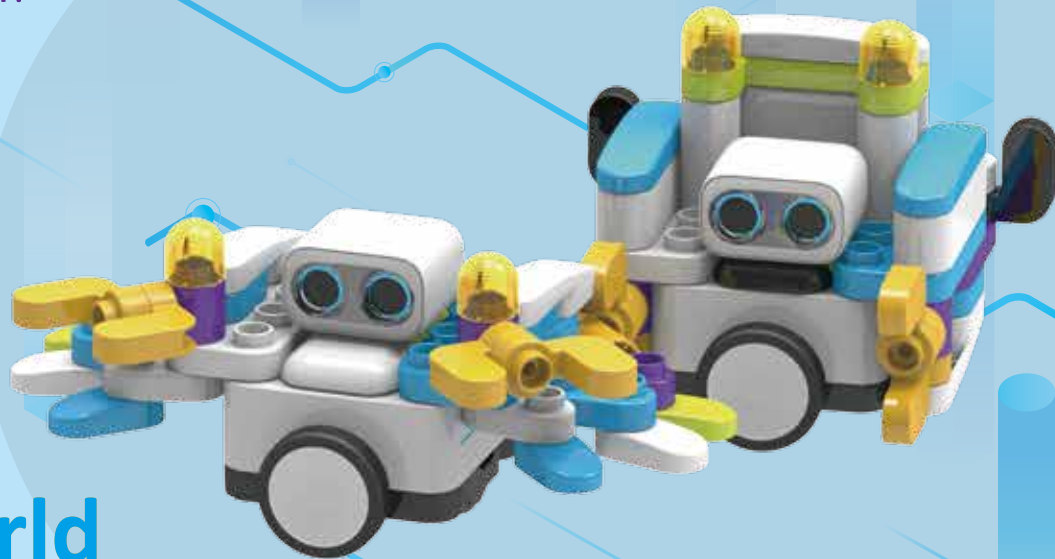


BOTZEEES™

CREATE, PROGRAM & PLAY!

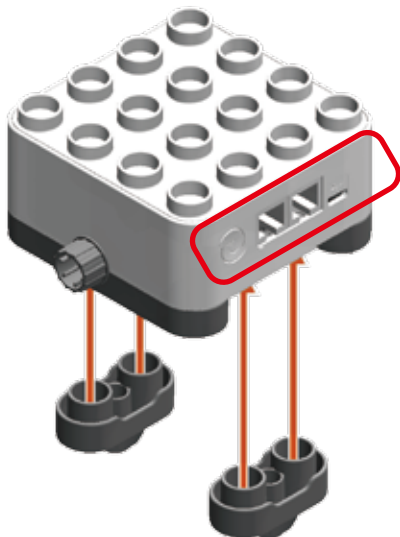


Animal World

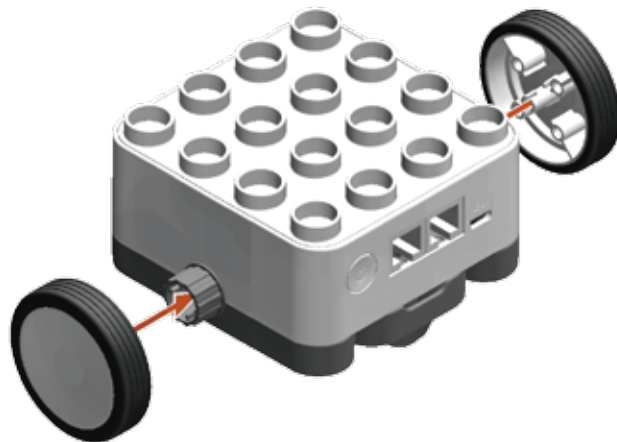
Crab

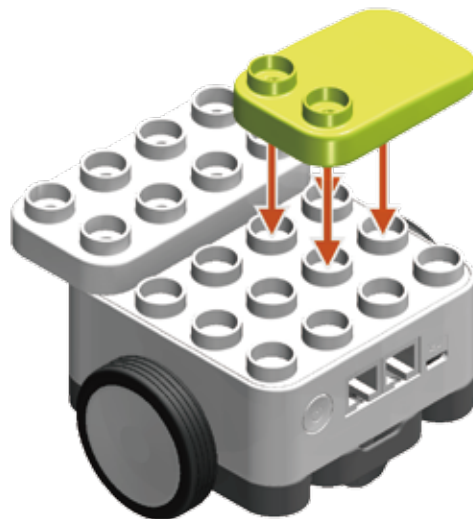
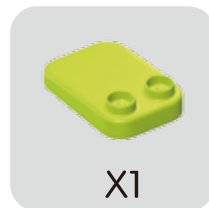
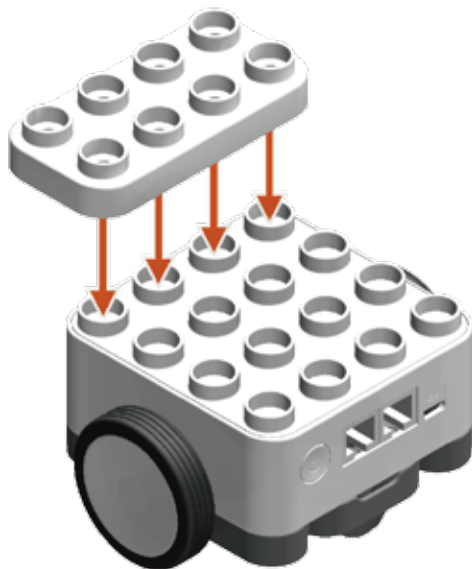


