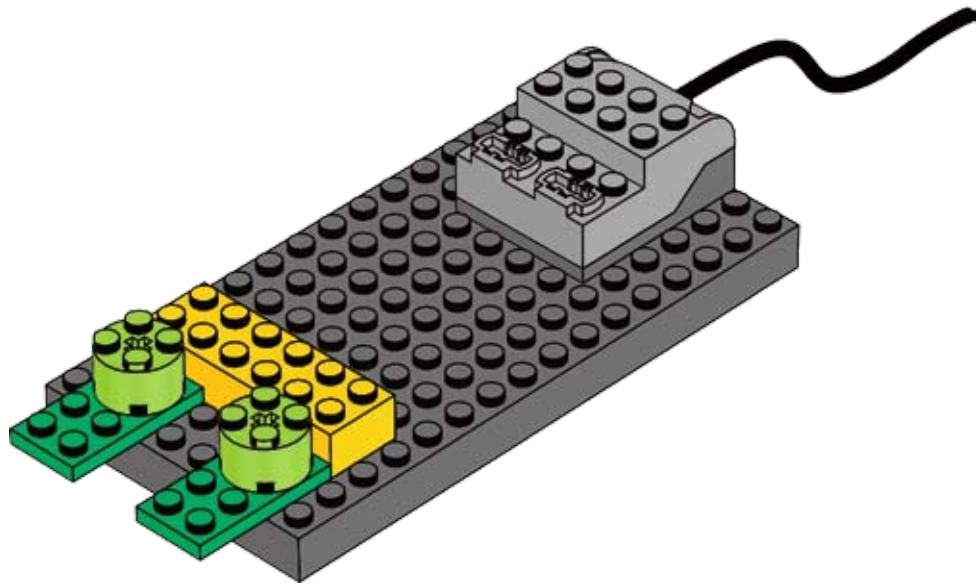


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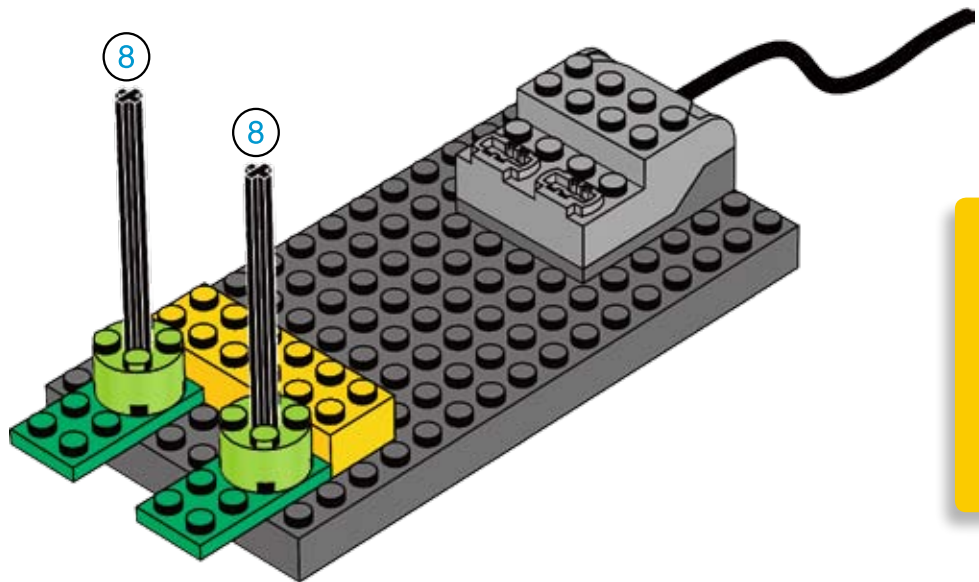




