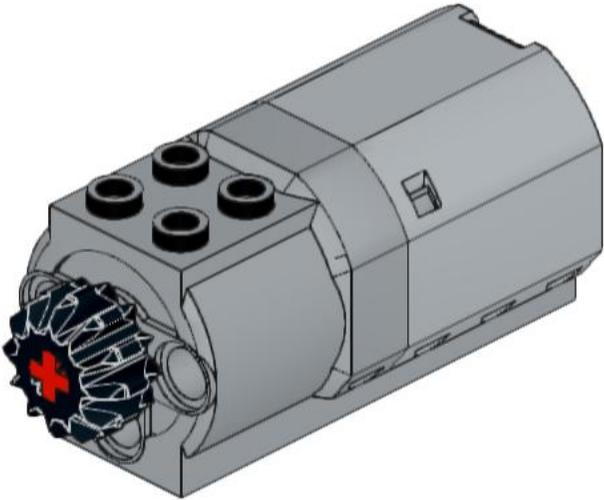
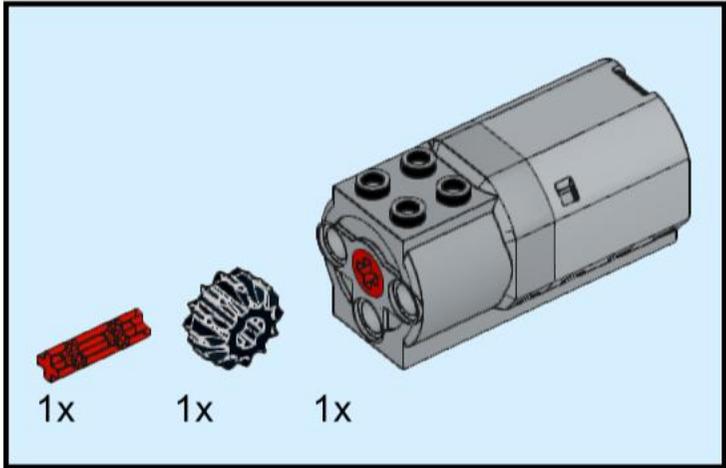
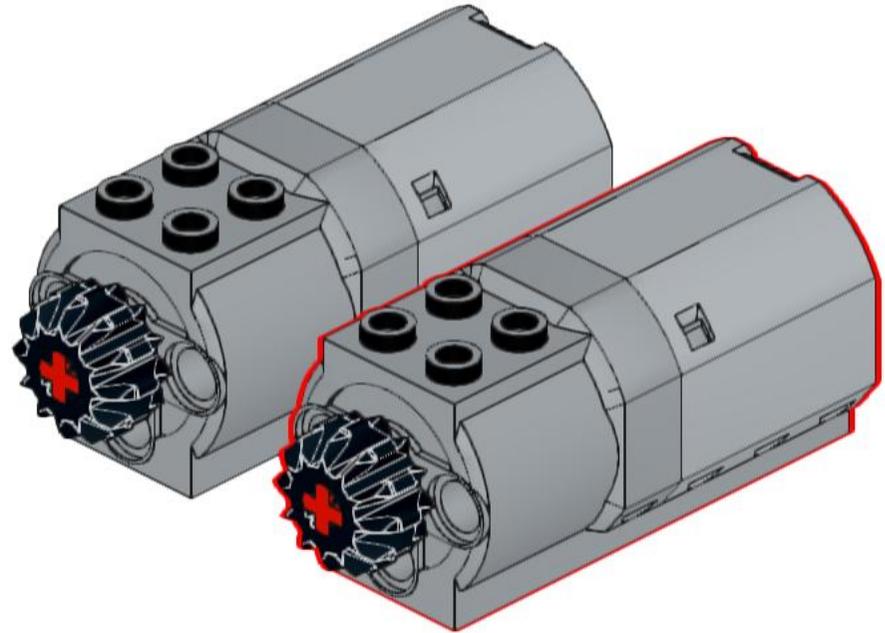
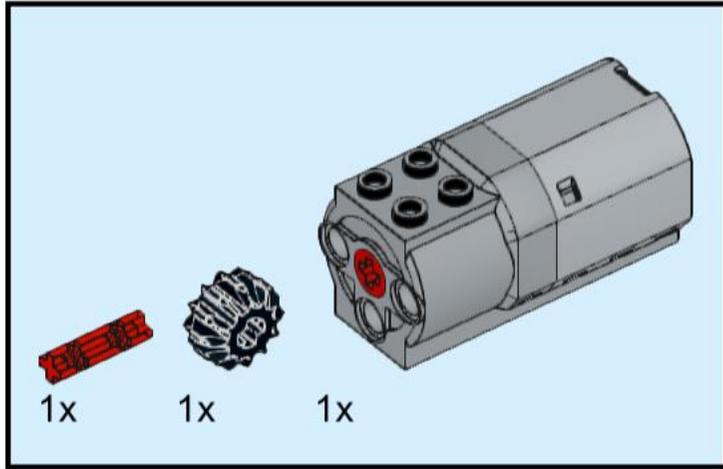