Let's go crabbing! Let's build a crab!

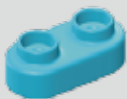


Please note the direction
of the socket!

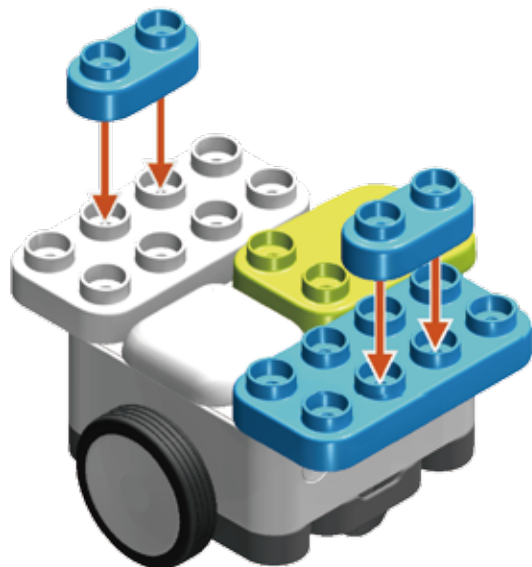




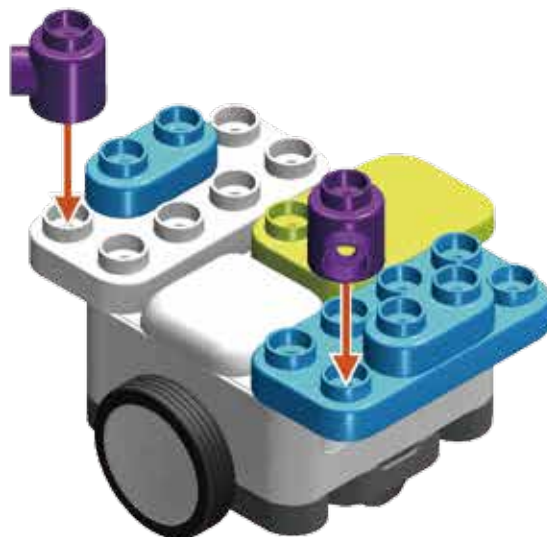


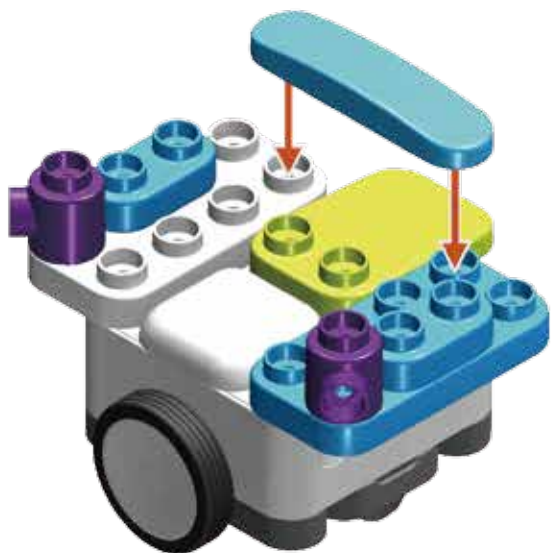
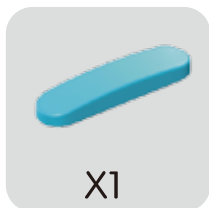


