



# Scratch for Arduino

Programming, Electronics, and Giant Killer Robots\*

\* Giant Killer Robots may be omitted due to budget constraints.

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# Before we start...

- We believe in open access to knowledge
- All our slides are shared online for free
- You can print it, share it, modify it, use it to run your own courses
- This current set of slides can be found here  
(\* You can also find the URL on your hand-out)



# About Us



## YONI

Spent 15 years developing software for big banks, now developing the next generation of Makers and Coders.

## CORT

Ex-Navy engineer managing big engines, powerful generators, and easily choked toilets. Codes and builds stuff because he's too cheap to buy



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Slide 3

# What is an Arduino?



Short Answer:  
This is an Arduino...



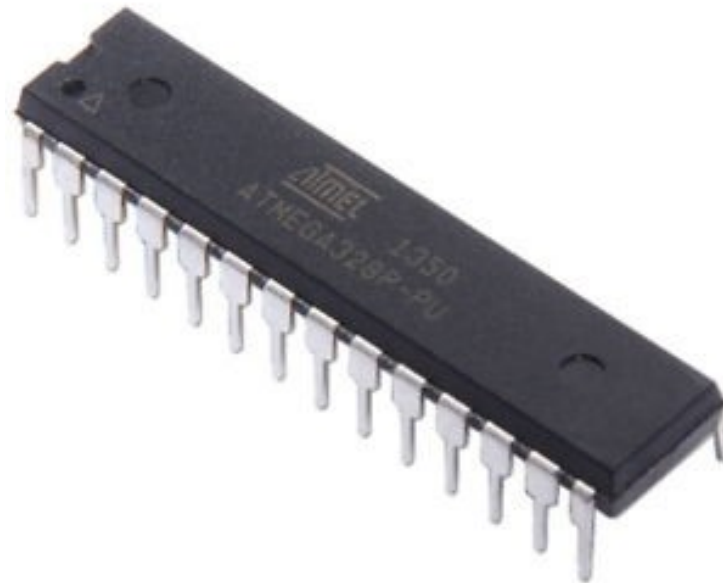
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# What is an Arduino?

- First we'll need to know what is a “micro-controller”



ATtiny 85



ATmega 328

# What is an Arduino?

## Micro-controllers are...

Like a miniature computers...

- Contains processor, RAM, storage, and more
- Can be programmed like a computer



Same same...  
...but different



Unlike a computer...

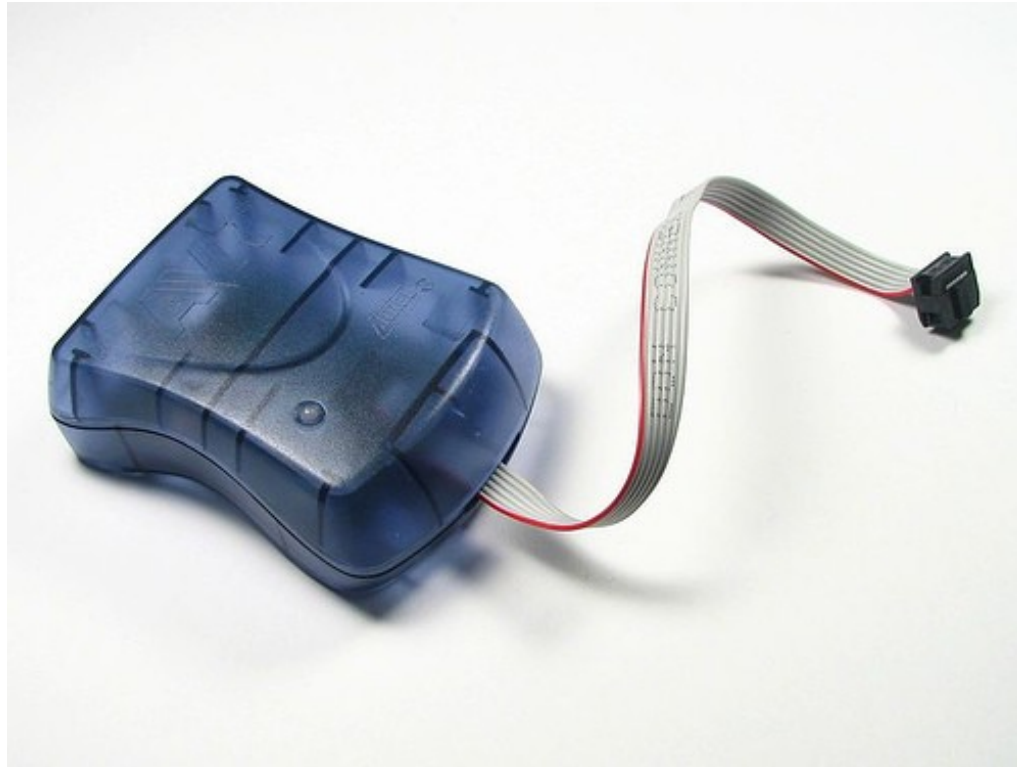
- Provides direct electrical connection to external devices
- Can't run Minecraft or Fortnite...