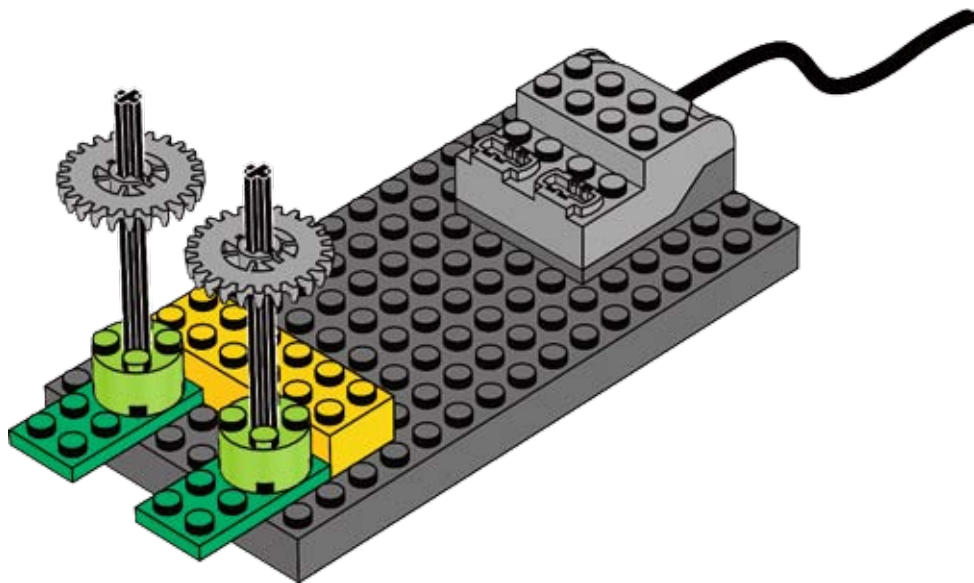
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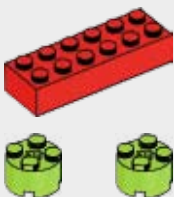
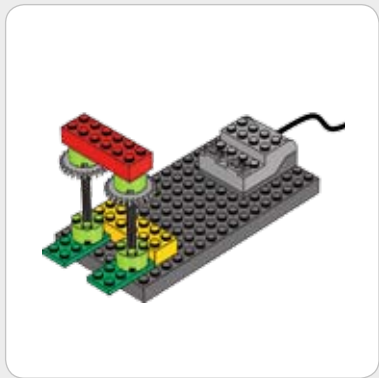
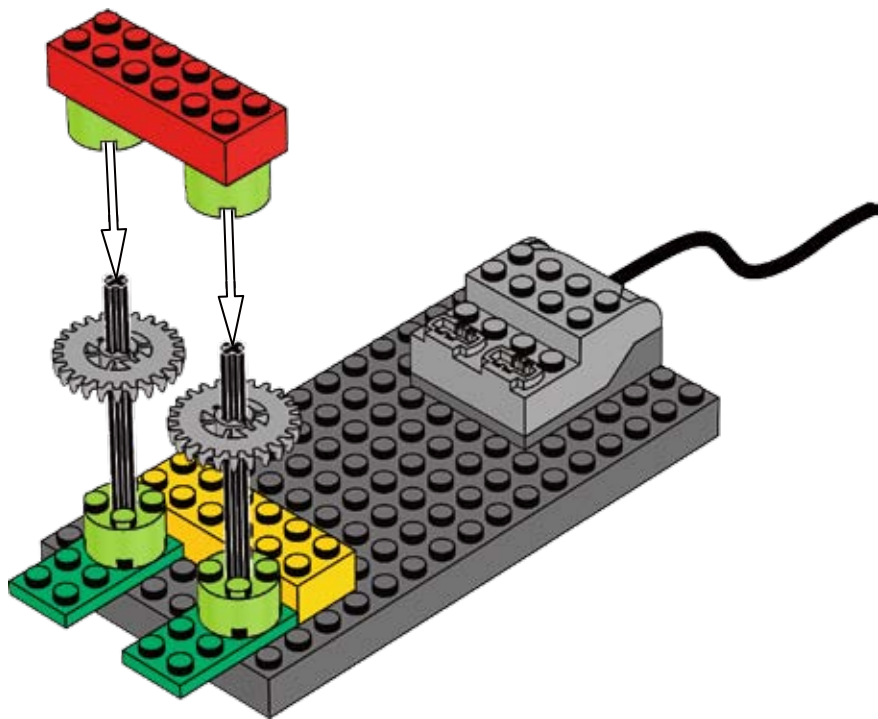
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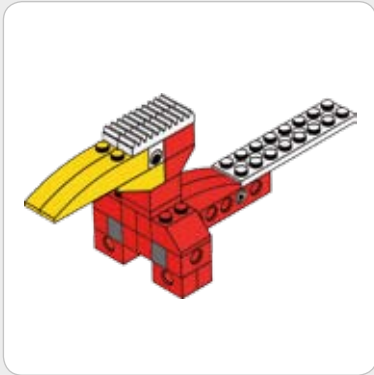
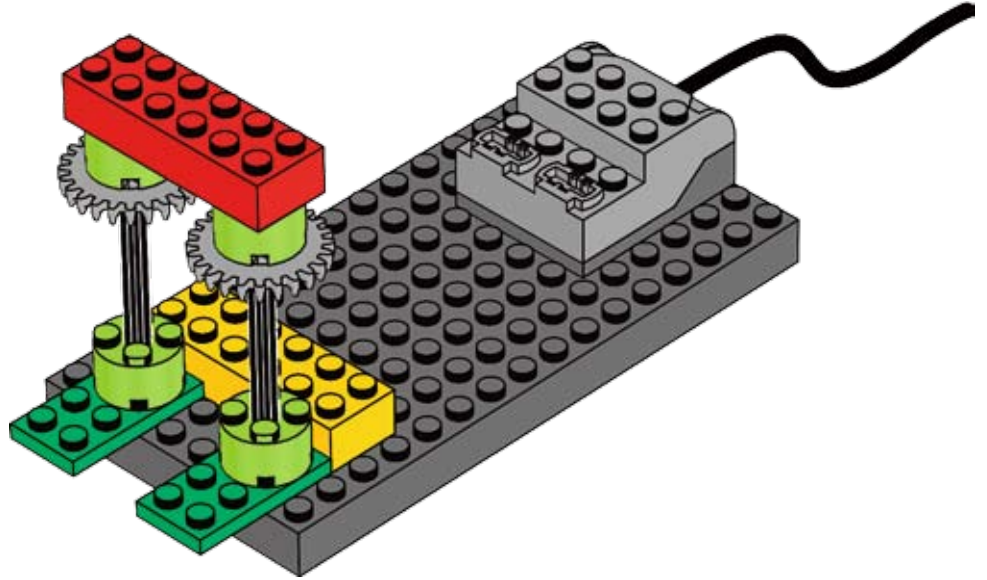