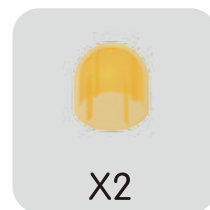
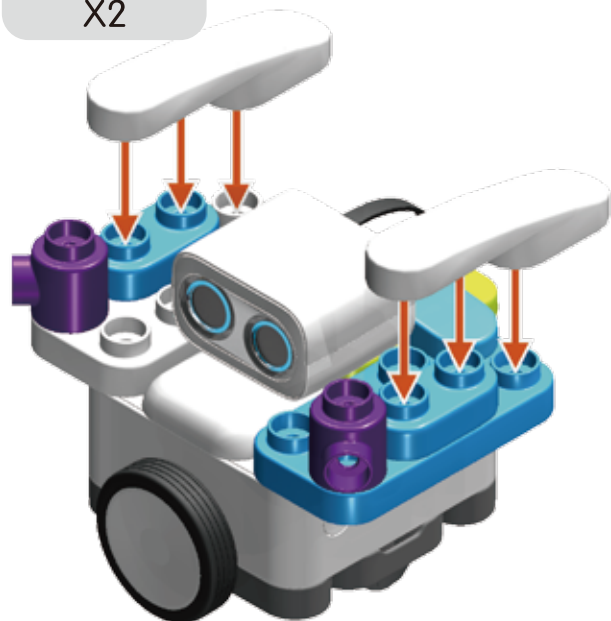
X2

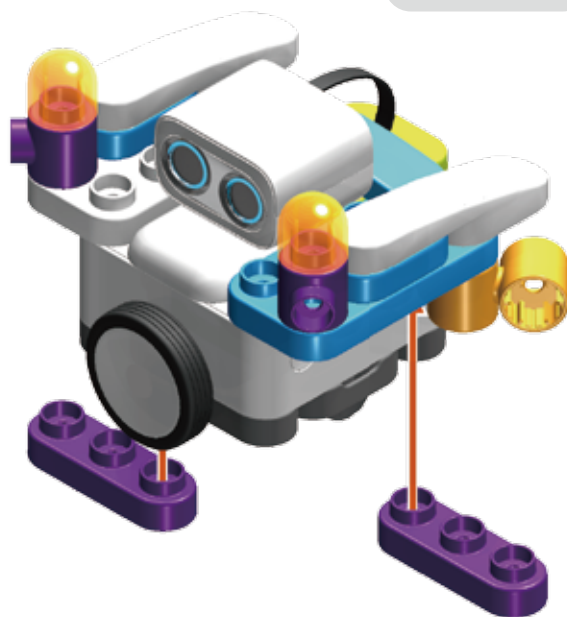


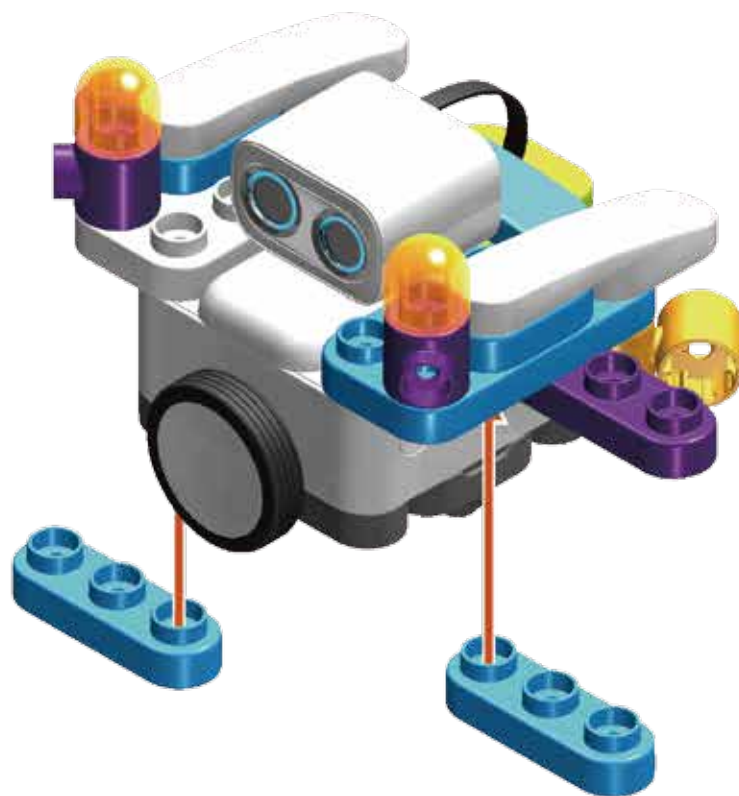
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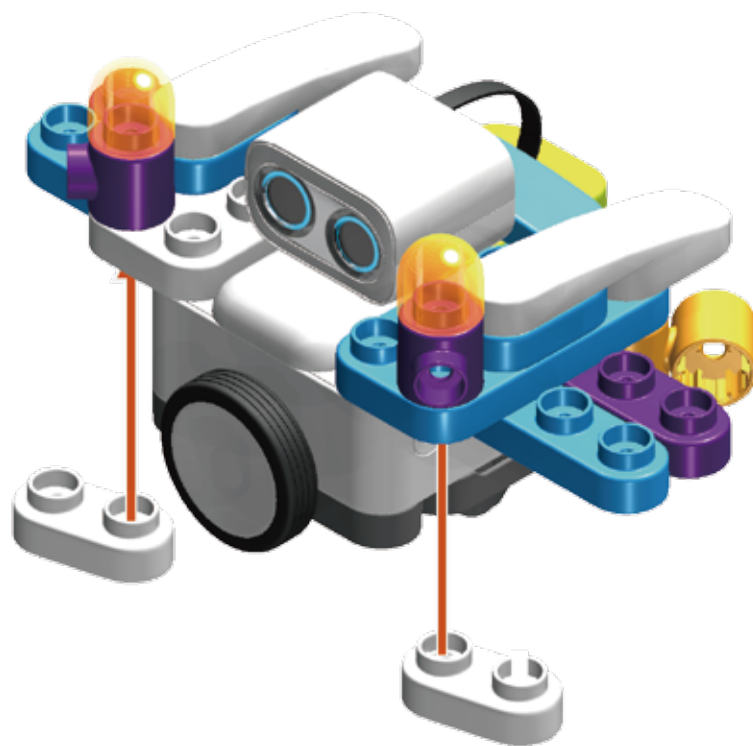