# What is an Arduino?

## Micro-controllers can be a pain...

- Require a special device to program...

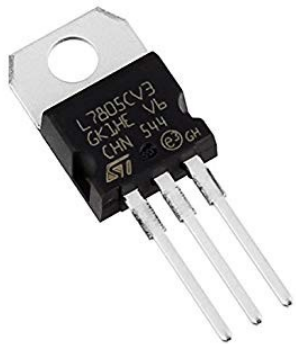


AVRISP (In-System Programmer)

# What is an Arduino?

## Micro-controllers can be a pain...

- Require external parts to work (eg. voltage regulator, crystal oscillator, decoupling capacitors)



Voltage Regulator  
(...this is the  
simple type)



Crystal Oscillator



Capacitor



# What is an Arduino?

## So what is an Arduino?

- Combines a micro-controller with all the other components into a single device



# What is S4A?



This is an easy one. It's a version of Scratch that works with Arduino.

All of you have already done Scratch right?

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# What is S4A?

- Opensource modification of MIT's Scratch
- Modified to communicate with Arduino boards

# What is S4A?

## Why use S4A?

- Code is very similar to Arduino
- Block-based, so less likely to make mistakes

### Arduino

```
void setup() {  
  pinMode(13, OUTPUT);  
}  
  
void loop() {  
  digitalWrite(13, HIGH);  
  delay(1000);  
  digitalWrite(13, LOW);  
  delay(1000);  
}
```

### S4A



# What is S4A?

- Code runs in the computer and sends commands to the Arduino

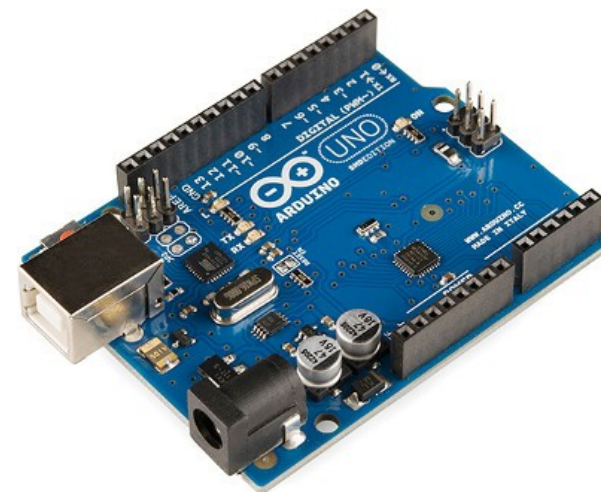


Runs on Computer

Commands  
(eg. digital write)



Readings  
(eg. digital read)