Sensor de vídeo con Scratch

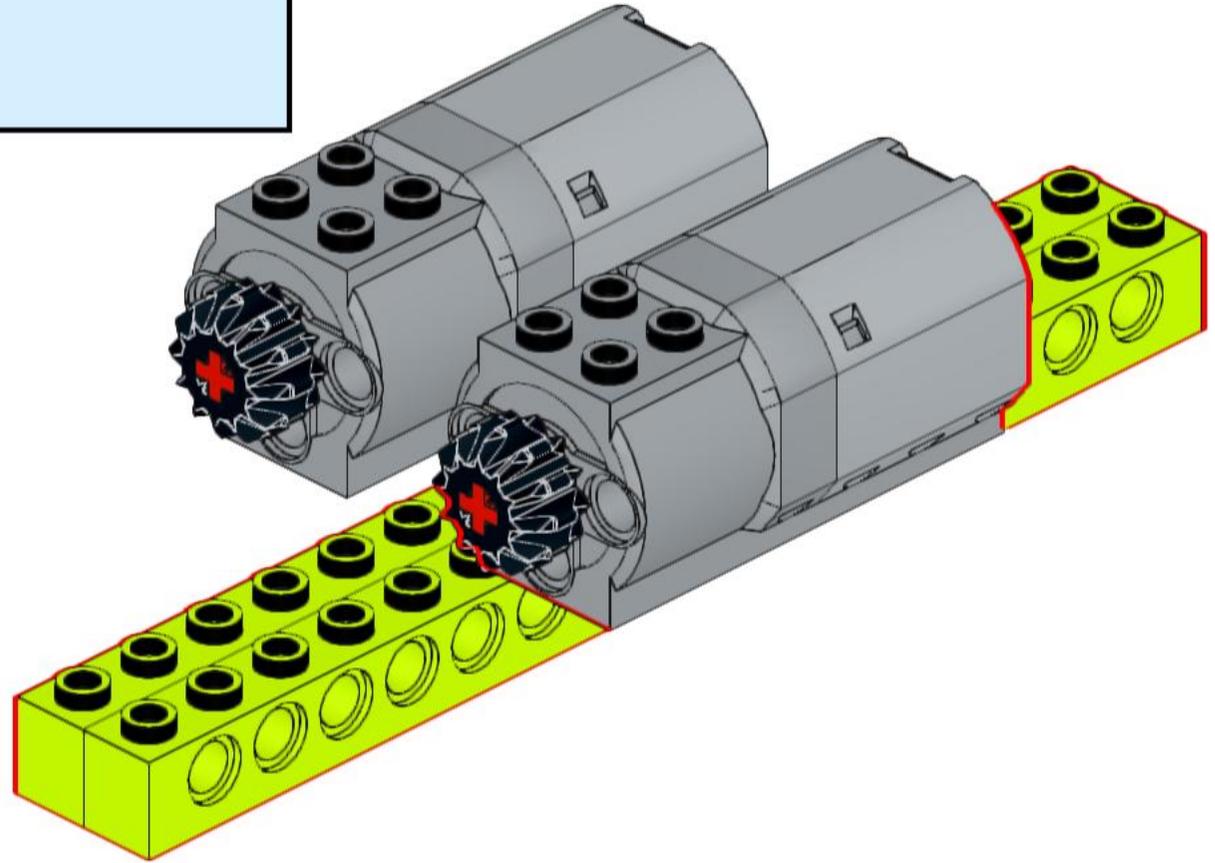
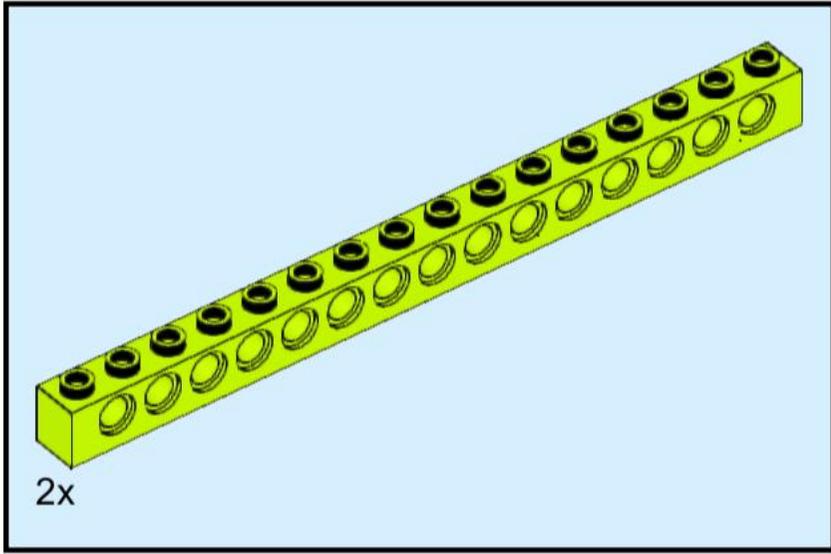
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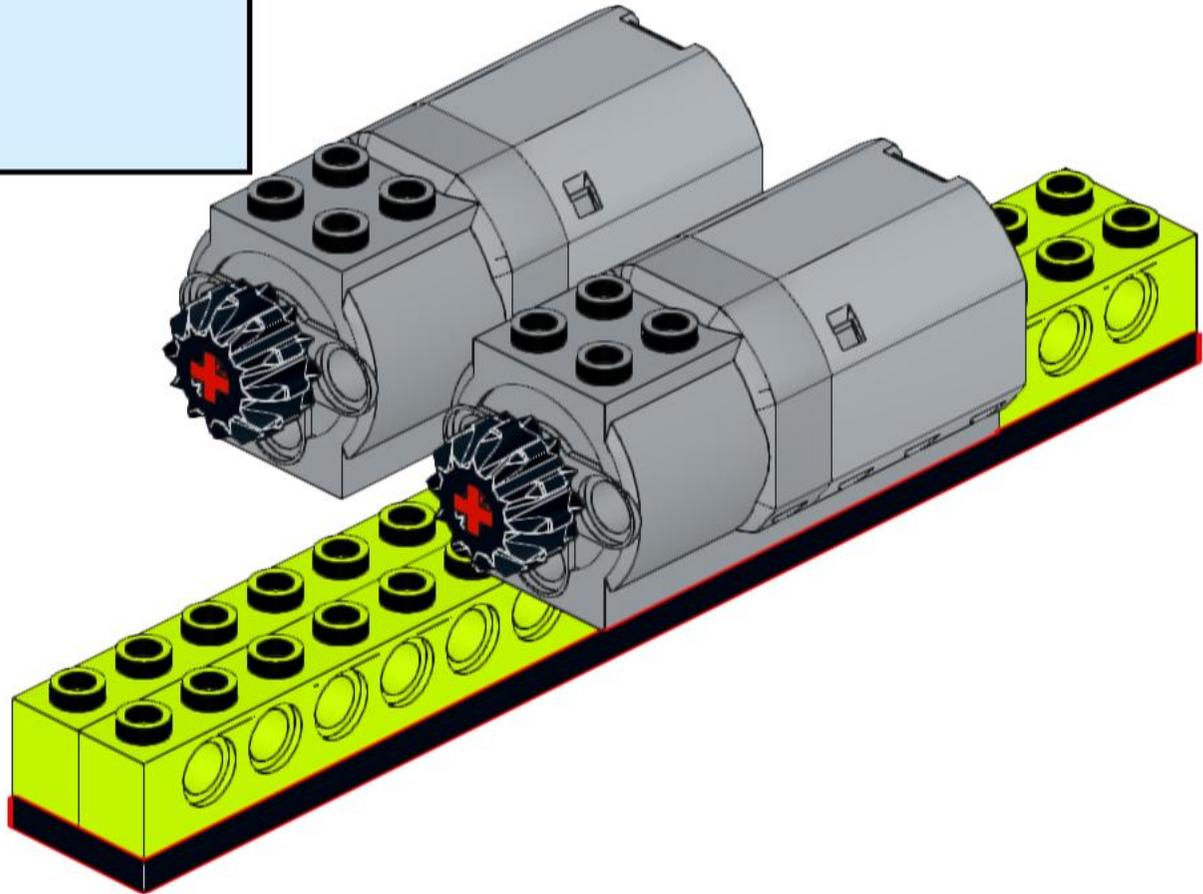
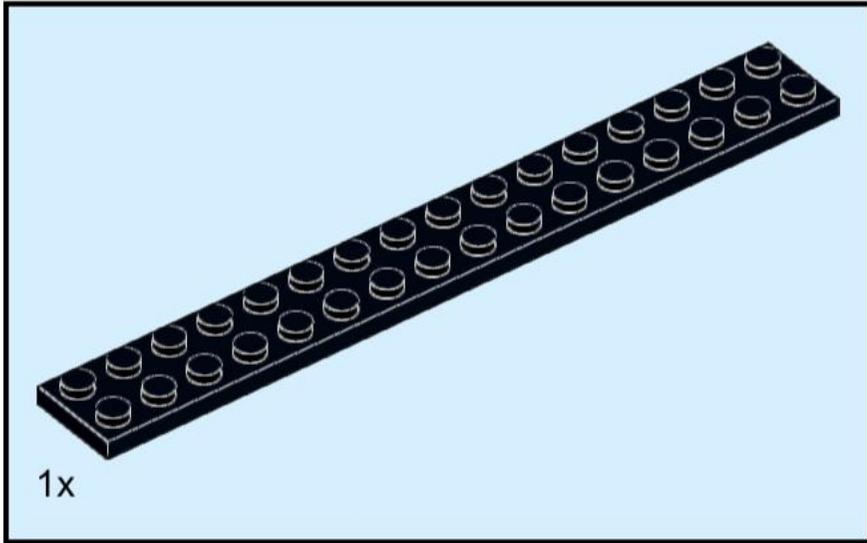
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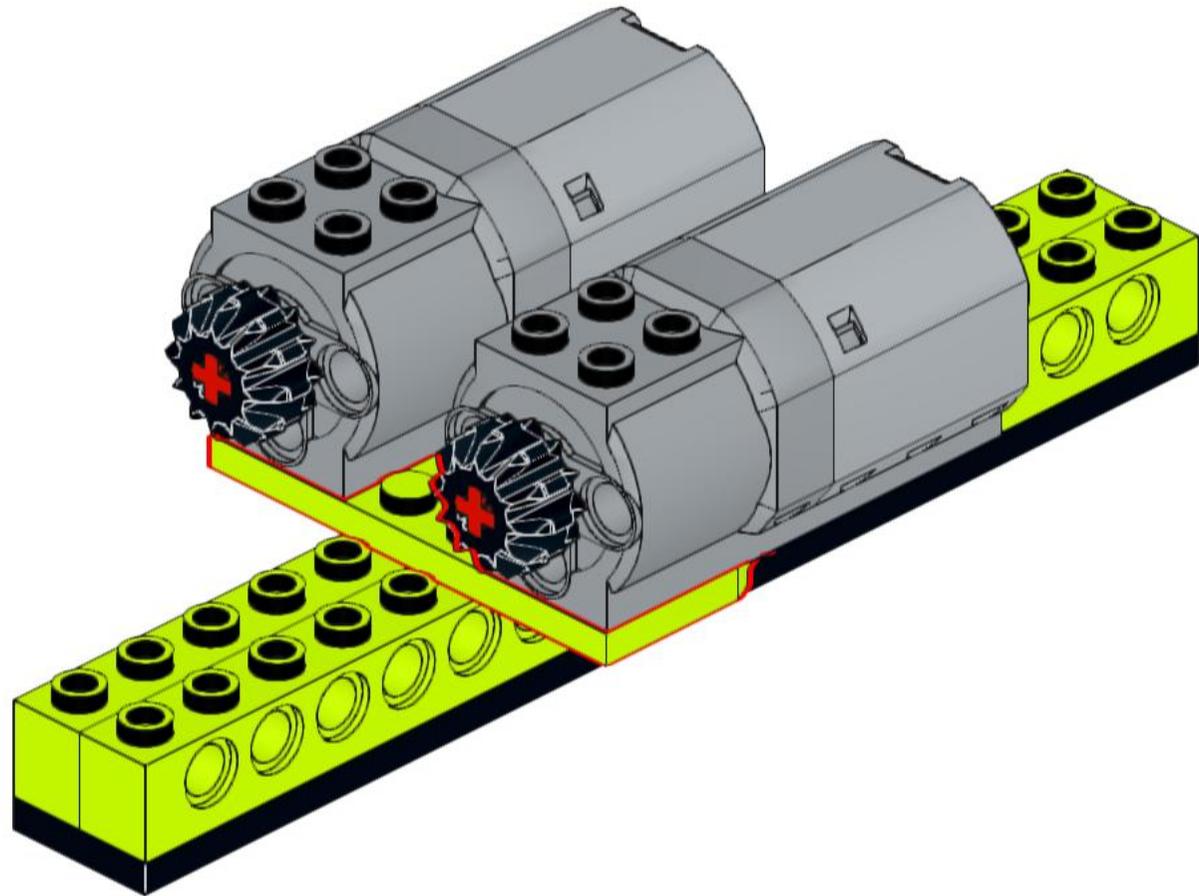
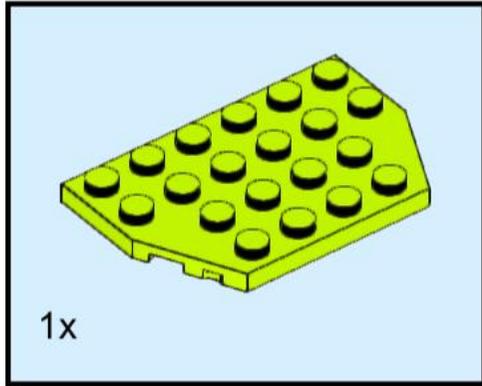
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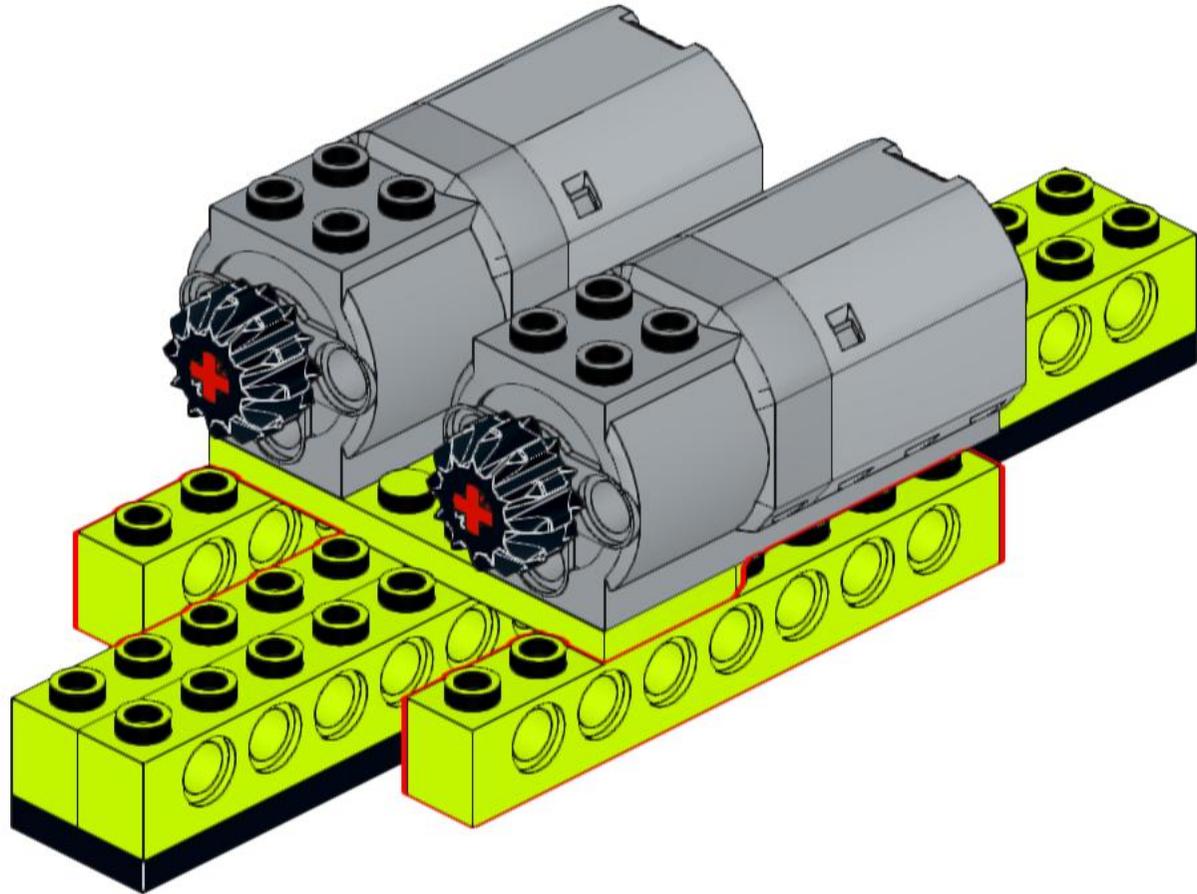
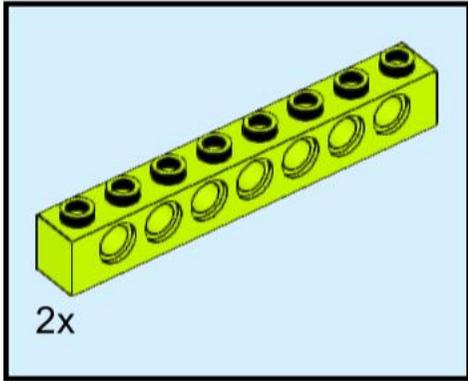
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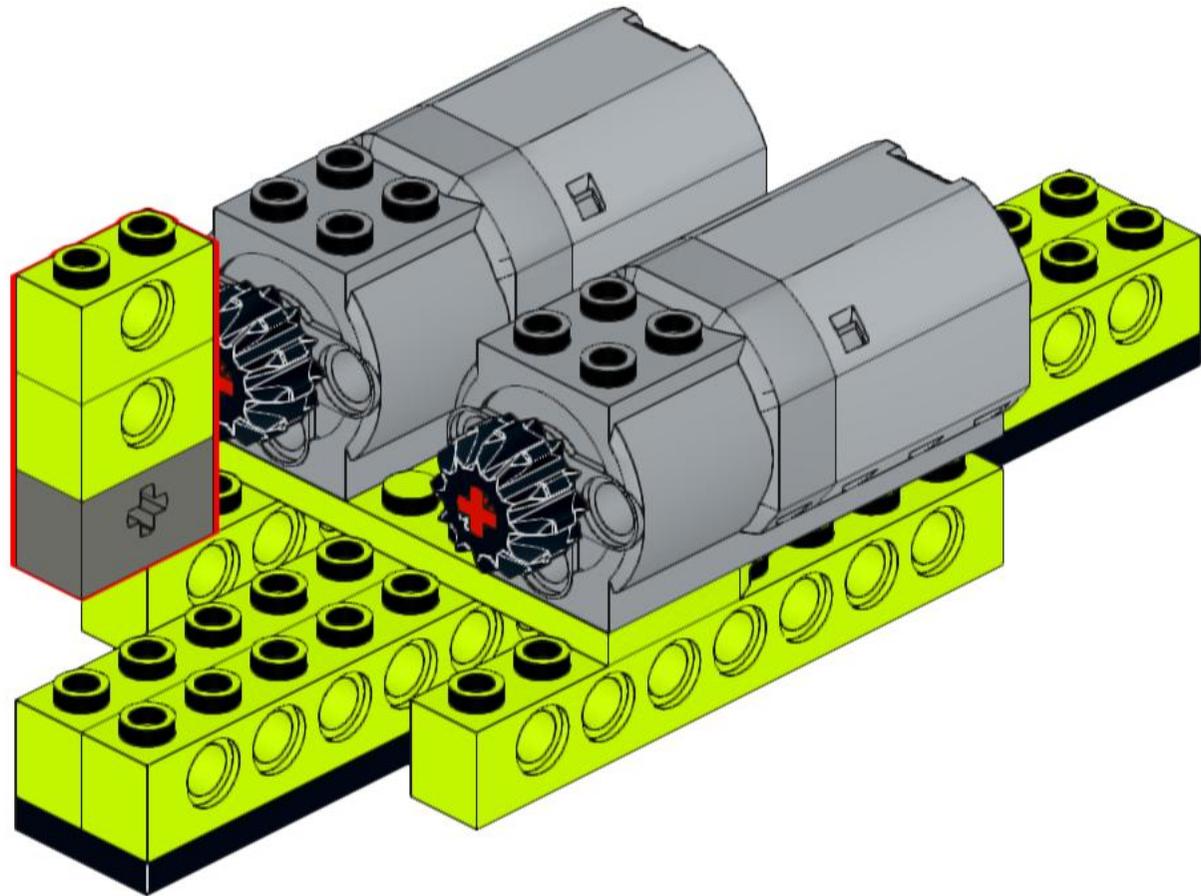
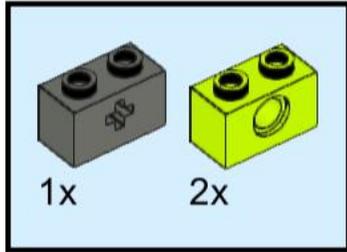
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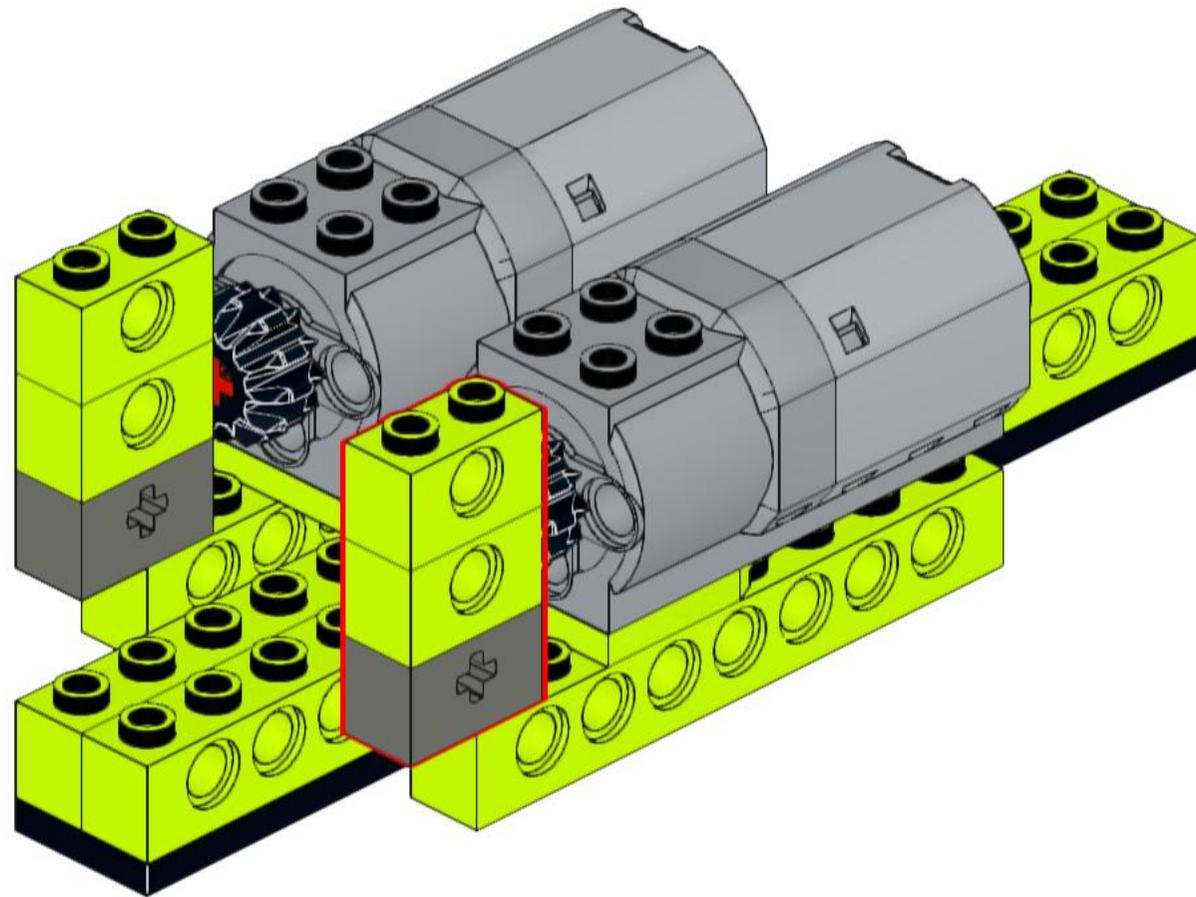
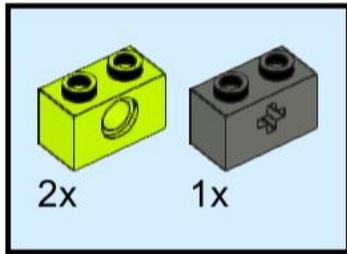