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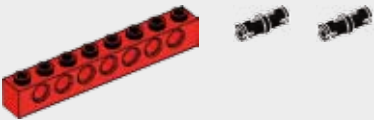
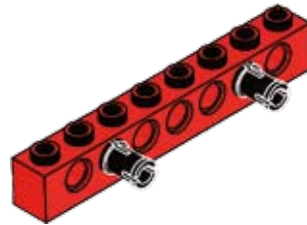


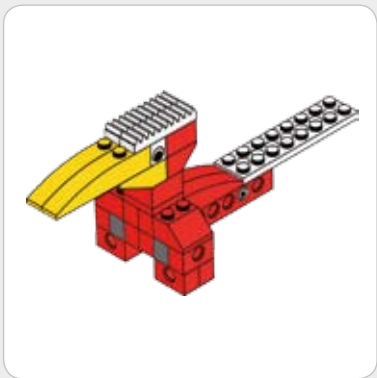


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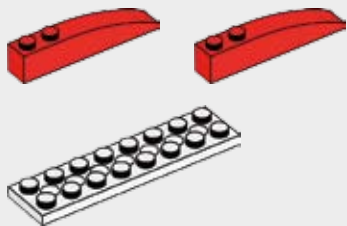
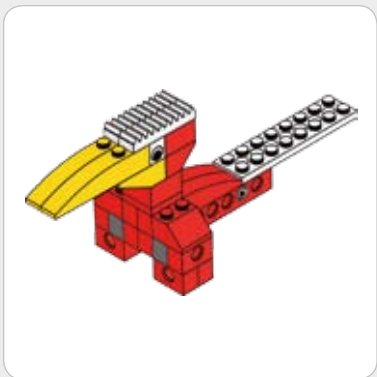


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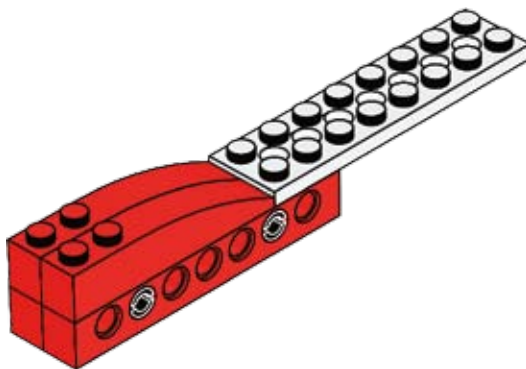


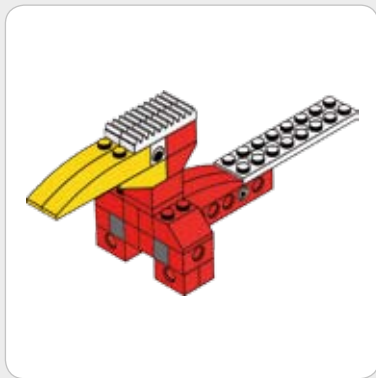


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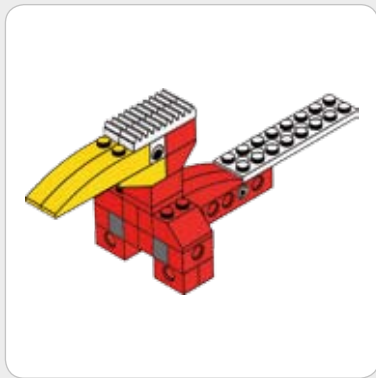
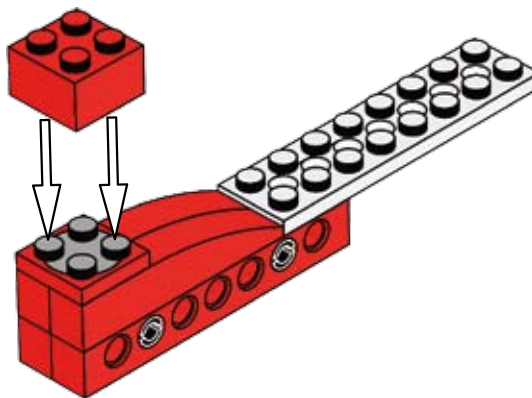


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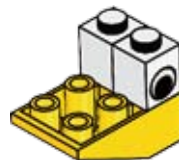