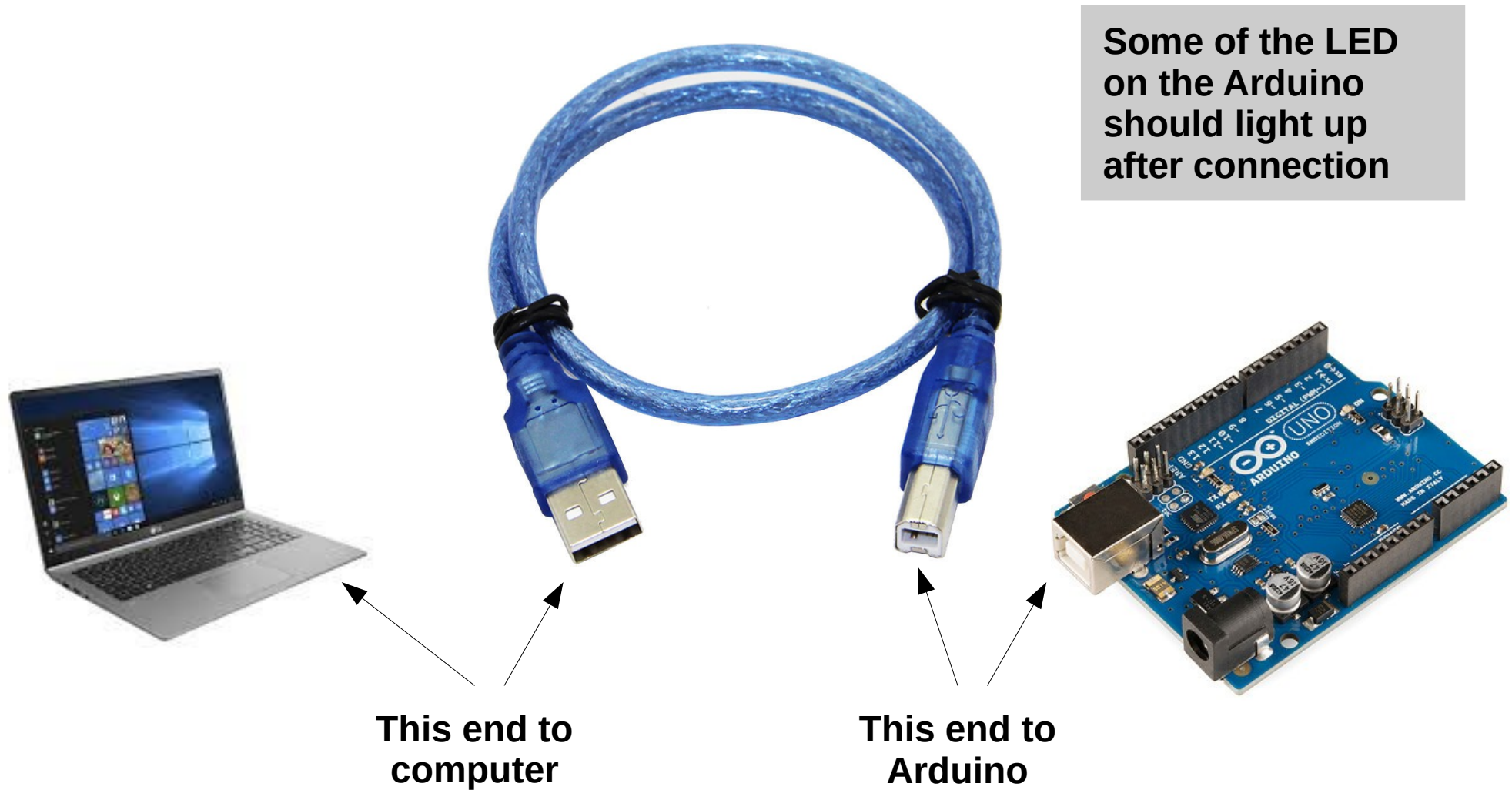


# Getting Started

(The fun part...)