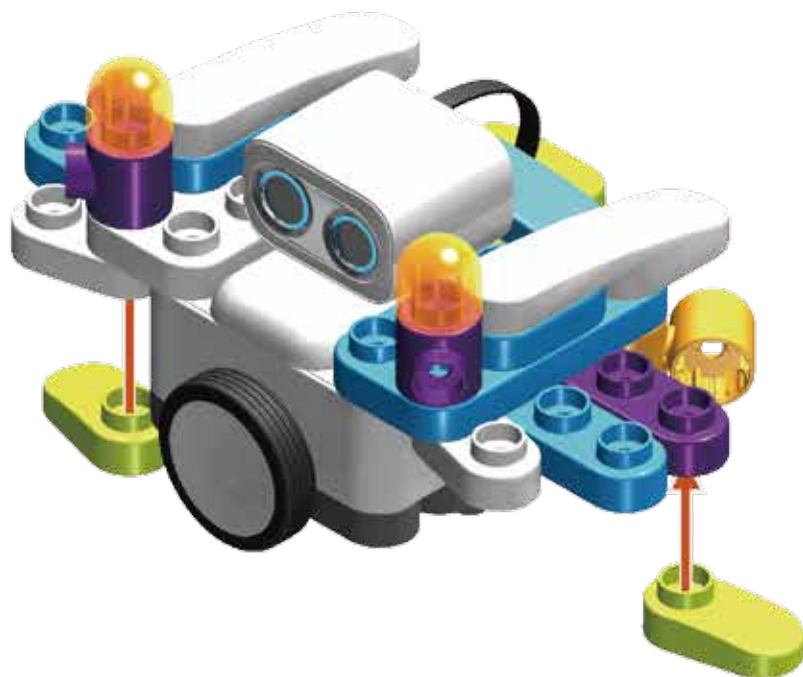






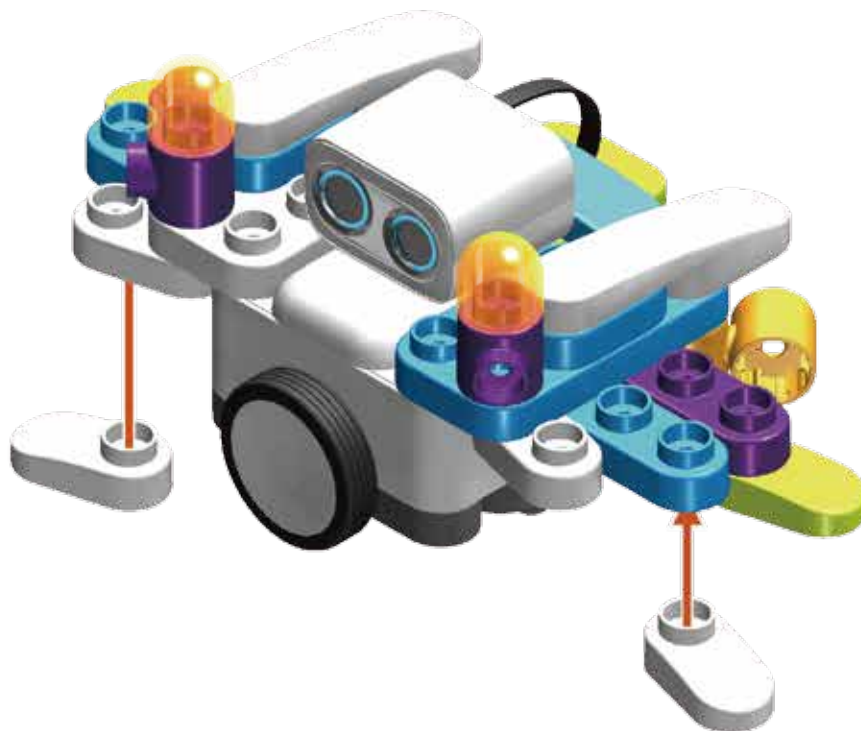


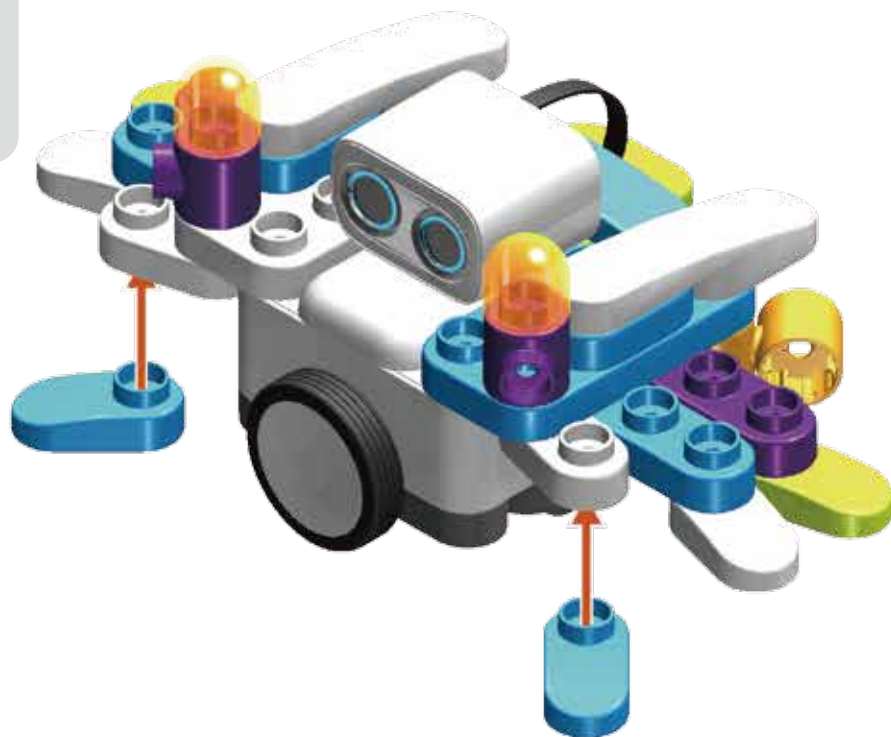