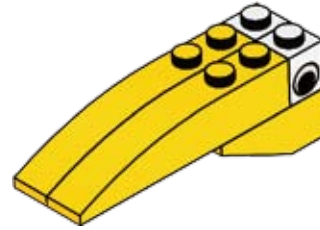
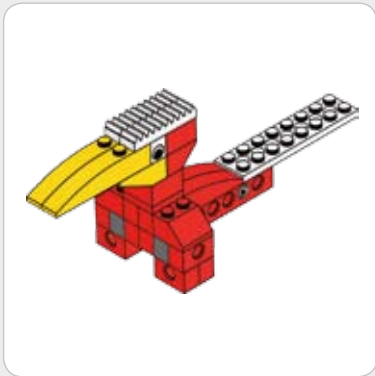
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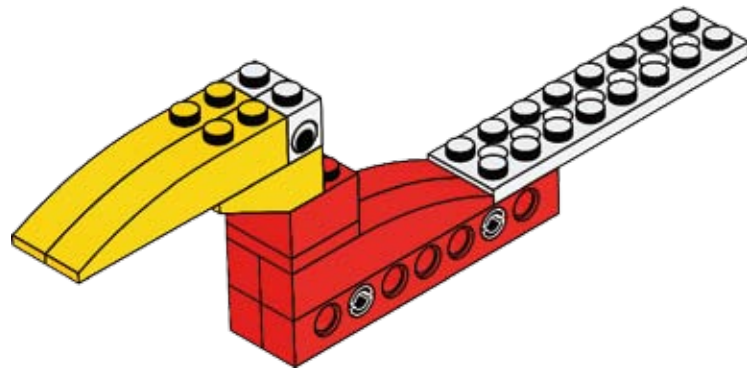
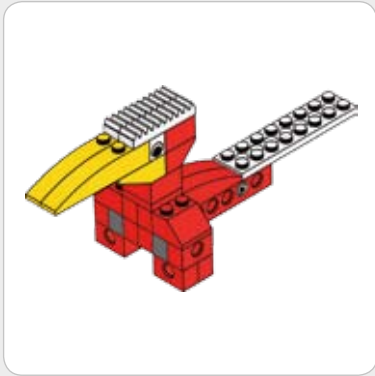
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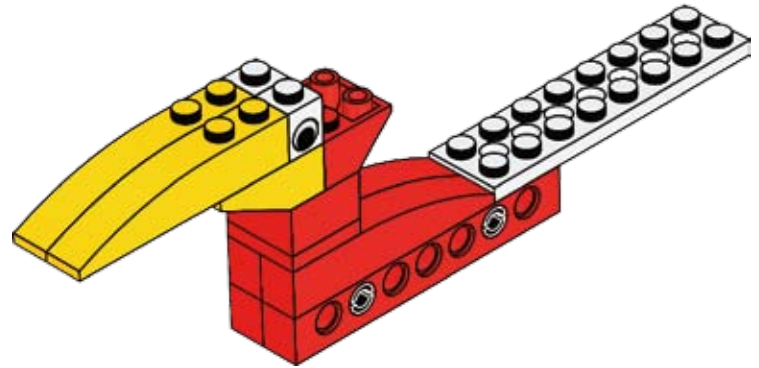
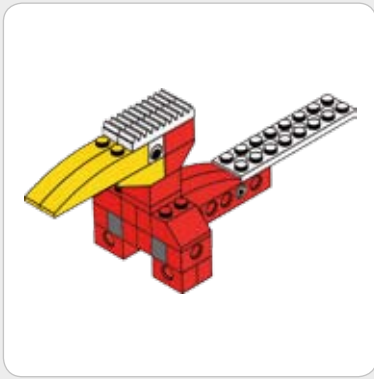
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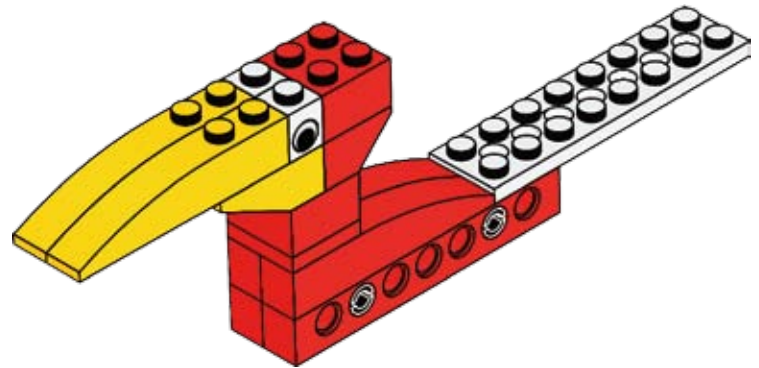
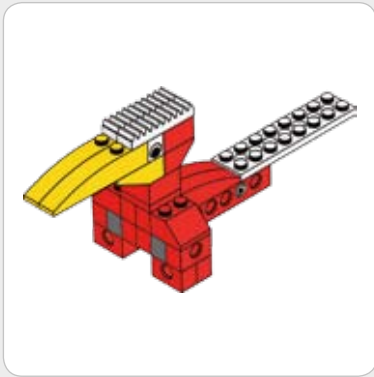
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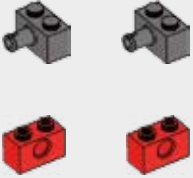
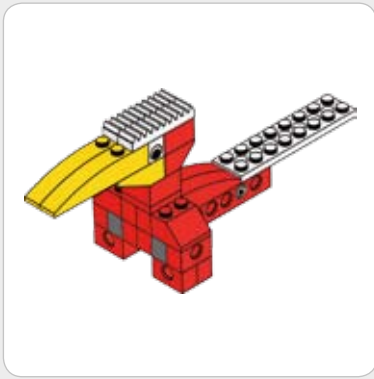