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# Physical Connection



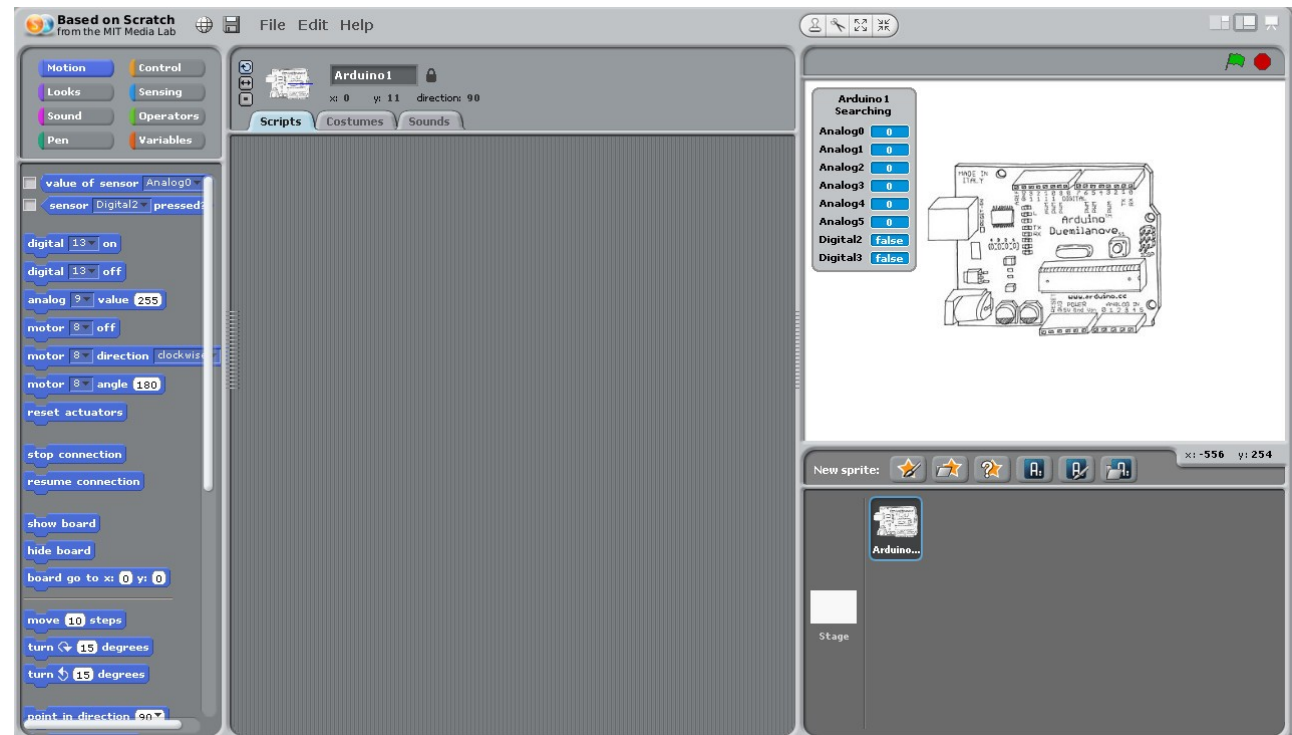


# Software Connection

1) Look for this icon and run it



2) You should have a screen like this...