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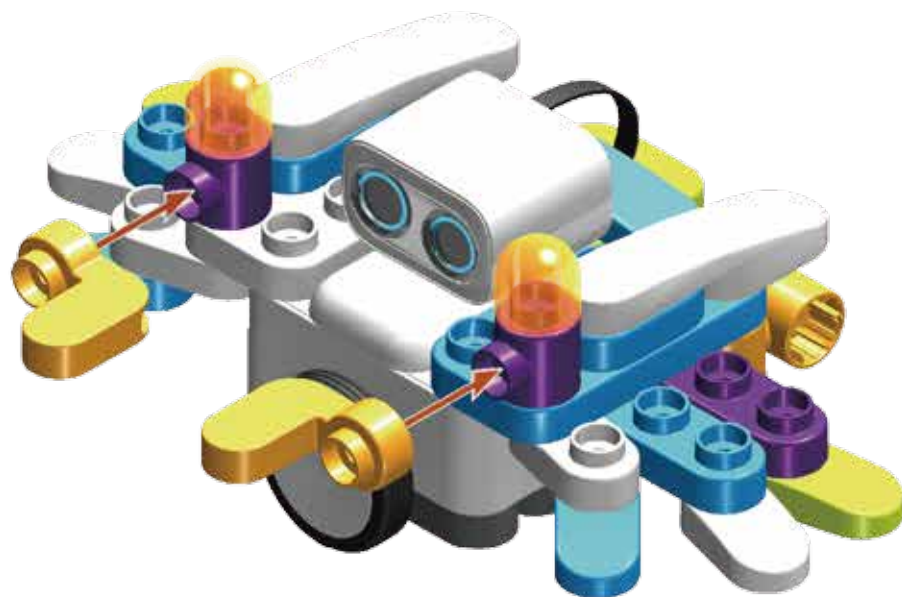