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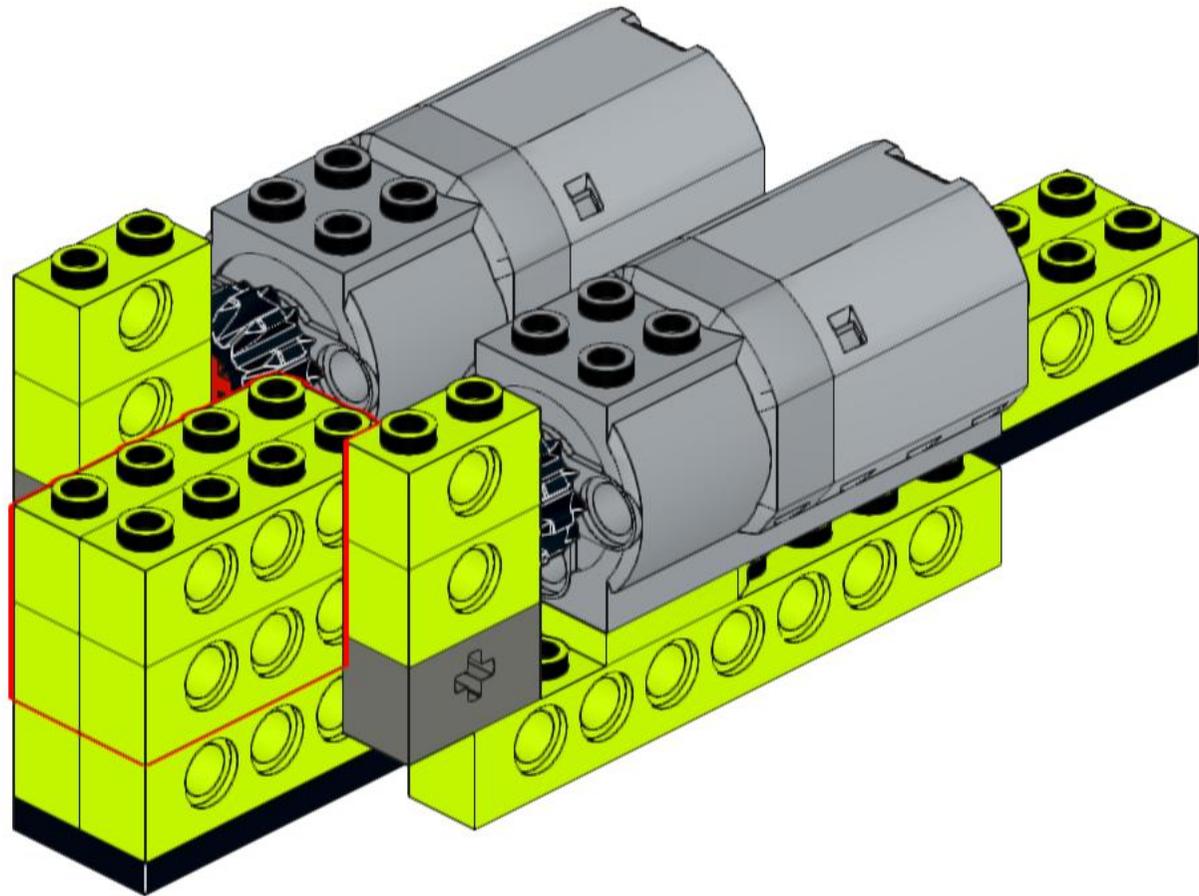
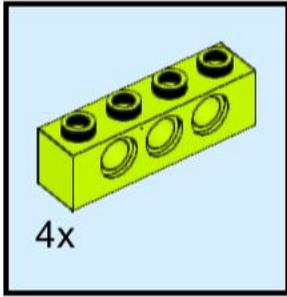
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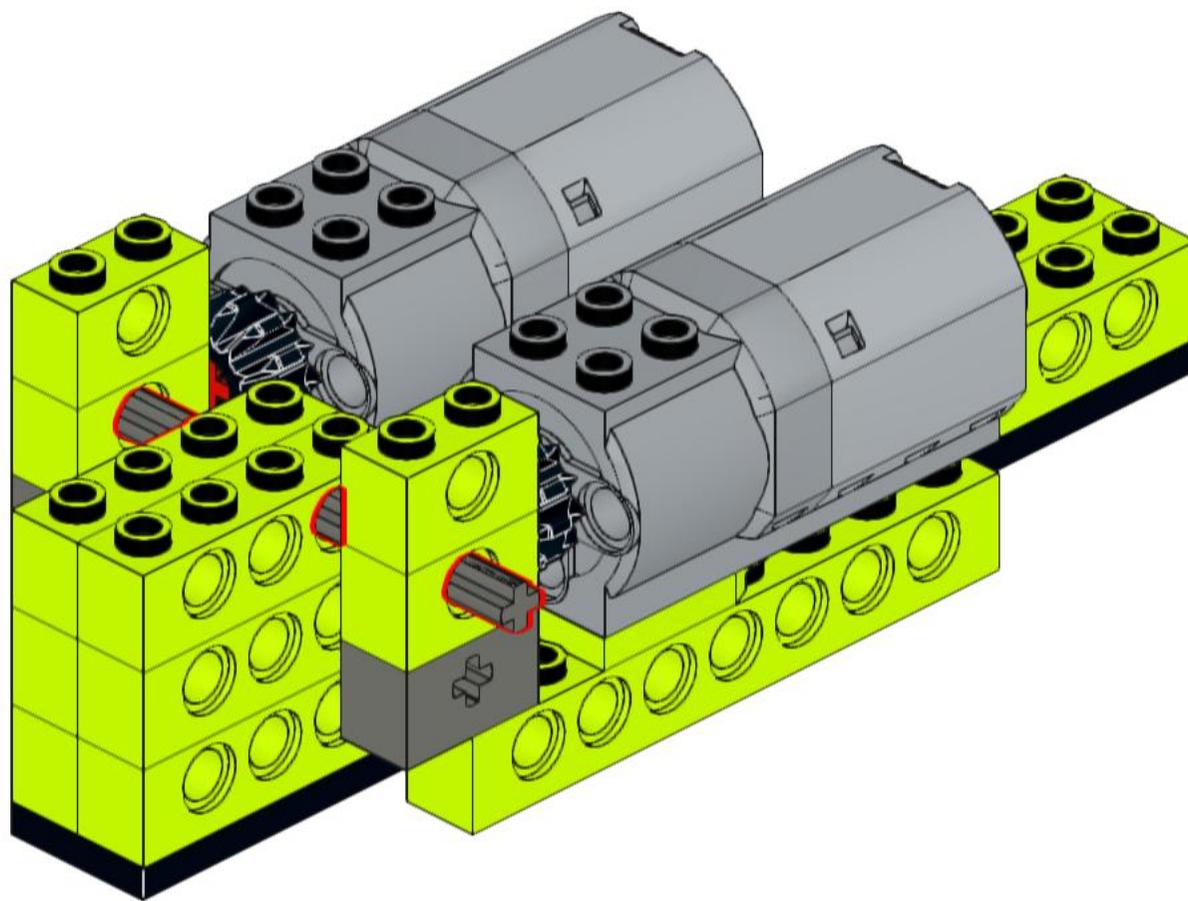
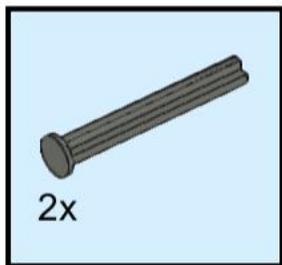
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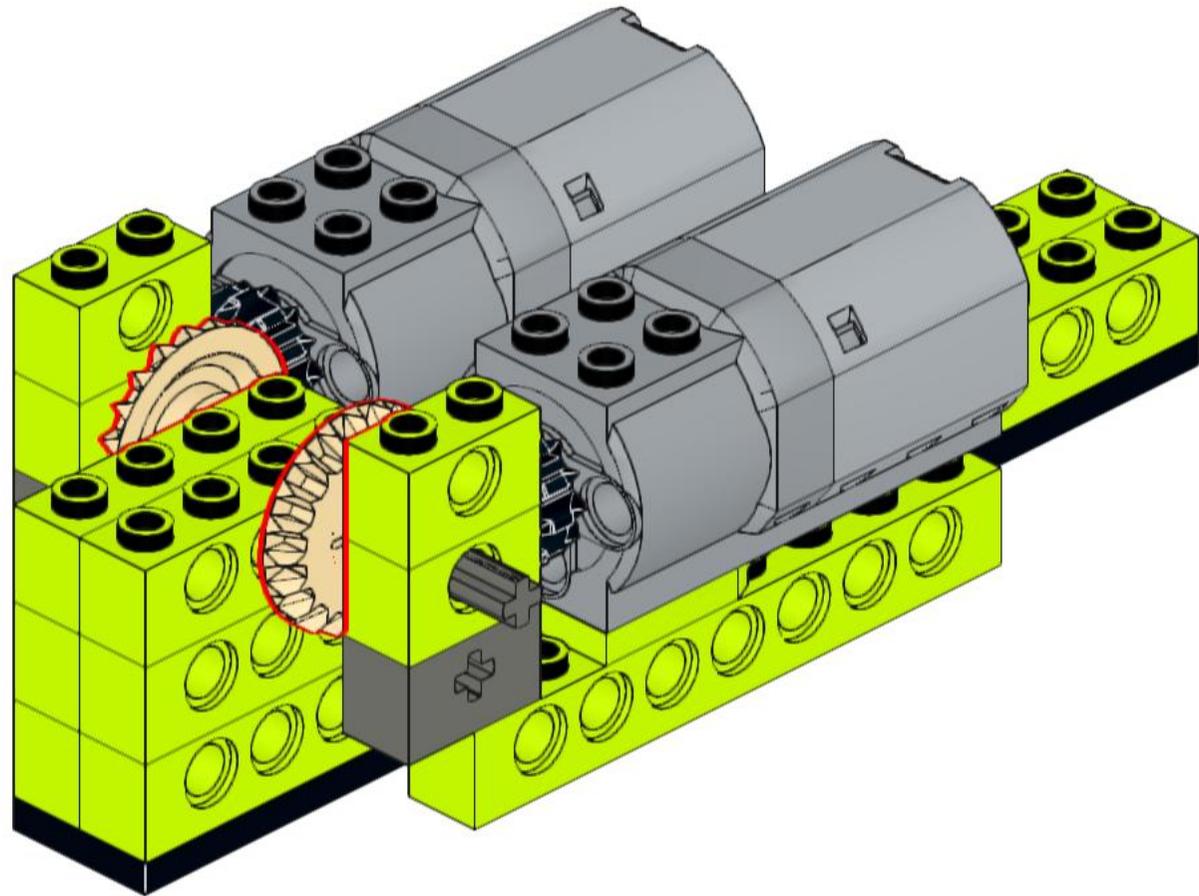
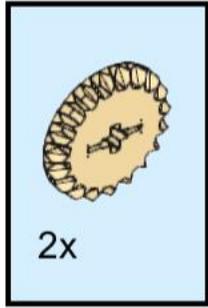
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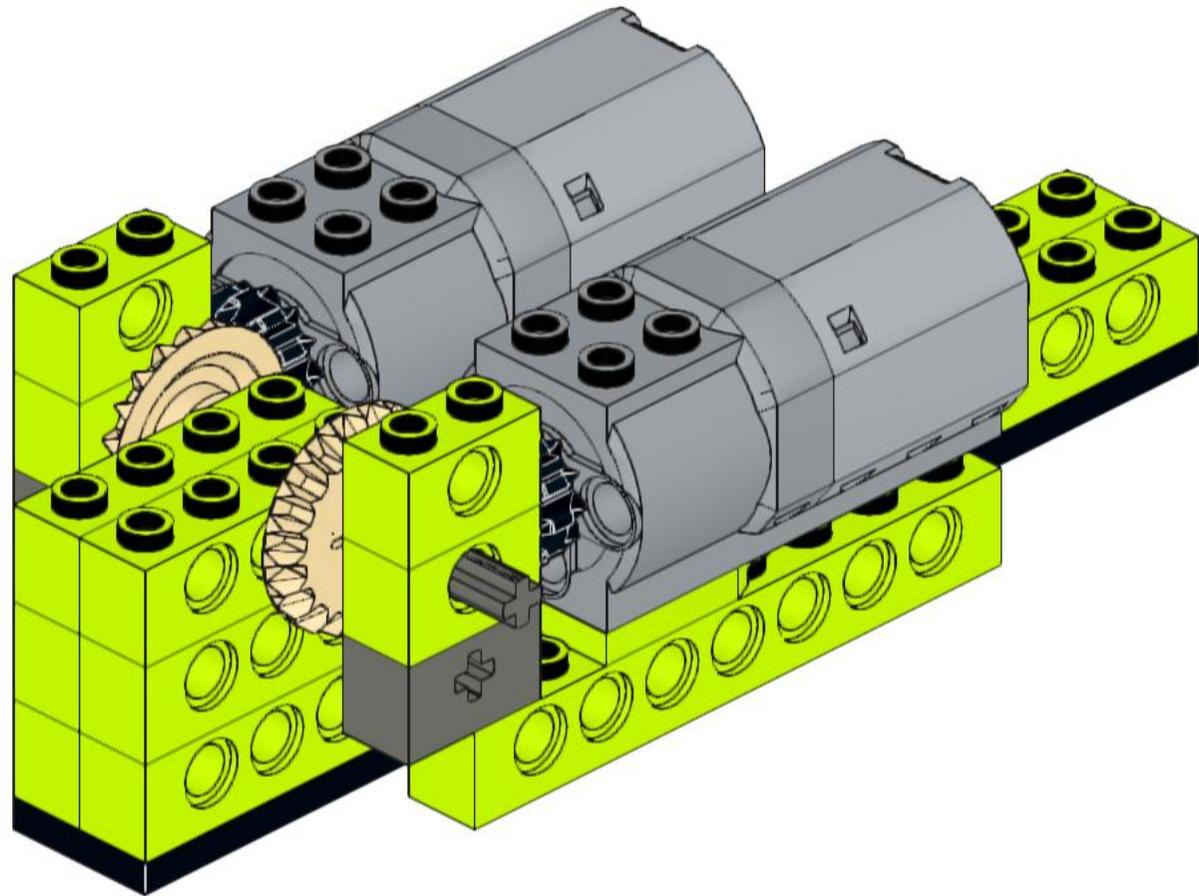
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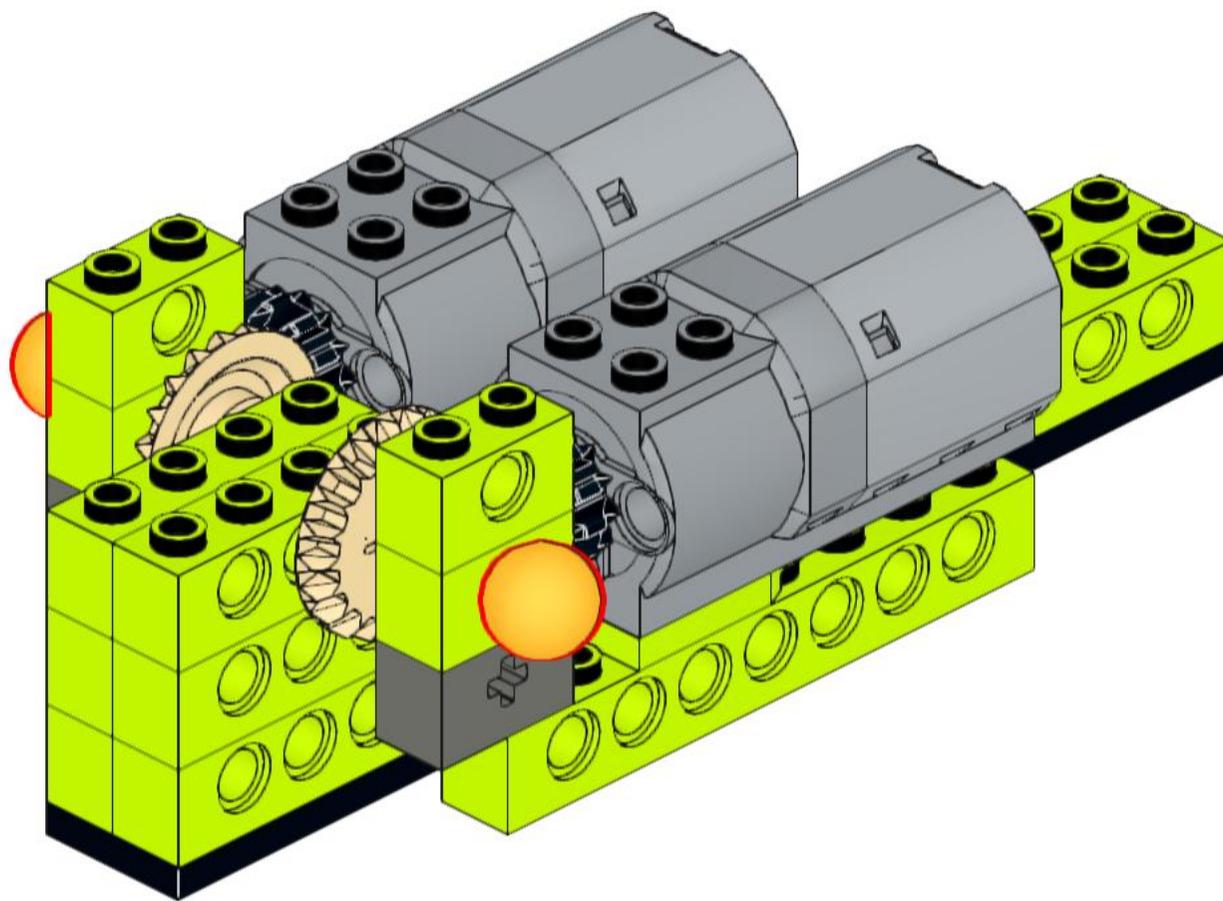
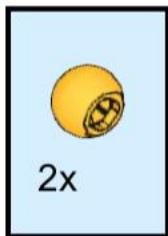
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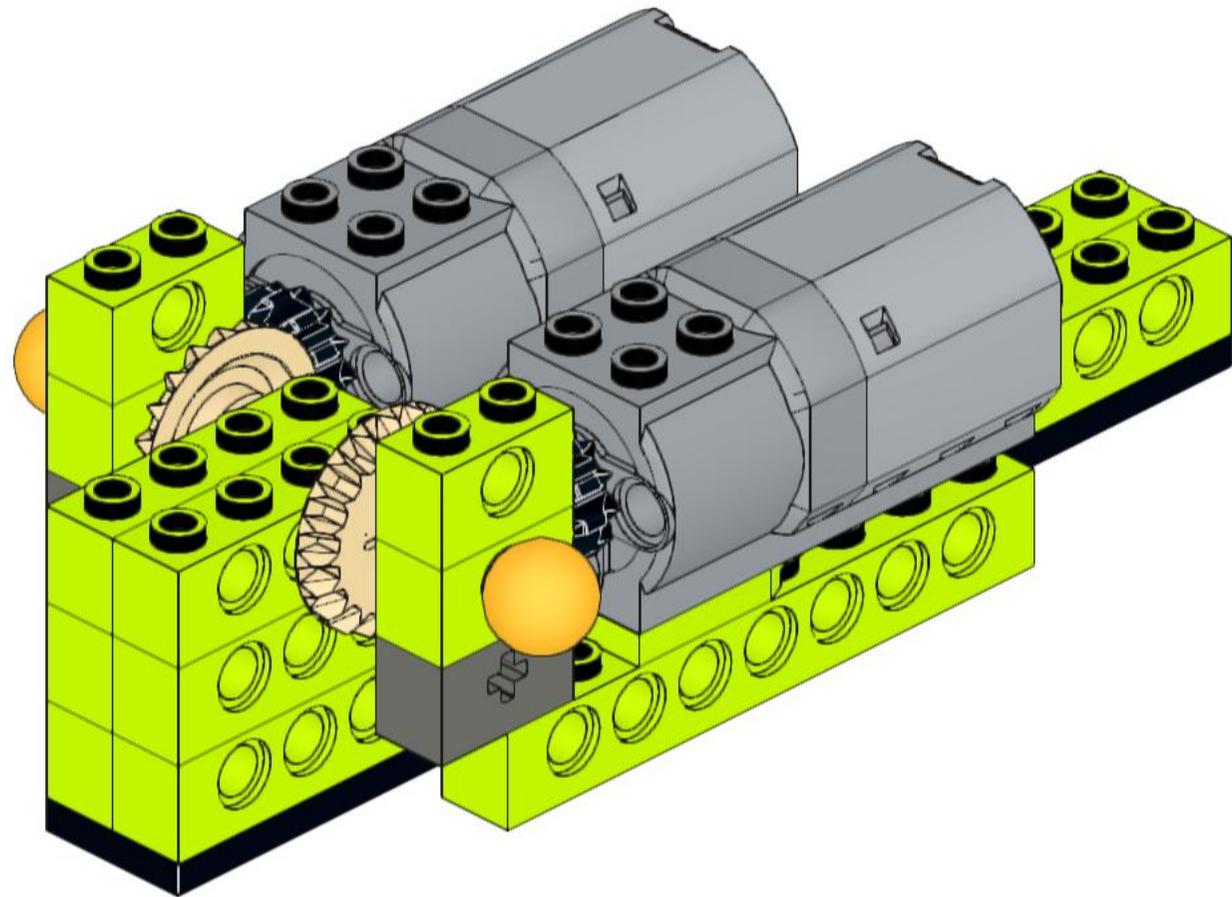