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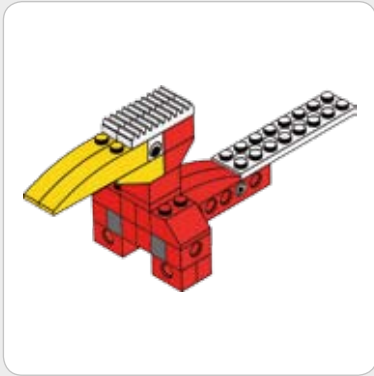
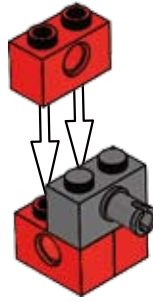


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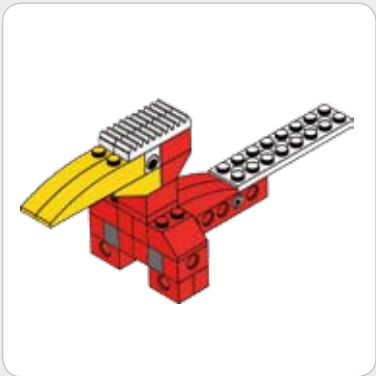


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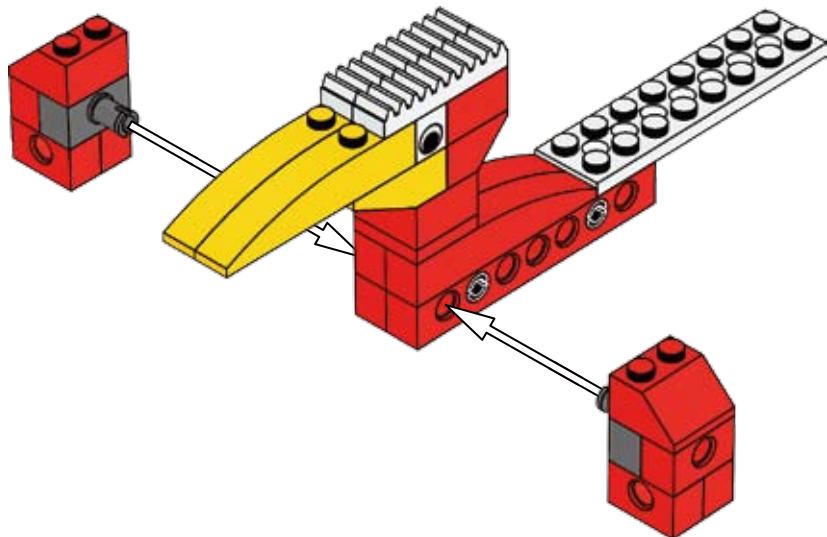


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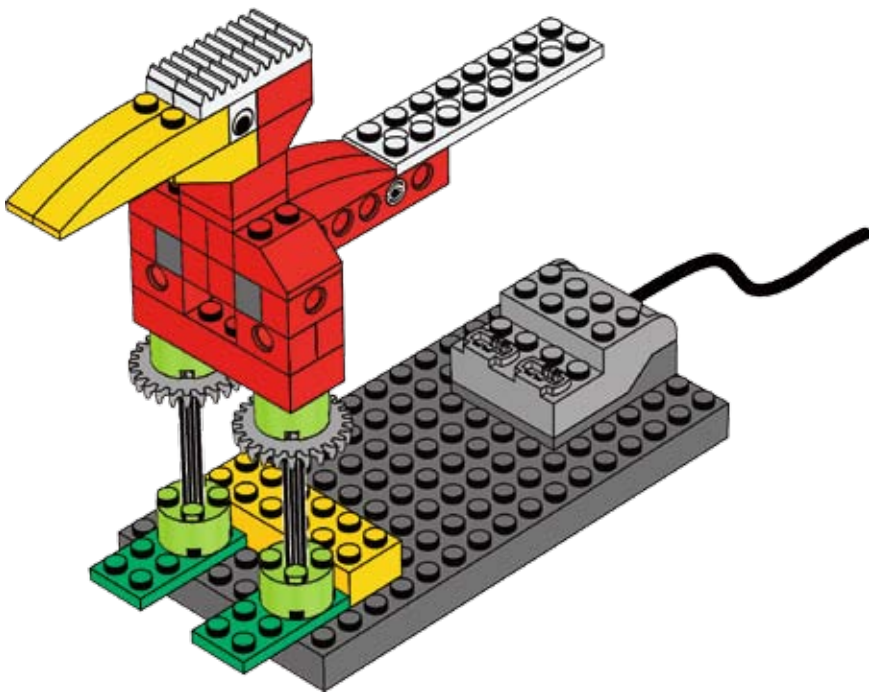




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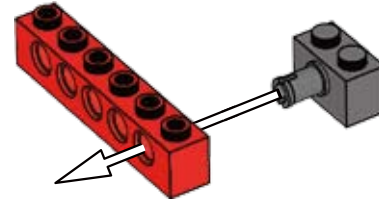


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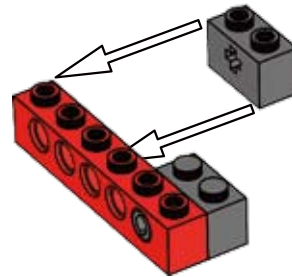