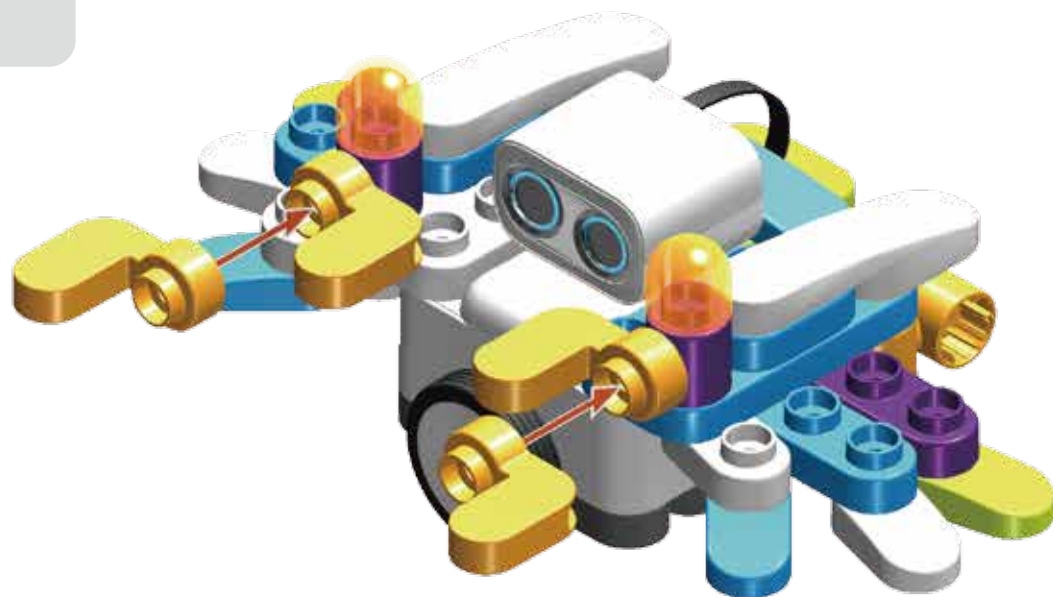


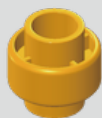
X2



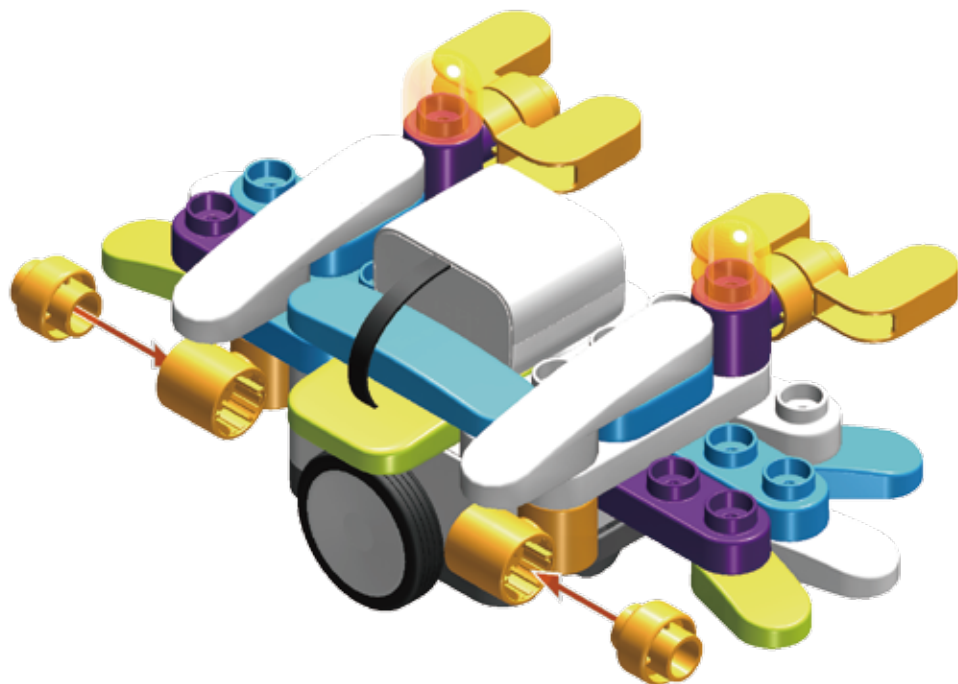


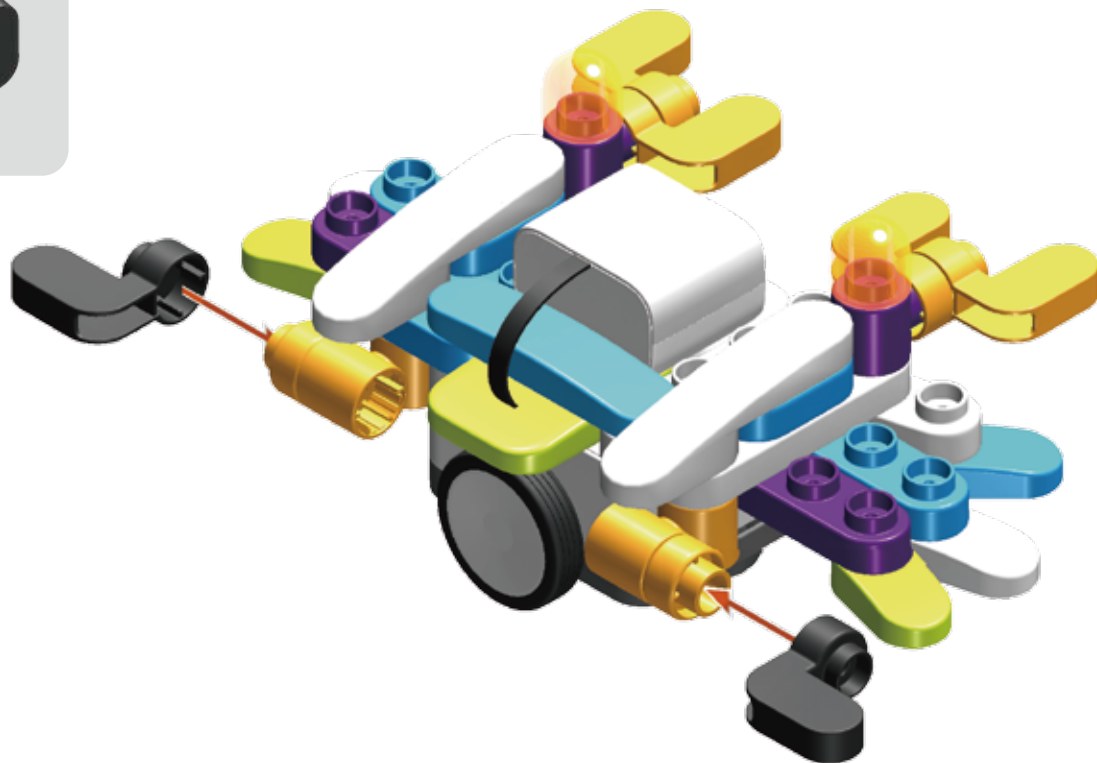


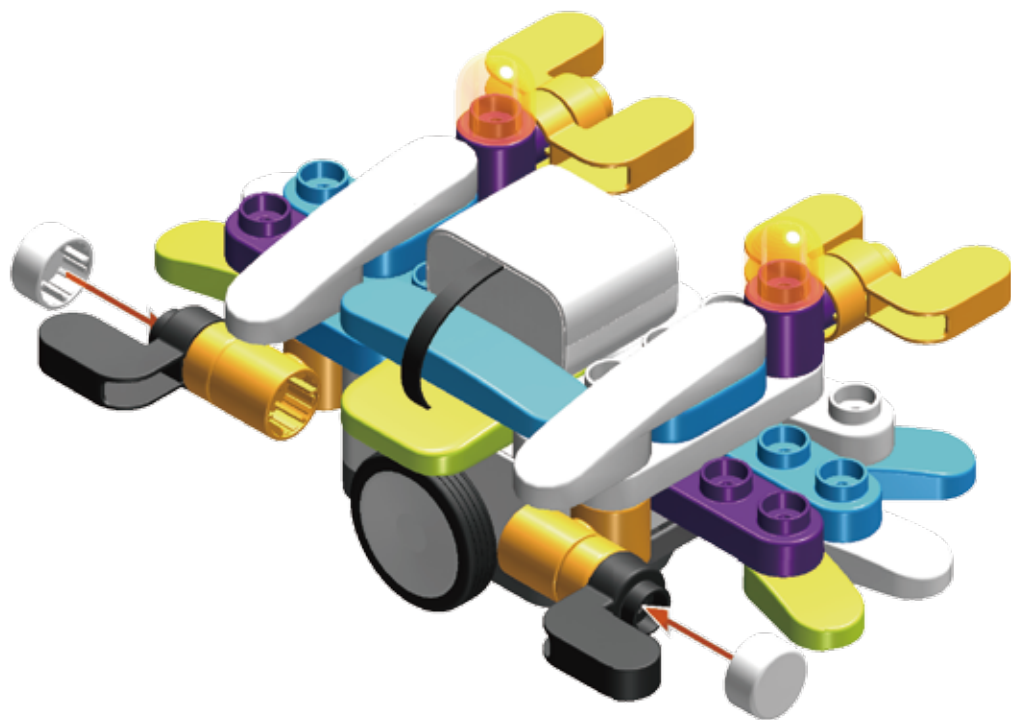




X2

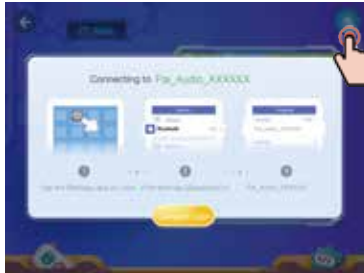
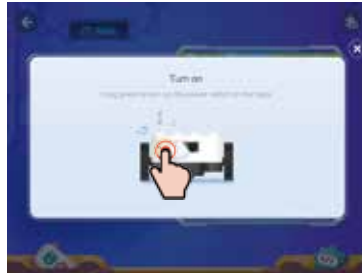
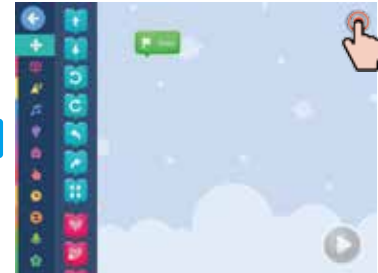
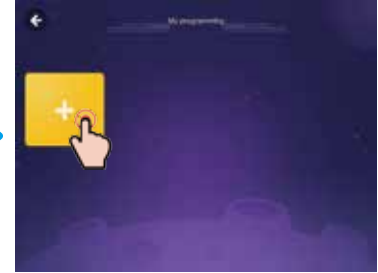








Prepare your device



What to learn

1. Learn to adjust the time and speed parameters
of the movement command.