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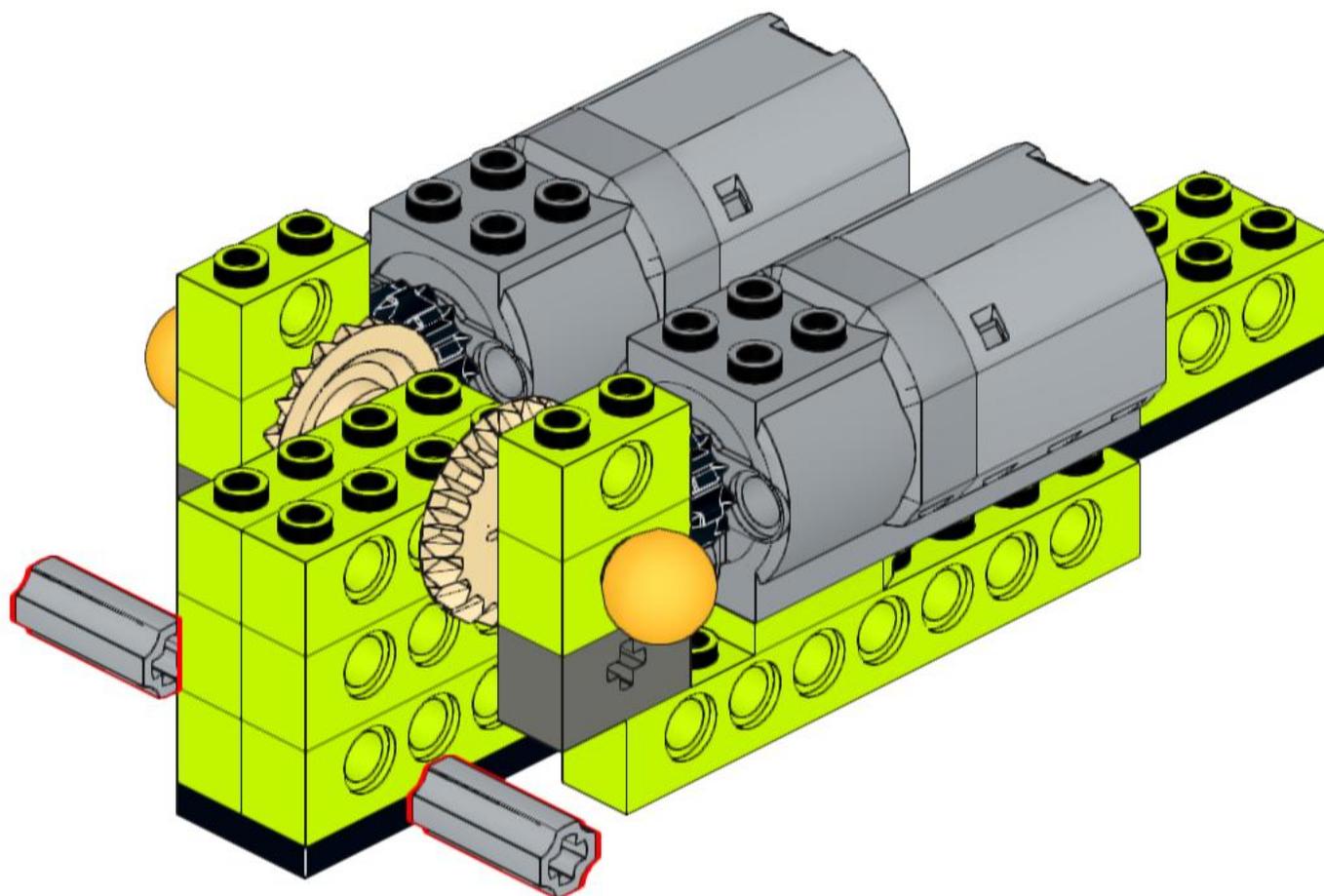
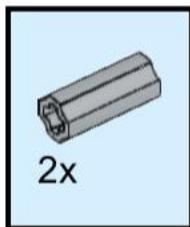
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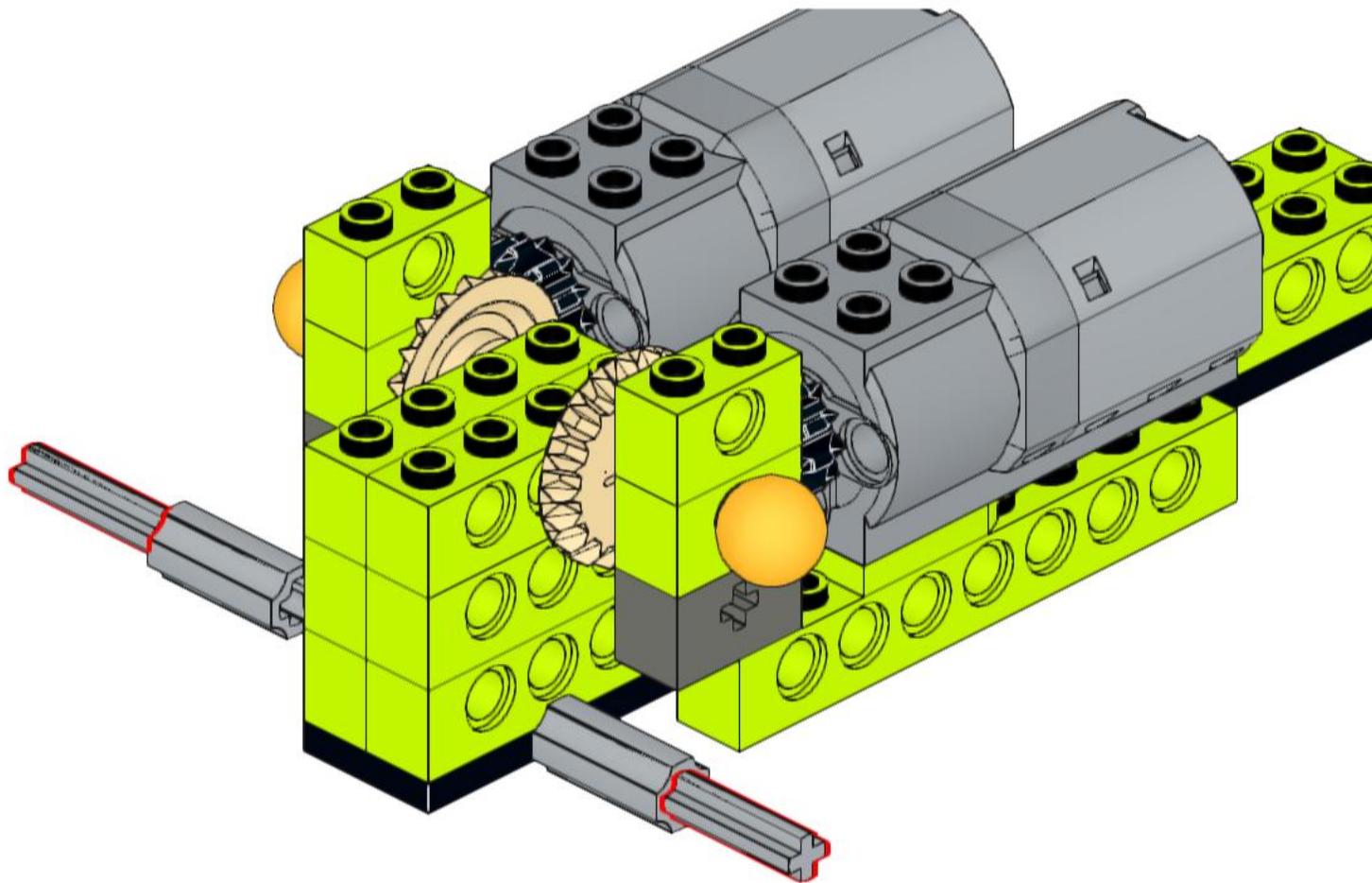
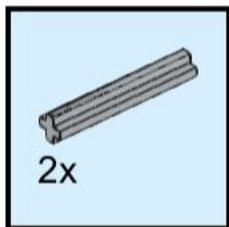
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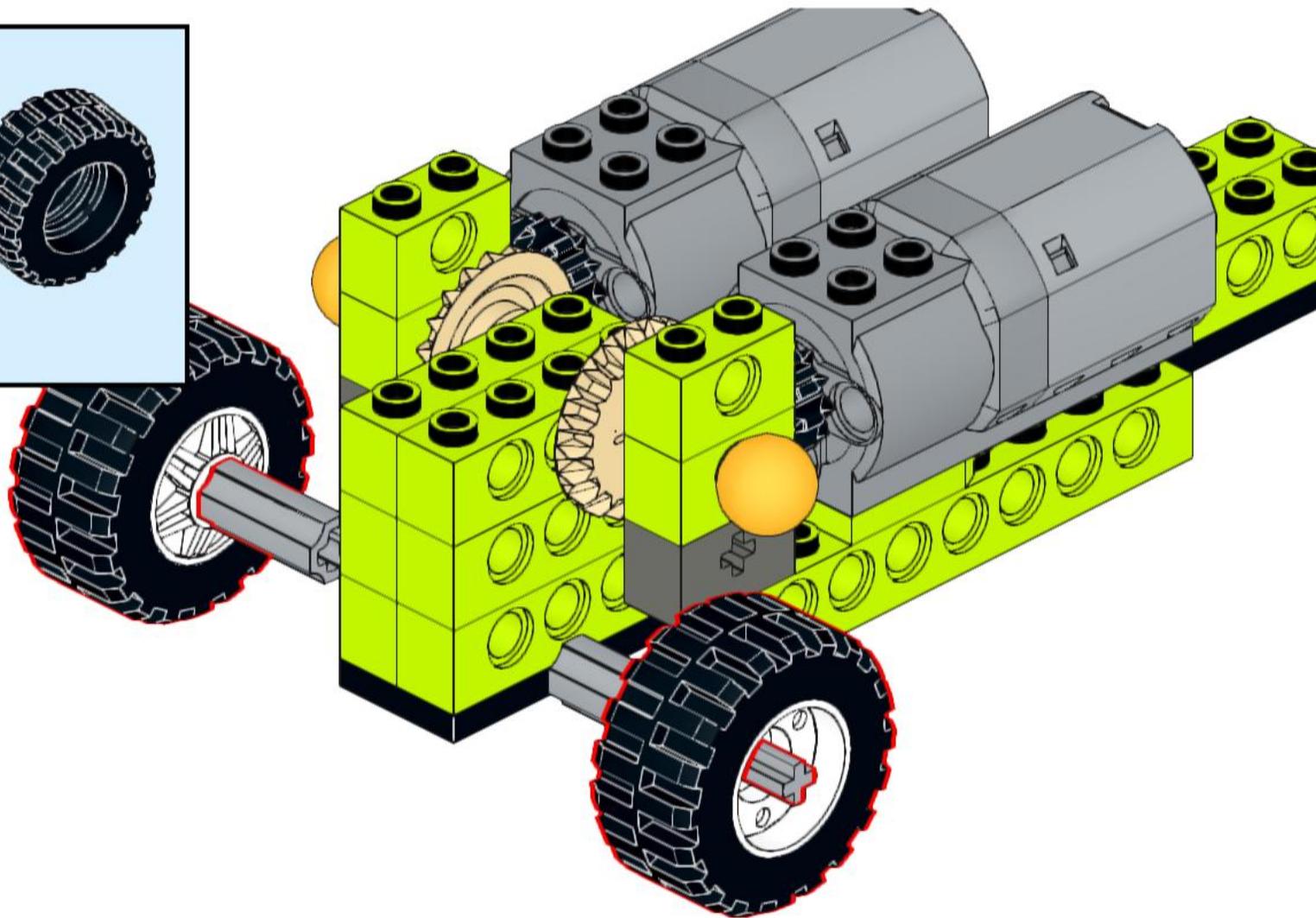
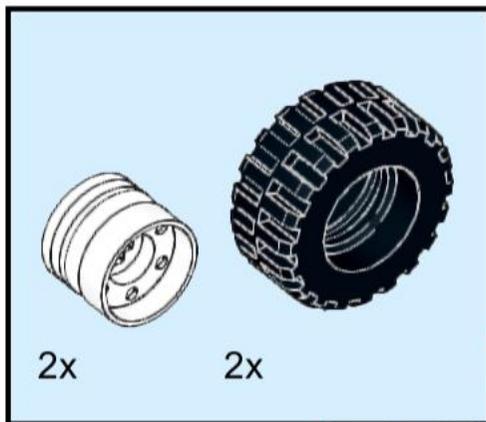
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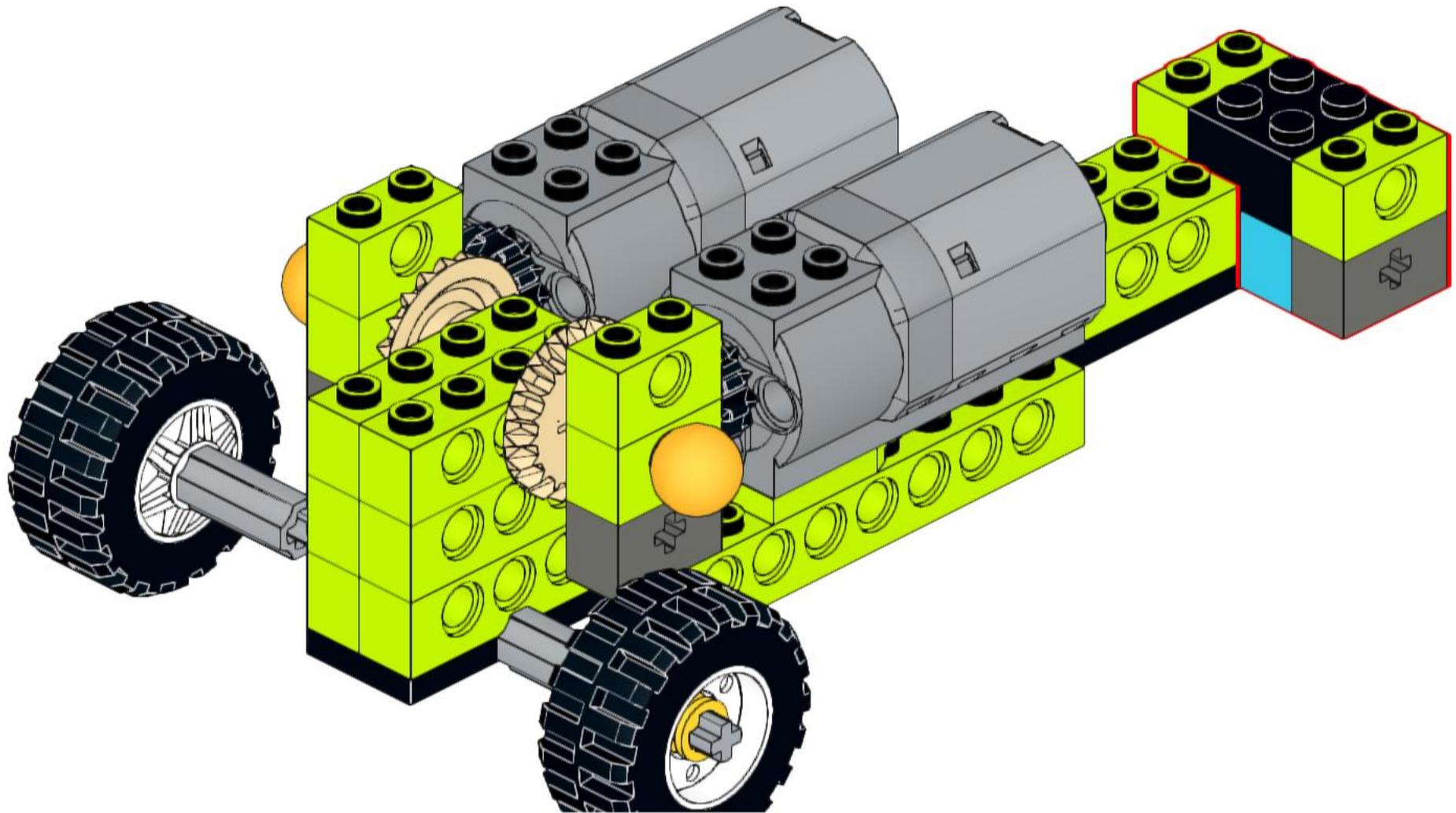
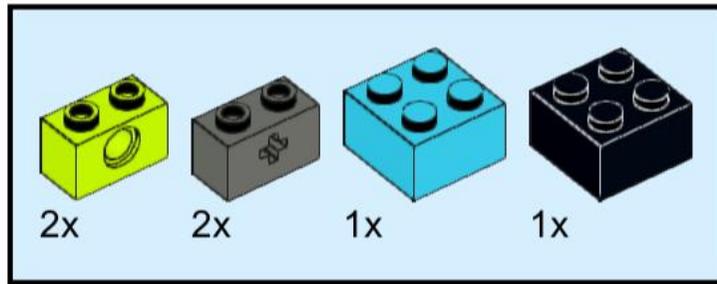
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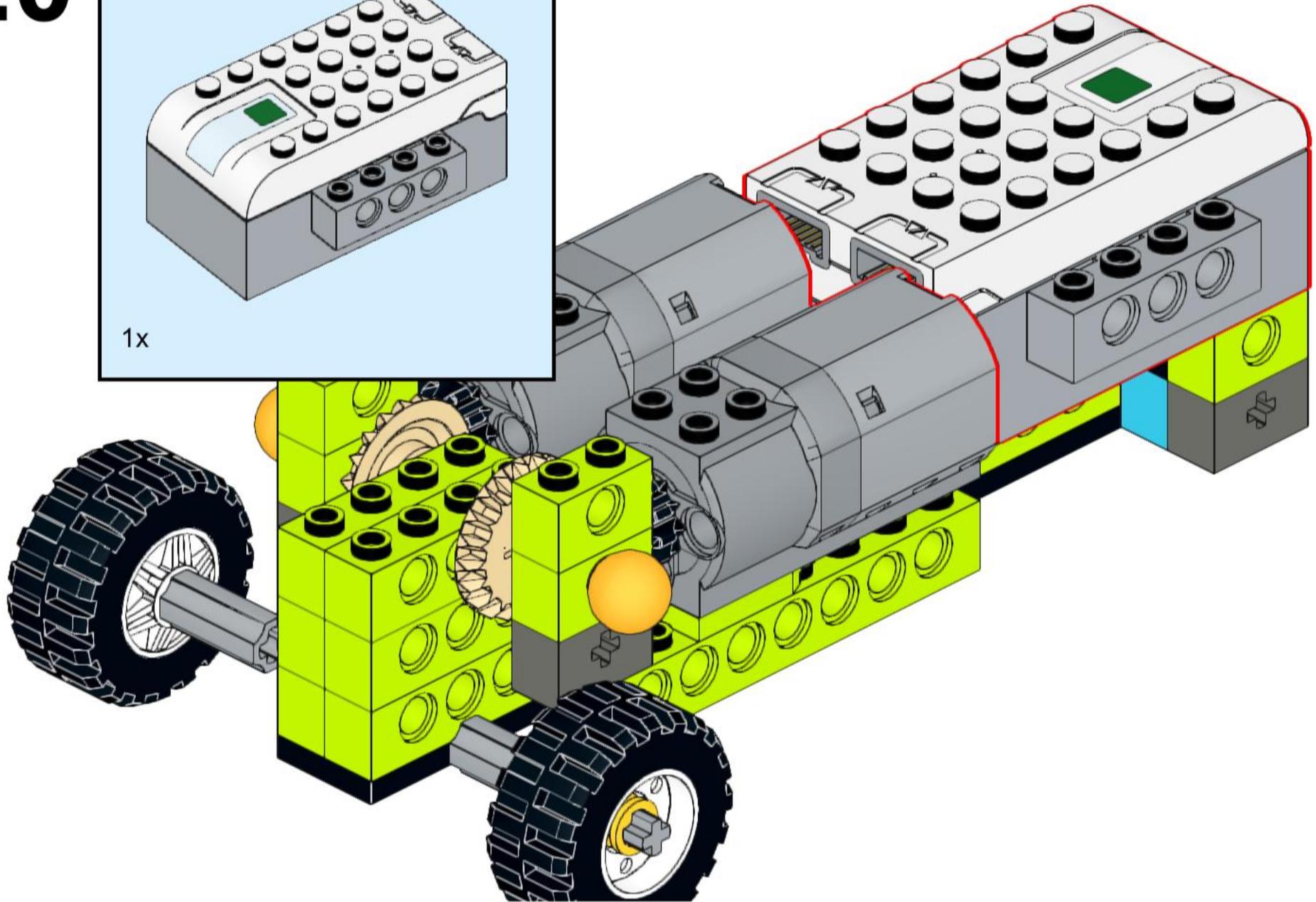
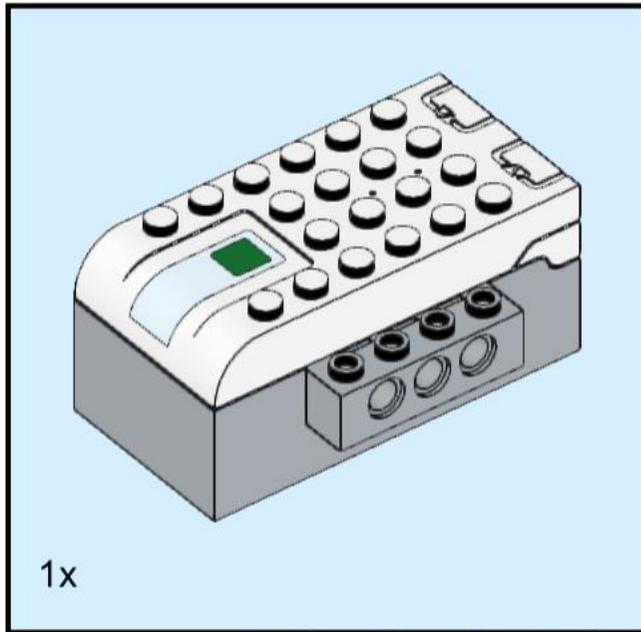
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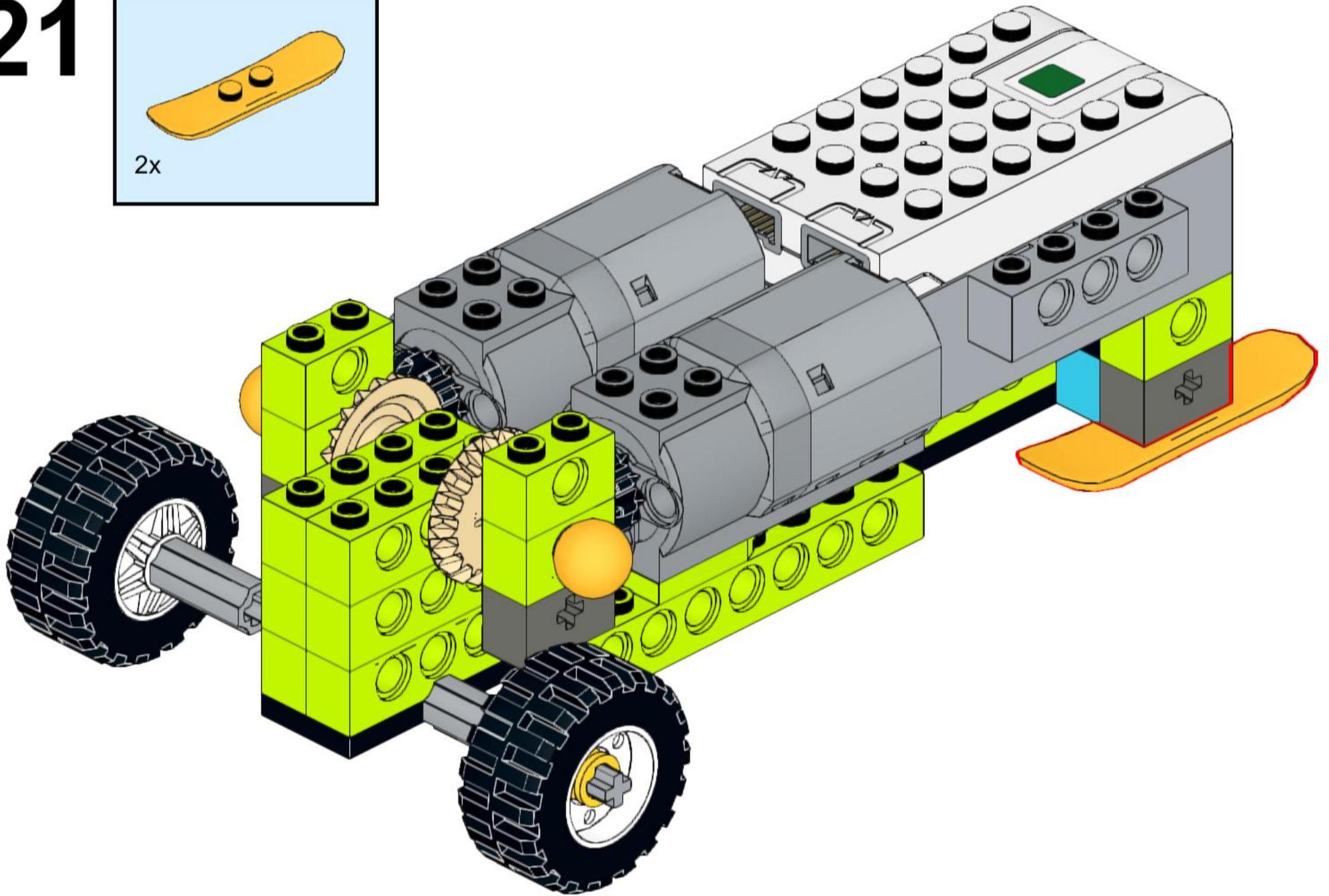
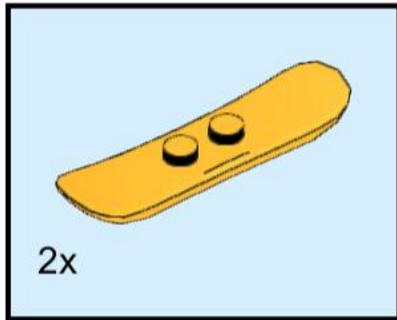