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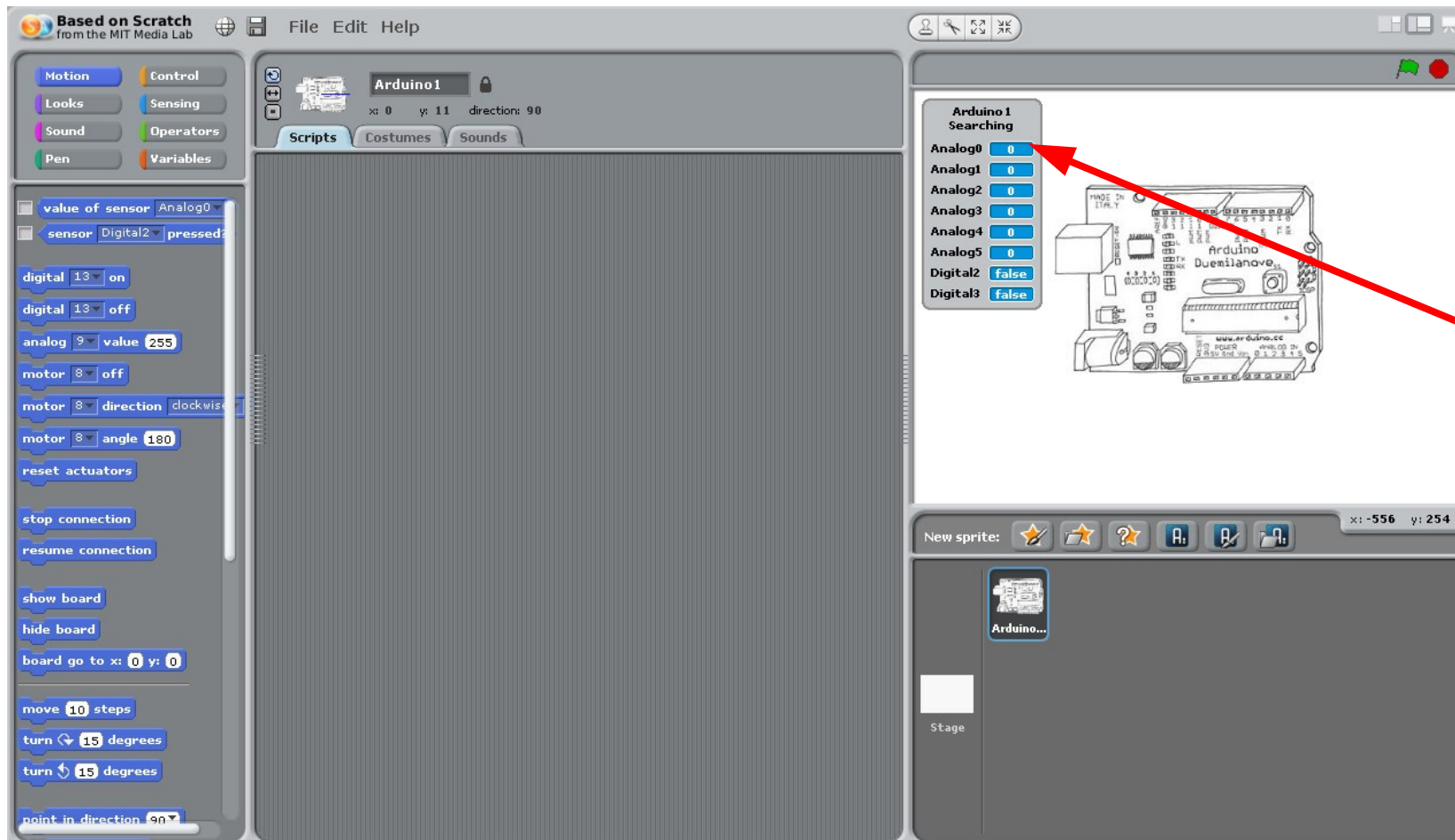
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# Software Connection

## 3) Wait for it to connect to your Arduino



Once connected, it will no longer show "Searching"

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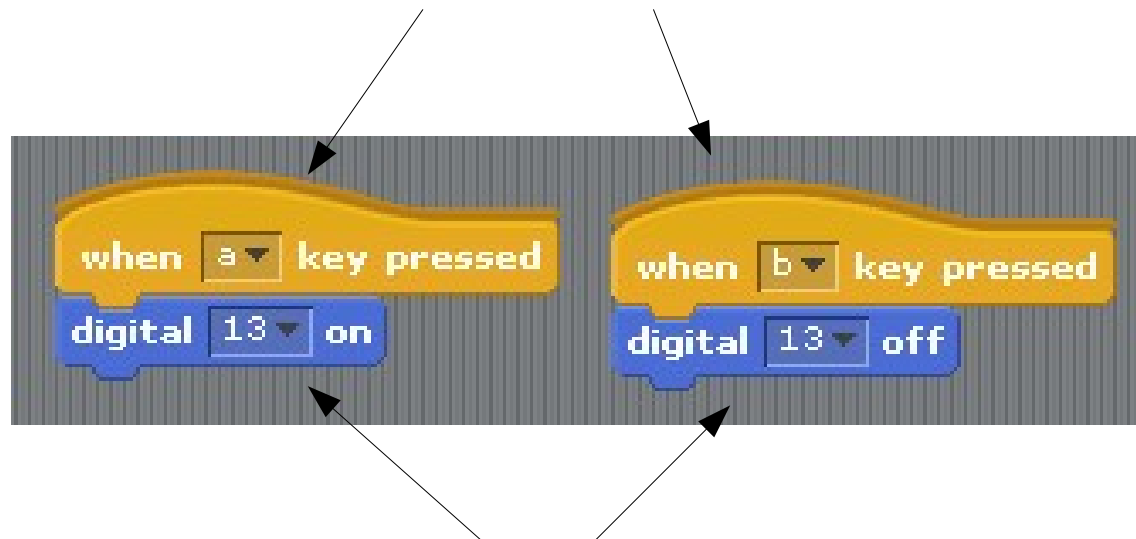
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# First Program