2. Try to adjust the parameter of the movement command
to design the route for the crab.



Let's get it started!

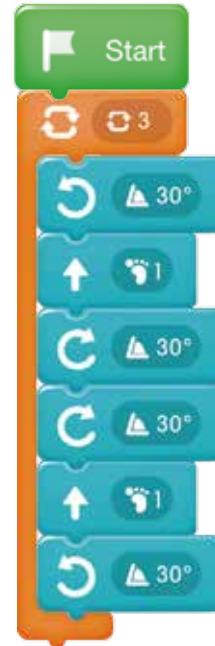
1. Make the crab move left and right.





2. Ah! Someone is catching the crab! The crab is scared to move left and right in a hurry!



3. The crab moves left and right constantly and finally back to the sea!

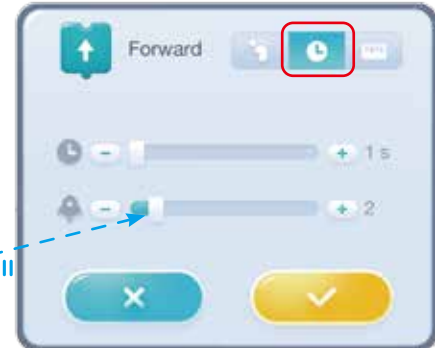


Try these commands!

Try to adjust the speed and time parameters of the forward  and backward command  and see what will happen!



Drag the scroll bar and see.