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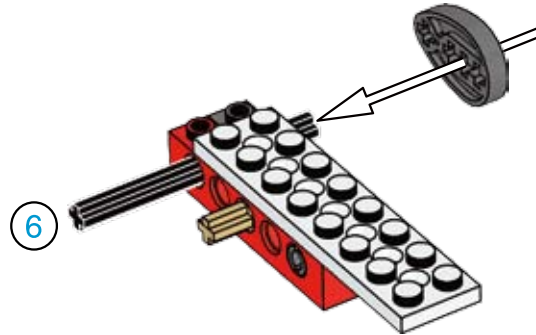
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25

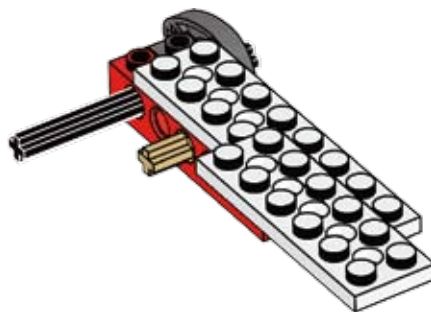


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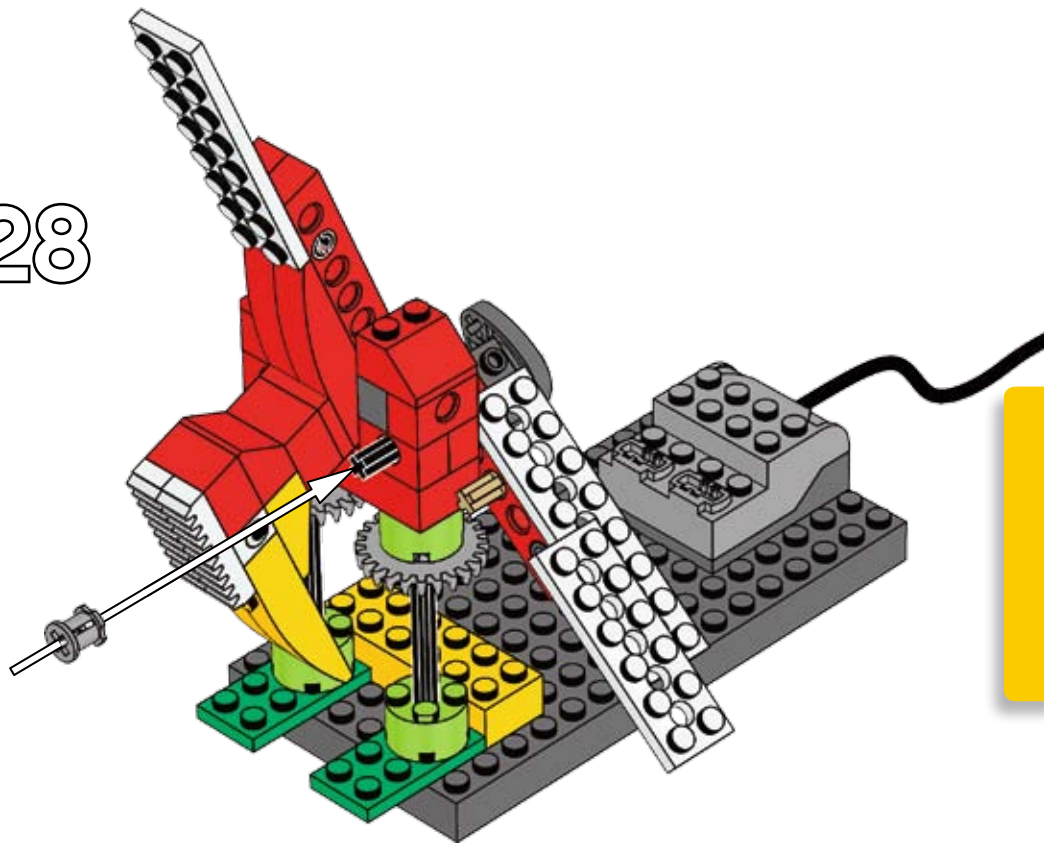




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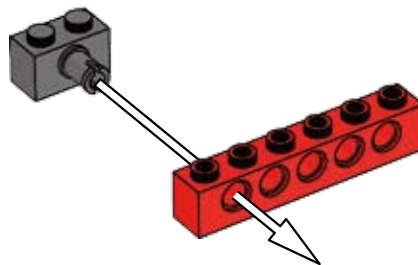


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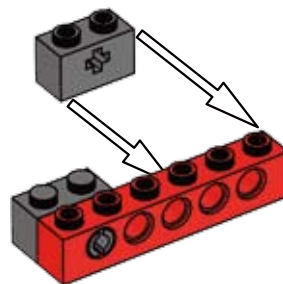