These are key press “events” (found under “Control”).  
They run the script beneath them when their keys are pressed.  
(If greyed out, check that you’re connected in “Live” mode)



These turn digital pin 13 on and off.  
Digital pin 13 is connected to a built-in LED, so you  
can see its effect without having to connect anything.

Test it out!

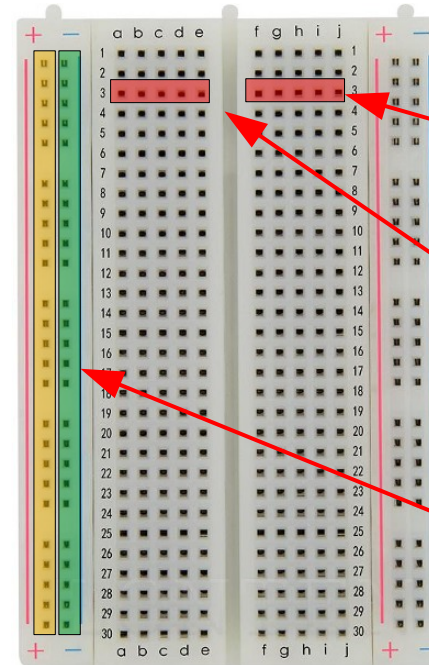
# Exercise 1a

## External LEDs

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# Breadboard

- Helps to make electrical connections
- Many components (eg. LEDs) can be plugged in directly
- Use dupont wires to make connections



Holes in the same row are connected

No connection across center gap

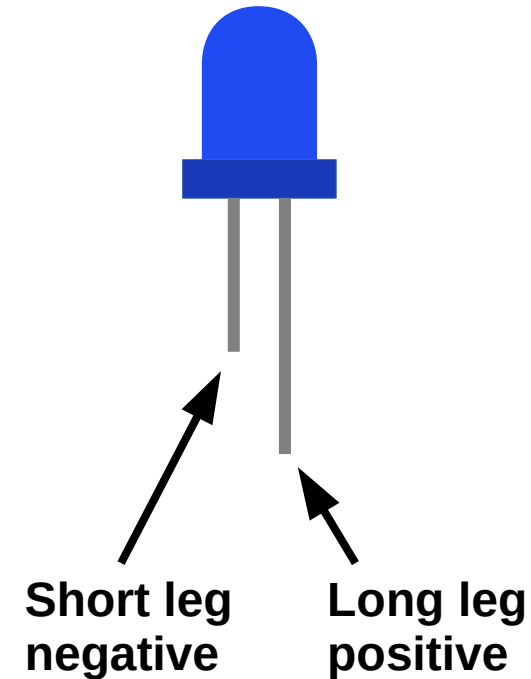
Holes by the side are connected vertically across entire board