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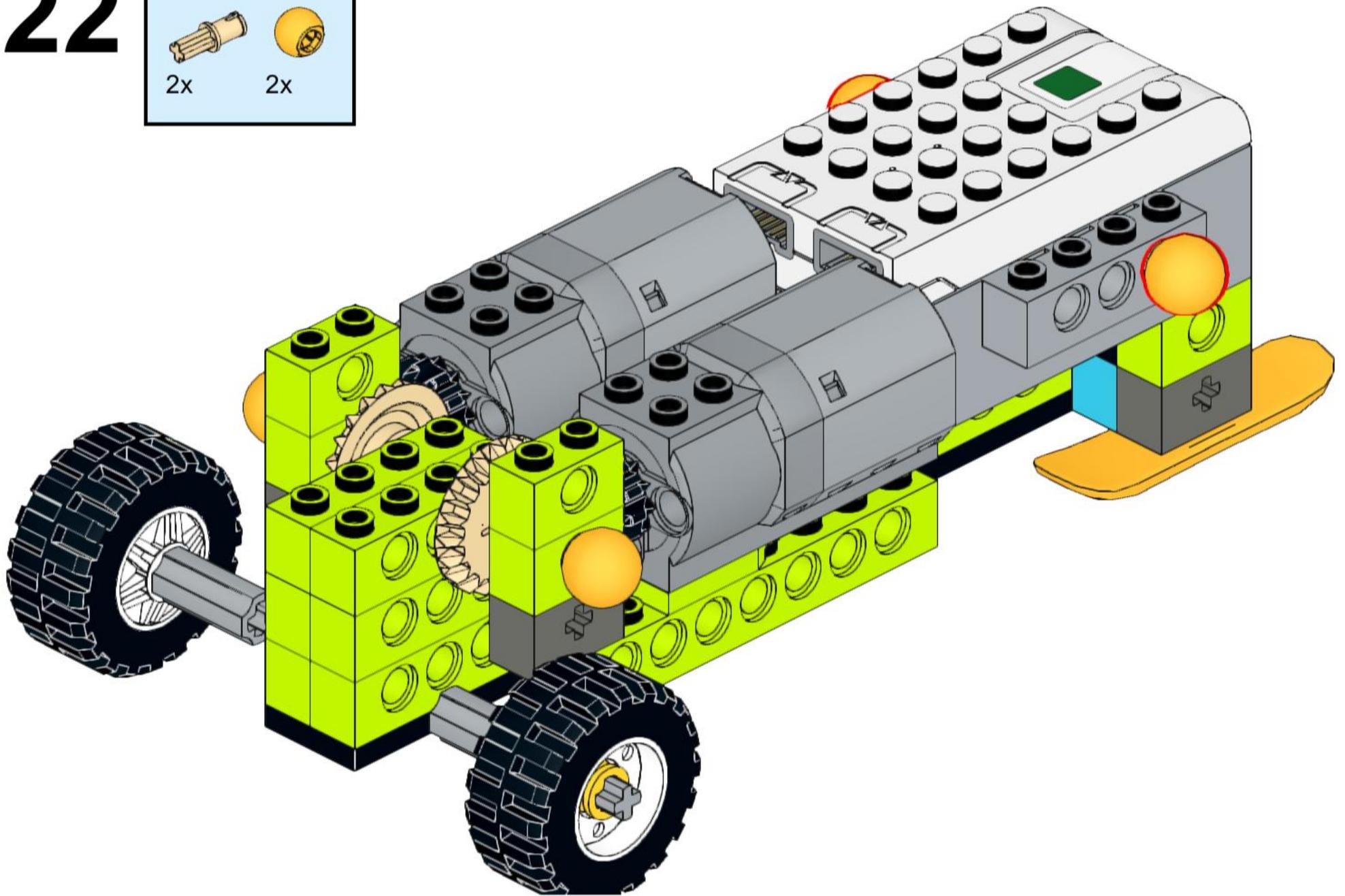
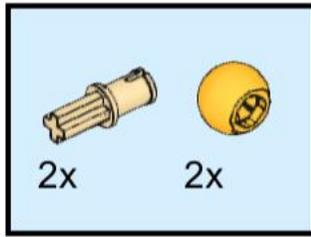
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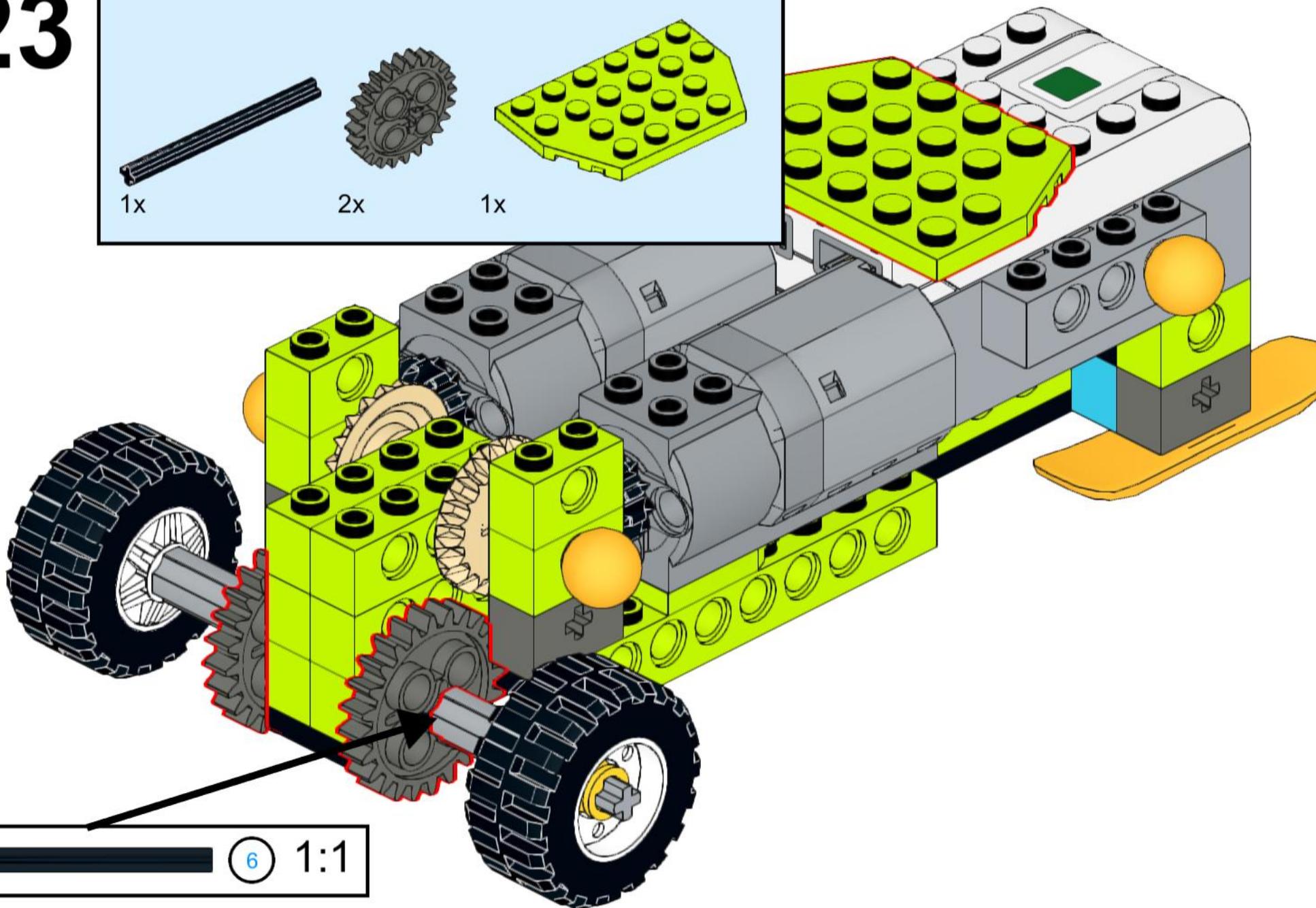
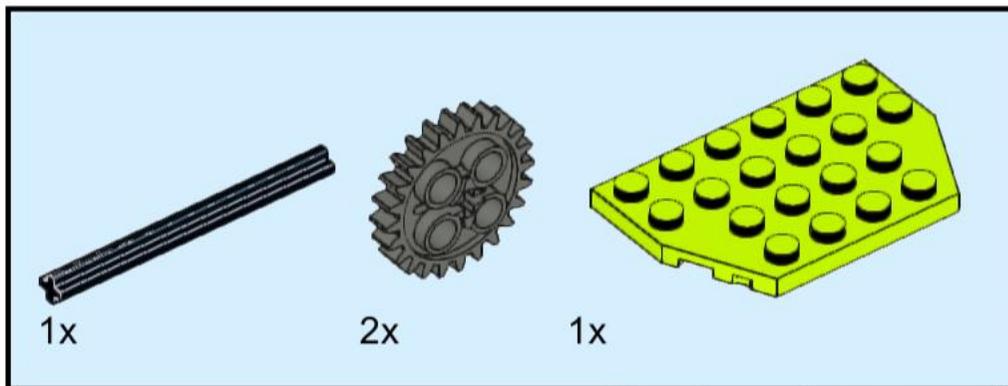
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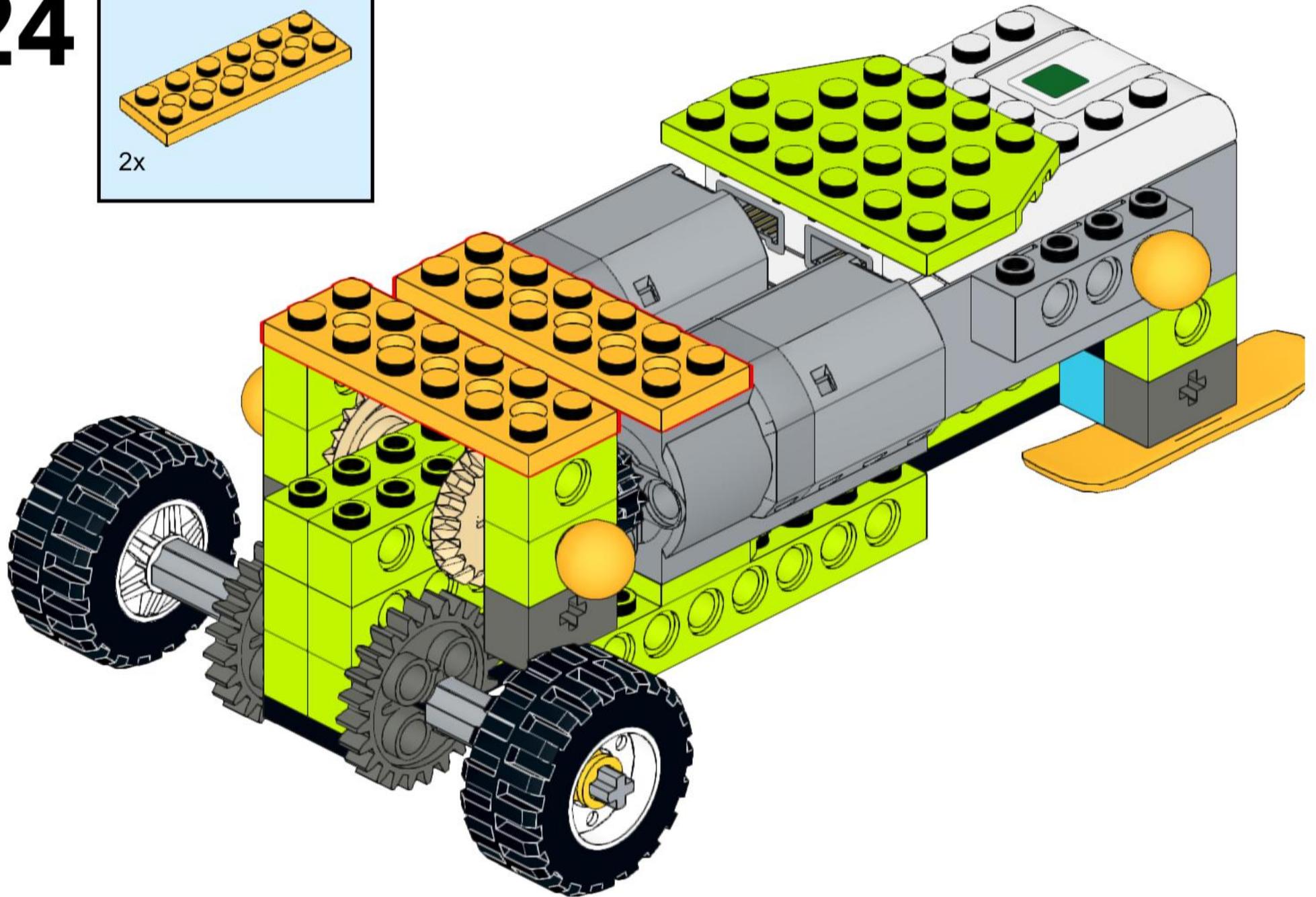
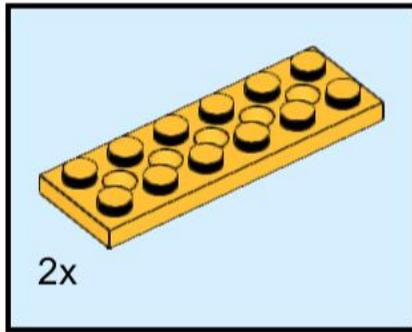
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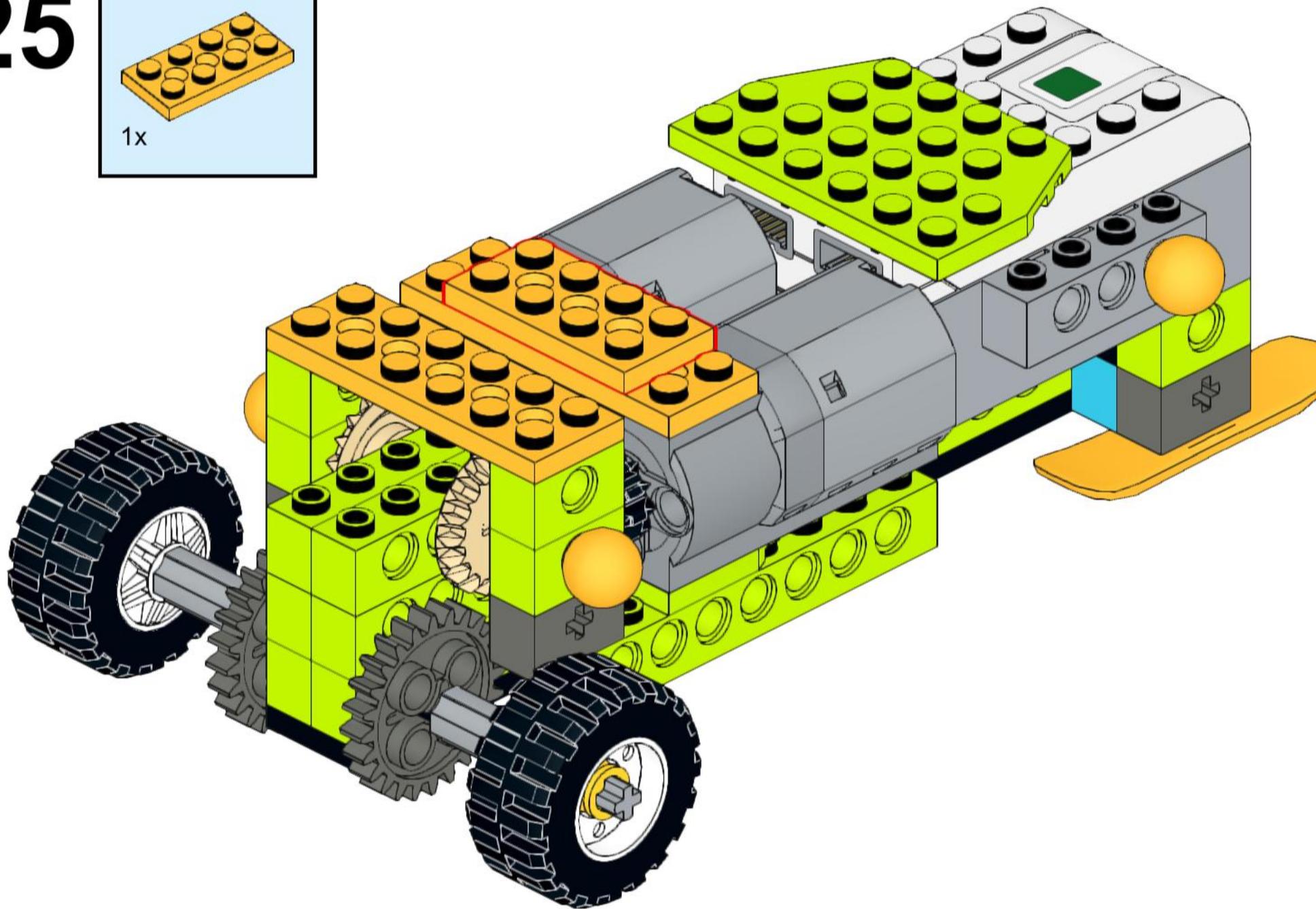
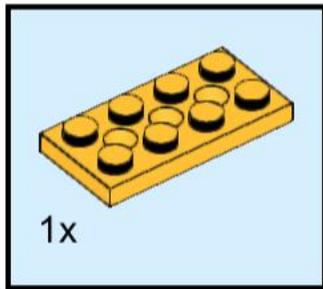
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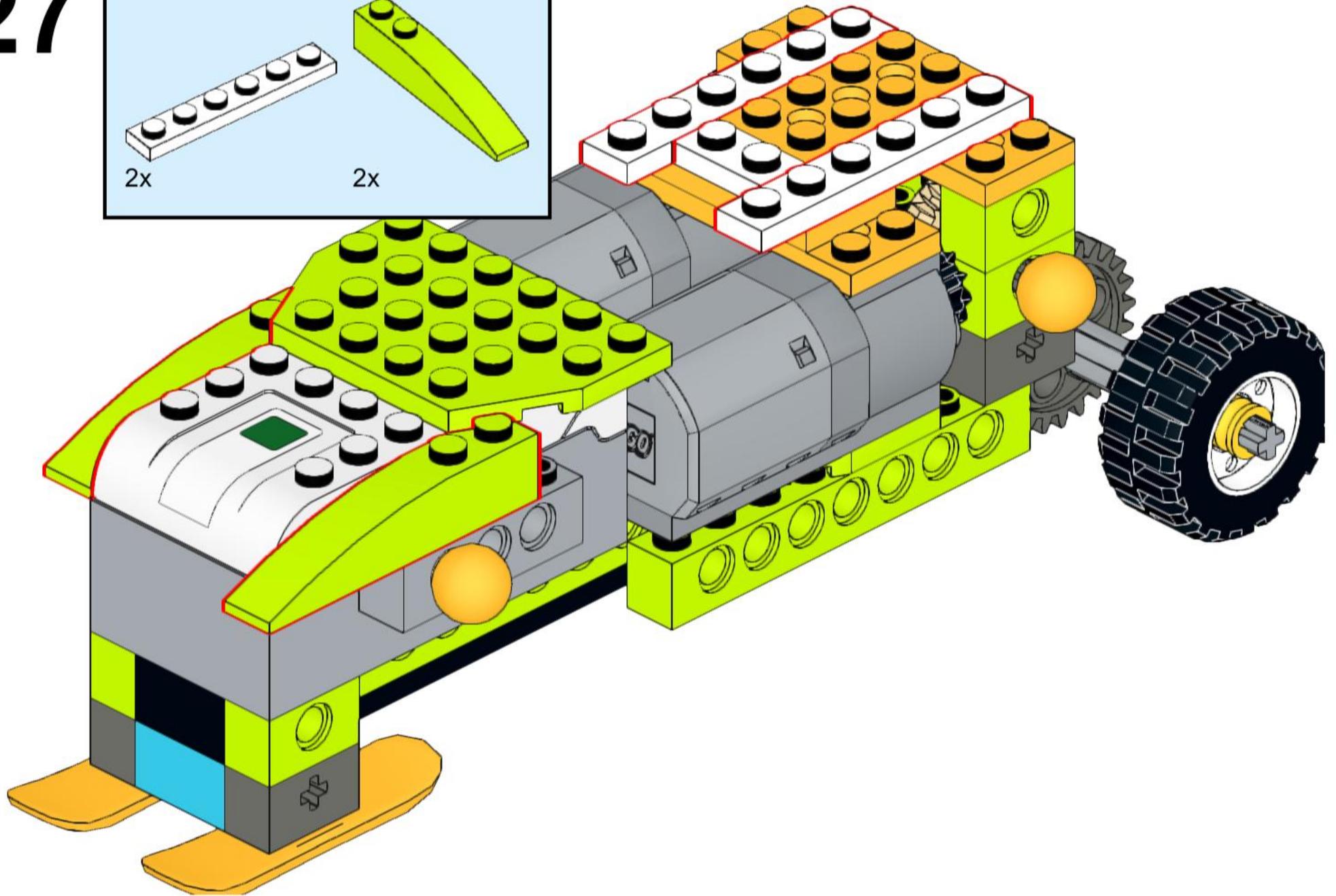
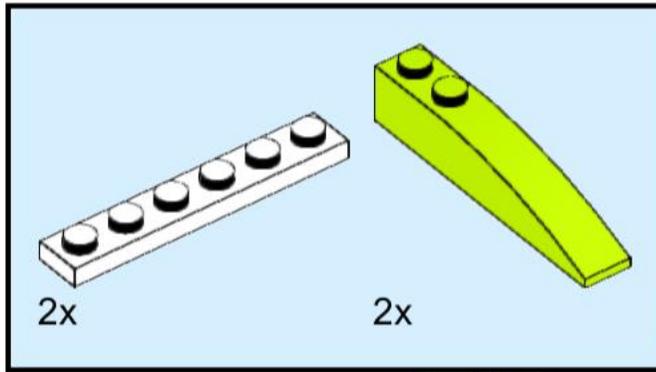
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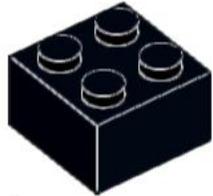