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30





31



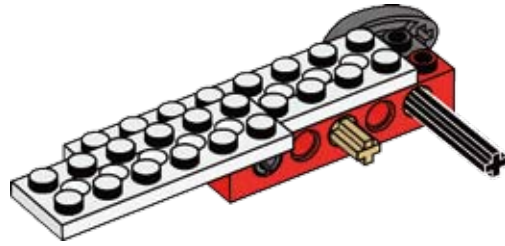
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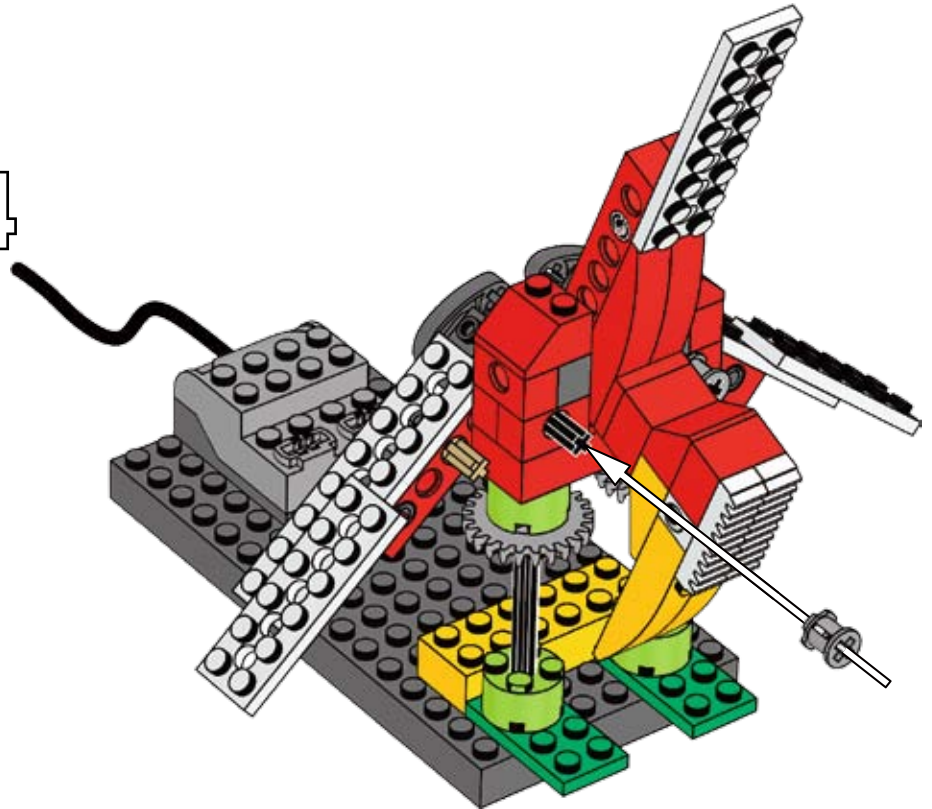
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6

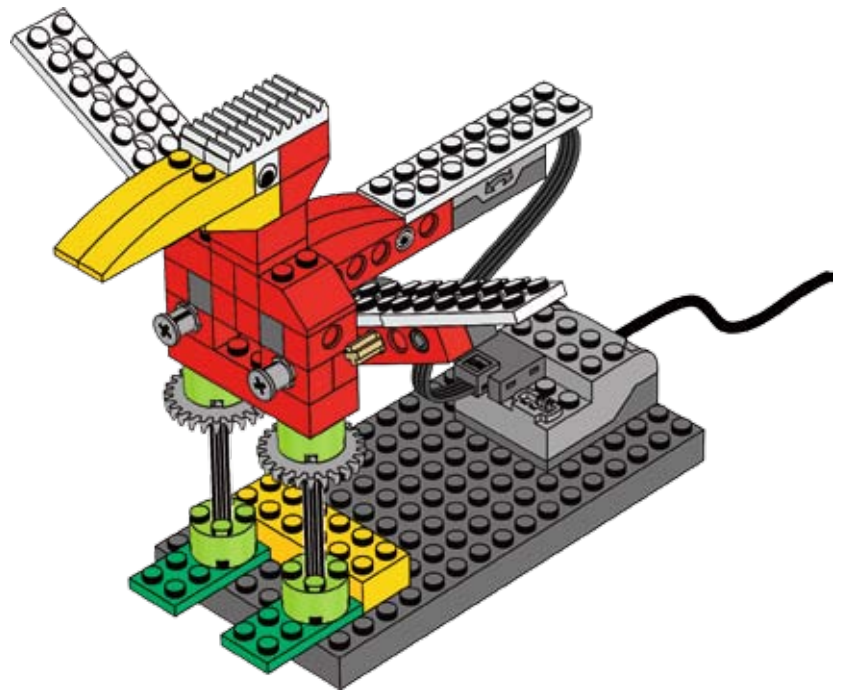
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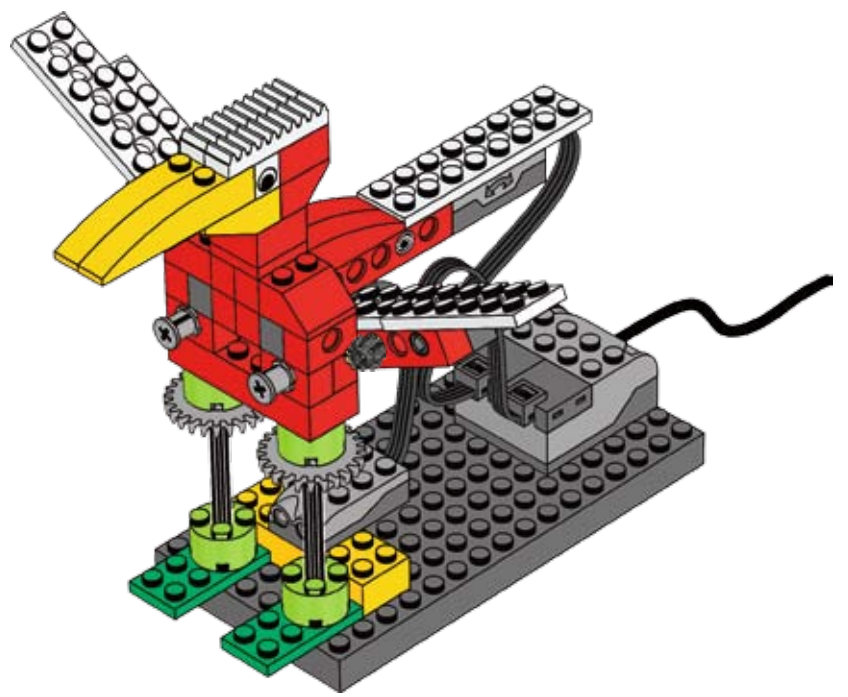
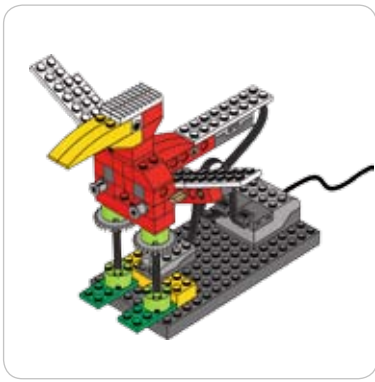
34