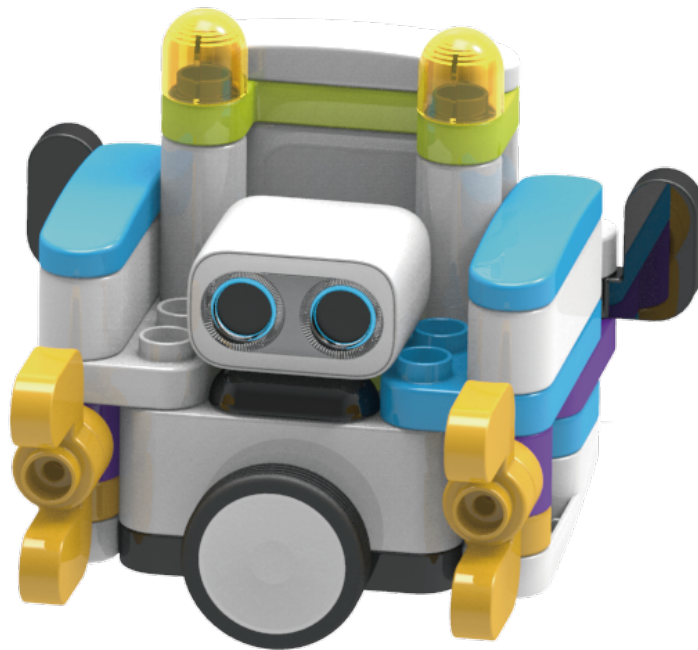


Drag the scroll bar and see.

Have a try

1. Building task

Let's build a hermit crab!



Have a try

2. Programming task

Task 1

Adjust the time duration of the forward command to make the hermit crab move longer on the beach!



Task 2

Someone is catching the hermit crab!
Let's adjust the speed of the forward command to make the crab move faster!

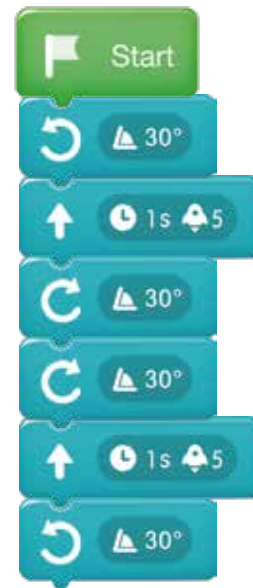


For reference

Task 1



Task 2





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