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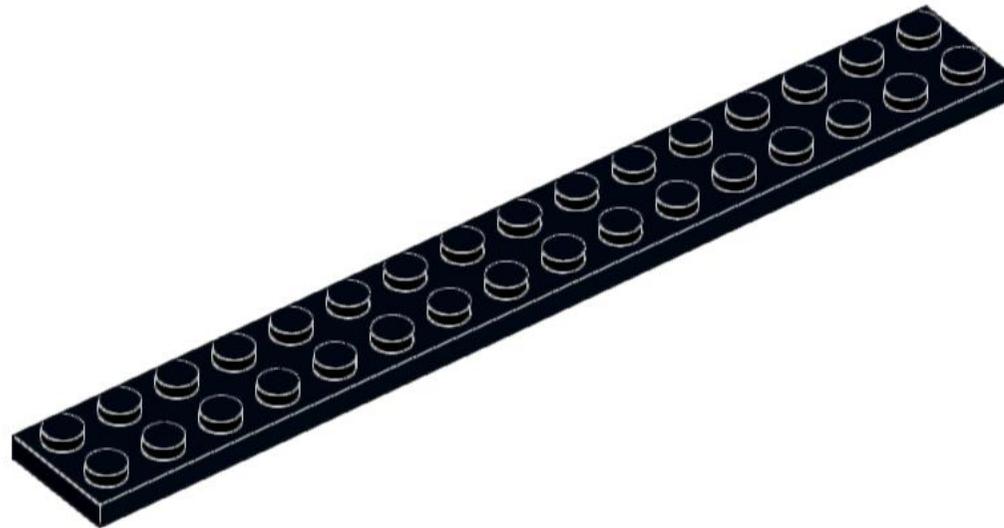