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Programación Robot

1

Movimiento Control
Apariencia Sensores
Sonido Operadores
Lápiz Variables

al presionar
por siempre
esperar 1 segundos
si

Programas Disfraces Sonidos

al presionar
por siempre
si
esperar 1 segundos

al presionar
por siempre
si
esperar 3 segundos

2

Movimiento Control
Apariencia Sensores
Sonido Operadores
Lápiz Variables

valor del sensor deslizador
valor del sensor deslizador
valor del sensor deslizador

valor del sensor deslizador

deslizador
luz
sonido
resistencia-A
resistencia-B
resistencia-C
resistencia-D
inclinación
distancia

valor del sensor deslizador

deslizador
luz
sonido
resistencia-A
resistencia-B
resistencia-C
resistencia-D
inclinación
distancia

Programas Disfraces Sonidos

al presionar
por siempre
si
esperar 1 segundos

al presionar
por siempre
si
esperar 3 segundos

valor del sensor distancia
valor del sensor distancia
valor del sensor inclinación

Movimiento	Control
Apariencia	Sensores
Sonido	Operadores
Lápiz	Variables



Programas Disfraces Sonidos

al presionar

por siempre

si

esperar 1 segundos

valor del sensor distancia

valor del sensor distancia

valor del sensor inclinación

< = > y

Programas Disfraces Sonidos

al presionar

por siempre

si

esperar 1 segundos

al presionar

por siempre

si

esperar 3 segundos

< valor del sensor inclinación = 0 y valor del sensor distancia > 30

valor del sensor distancia < 30

Movimiento Control
 Apariencia Sensores
Sonido Operadores
 Lápiz Variables

tocar sonido miau

tocar sonido miau

tocar sonido miau

miau
 PajarosBIRD1
Pajaros canto
 Pajaro aleteo
 grabar...

tocar sonido miau

miau
 PajarosBIRD1
 Pajaros canto
Pajaro aleteo
 grabar...

Programas Disfraces Sonidos

al presionar

por siempre

si $\left\langle \text{valor del sensor} \text{ inclinacion} = 0 \right\rangle$ y $\left\langle \text{valor del sensor} \text{ distancia} > 30 \right\rangle$

esperar 1 segundos

al presionar

por siempre

si $\left\langle \text{valor del sensor} \text{ distancia} < 30 \right\rangle$

esperar 3 segundos

tocar sonido Pajaros canto

tocar sonido Pajaro aleteo

Programas Disfraces Sonidos

The image shows two Scratch code blocks. The first block starts with 'al presionar' (when clicked) and a 'por siempre' (forever) loop. Inside the loop is an 'si' (if) block with the condition '<valor del sensor inclinacion = 0 y valor del sensor distancia > 30'. If true, it plays the sound 'Pajaro aleteo' (bird wing) and waits for 1 second. The second block also starts with 'al presionar' and a 'por siempre' loop. Its 'si' block has the condition '<valor del sensor distancia < 30'. If true, it plays the sound 'Pajaros canto' (bird song) and waits for 3 seconds.

```
al presionar
por siempre
  si <valor del sensor inclinacion = 0 y valor del sensor distancia > 30
    tocar sonido Pajaro aleteo
    esperar 1 segundos

al presionar
por siempre
  si <valor del sensor distancia < 30
    tocar sonido Pajaros canto
    esperar 3 segundos
```