2x
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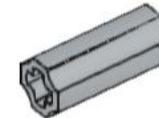
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1x
4282, 11



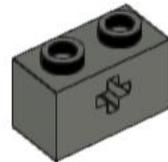
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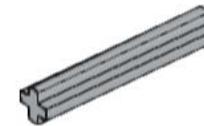
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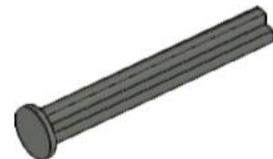
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4x
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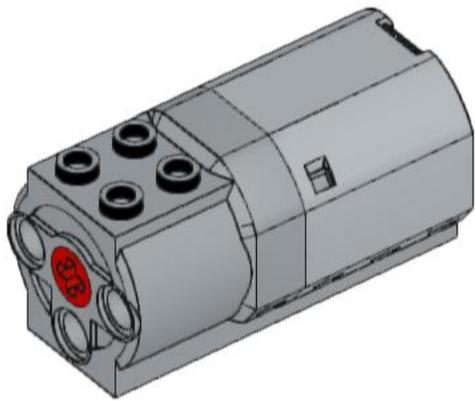
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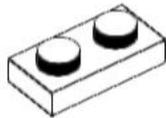
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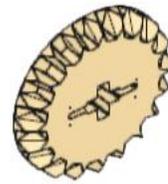
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2x
21980, 86



1x
3023, 1



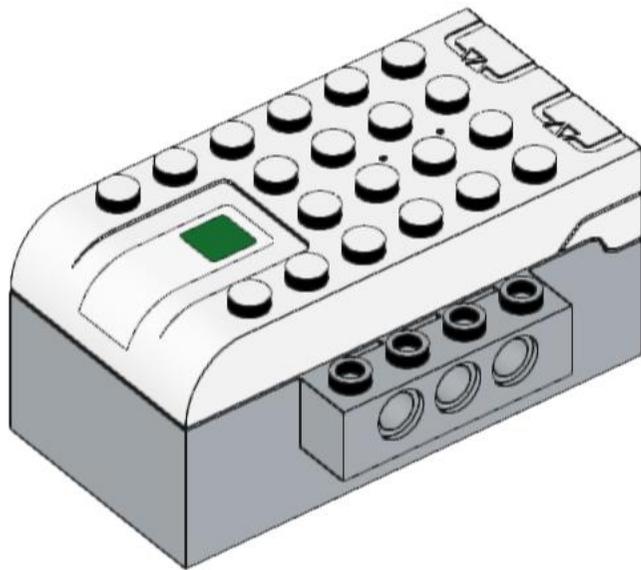
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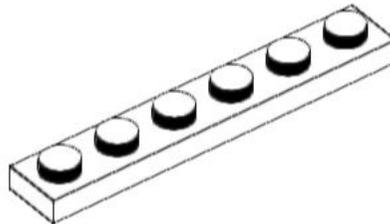
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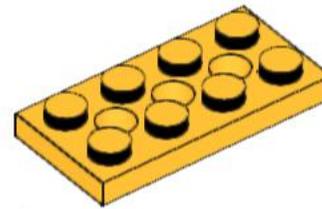
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1x
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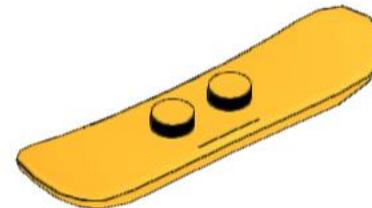
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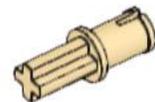
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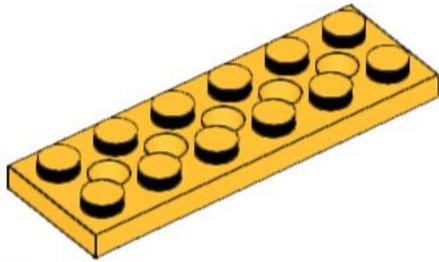
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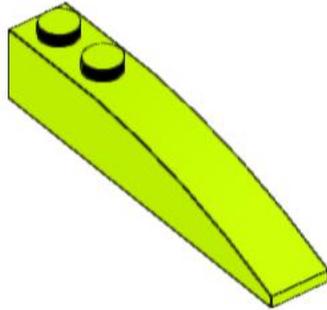
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2x
3749, 2



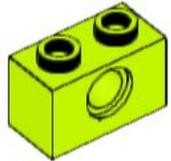
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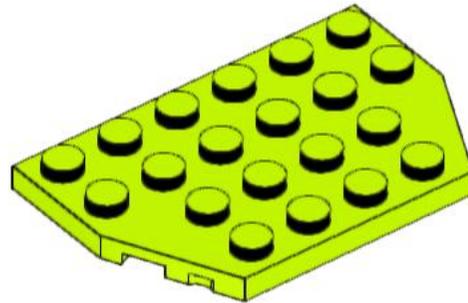
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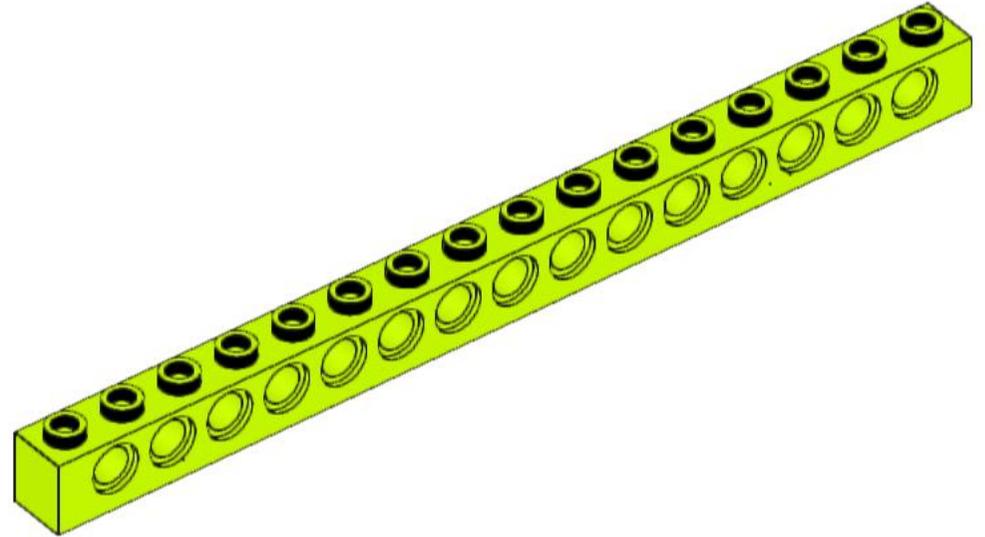
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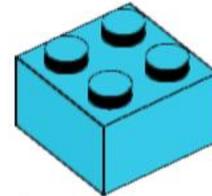
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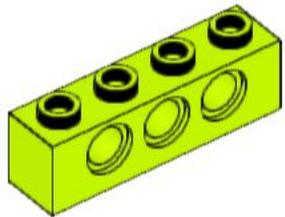
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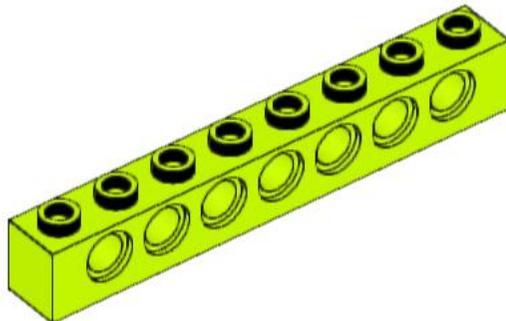
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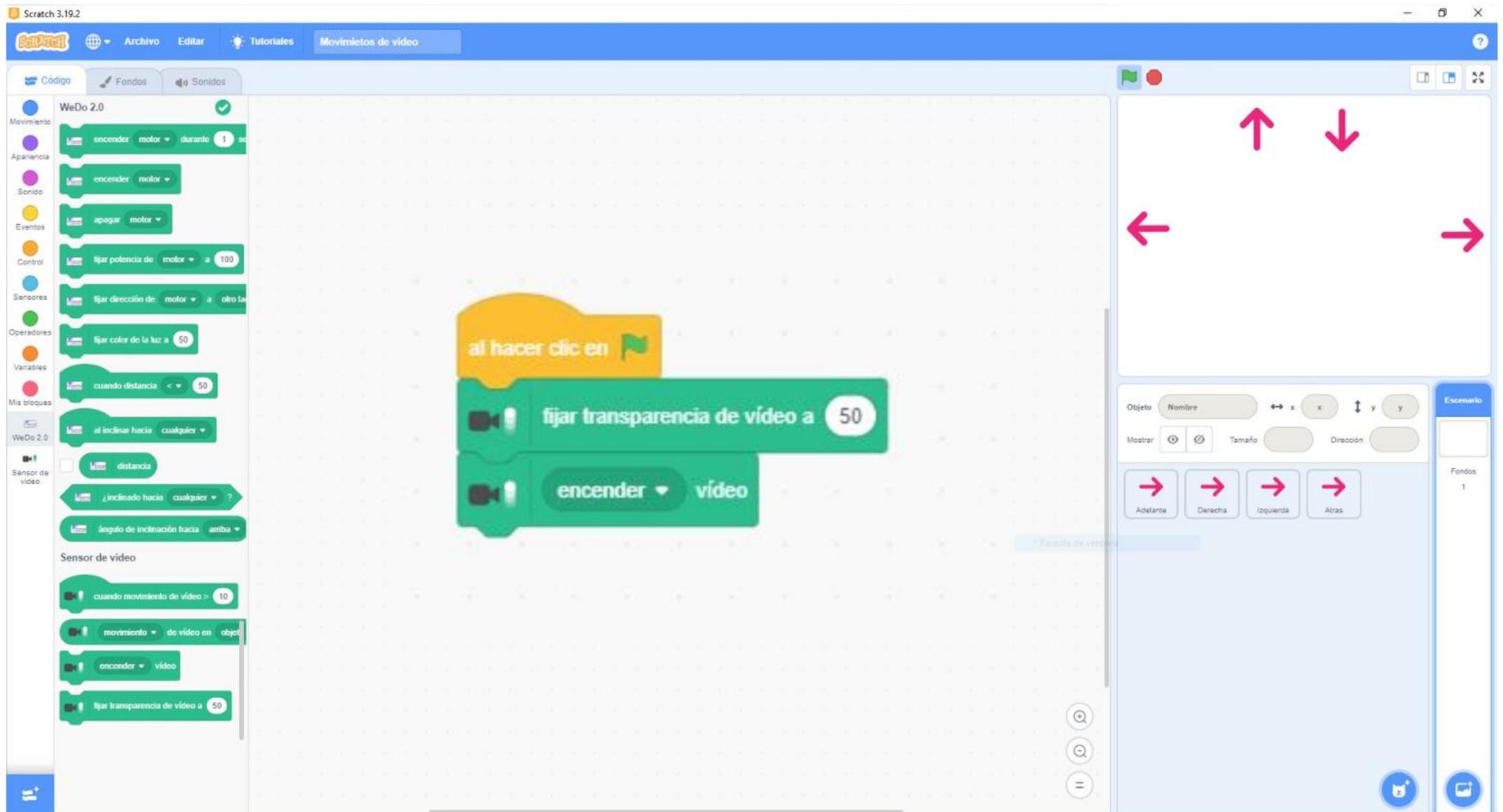
1x
3003, 156



4x
3701, 34



2x
3702, 34



Código que tiene que ir en el apartado de fondo.

Vamos a insertar cuatro objetos.



Código para el objeto Adelante



```
when video movement > 10
  set power of motor to 30
  set direction of motor A to un lado
  set direction of motor B to otro lado
  send Adelante
```

cuando movimiento de vídeo > 10

fijar potencia de motor a 30

fijar dirección de motor A a un lado

fijar dirección de motor B a otro lado

enviar Adelante



```
on receive Adelante
  turn on motor A for 1 seconds
on receive Adelante
  turn on motor B for 1 seconds
```

al recibir Adelante

encender motor A durante 1 segundos

al recibir Adelante

encender motor B durante 1 segundos

Código para el objeto Atras

The image displays two sets of Scratch code blocks on a light gray grid background. The left set consists of five green blocks stacked vertically, followed by one yellow block. The right set consists of two yellow blocks, each followed by one green block.

Left Set of Blocks:

- Green block: cuando movimiento de vídeo > 10
- Green block: fijar potencia de motor a 30
- Green block: fijar dirección de motor A a otro lado
- Green block: fijar dirección de motor B a un lado
- Yellow block: enviar Atras

Right Set of Blocks:

- Yellow block: al recibir Atras
- Green block: encender motor B durante 1 segundos
- Yellow block: al recibir Atras
- Green block: encender motor A durante 1 segundos

Código para el objeto Derecha



Código para el objeto Izquierda

The image displays two columns of Scratch code blocks on a light gray grid background. The left column contains four green 'when video movement >' blocks stacked vertically, followed by an orange 'send' block. The right column contains two orange 'when receive' blocks, each followed by a green 'turn on motor' block.

Left Column:

- cuando movimiento de vídeo > 10
- fijar potencia de motor a 30
- fijar dirección de motor A a otro lado
- fijar dirección de motor B a otro lado
- enviar izquierda

Right Column:

- al recibir izquierda
- encender motor A durante 1 segundos
- al recibir izquierda
- encender motor B durante 1 segundos

The image shows the Scratch 3.19.2 interface. The top menu bar includes 'Archivo', 'Editar', 'Tutoriales', and 'Movimientos de video'. The left sidebar contains various block categories: 'Movimiento', 'Apariencia', 'Sonido', 'Eventos', 'Control', 'Sensores', 'Operadores', 'Variables', 'Mis bloques', 'WeDo 2.0', and 'Sensor de video'. The main workspace displays a script for a WeDo 2.0 motor. The script starts with a 'when green flag clicked' block, followed by 'encender motor durante 1 segundos', 'encender motor', 'apagar motor', 'fijar potencia de motor a 100', 'fijar dirección de motor a otro lado', 'fijar color de la luz a 50', 'cuando distancia < 50', 'al inclinarse hacia cualquier', 'distancia', '¿inclinado hacia cualquier?', 'ángulo de inclinación hacia arriba', 'encender video', and 'fijar transparencia de video a 50'. A video feed in the top right corner shows a man with glasses and a black shirt, with four red arrows pointing up, down, left, and right. Below the video feed is a control panel with 'Objeto', 'Nombre', 'Mostrar', 'Tamaño', 'Dirección', and four directional buttons: 'Adelante', 'Derecha', 'Izquierda', and 'Atras'. The bottom right corner features a 'Escenario' panel with 'Fondos' and a '1' indicator.

Ahora con las manos puedes ir seleccionando las fechas y podrás observar como reacciona tu robot.