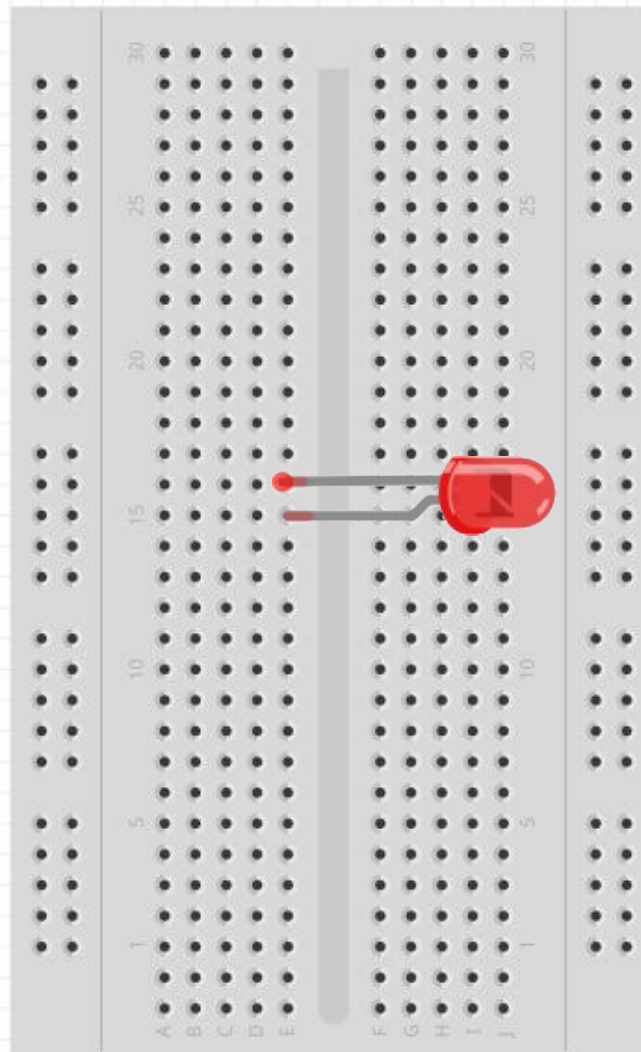
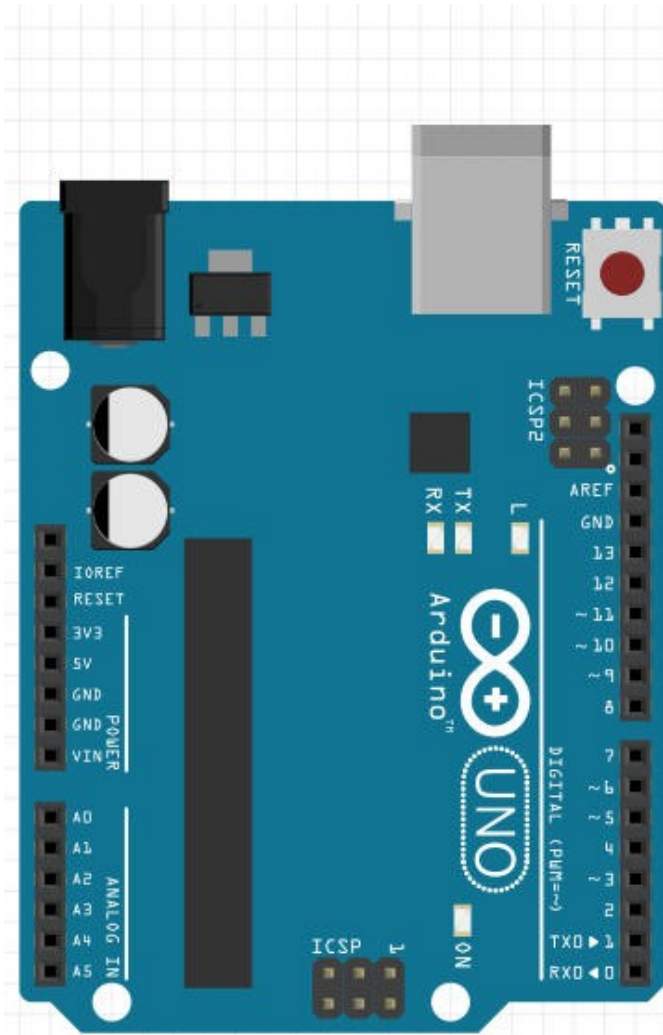
**Dupont wires**  
The colors doesn't matter; they all work the same

# LED

- Light Emitting Diode
- Longer leg connects to positive
- Shorter leg connects to ground (0V)
- **Doesn't work if connected in reverse**



# Connecting an LED



**Important!!!**

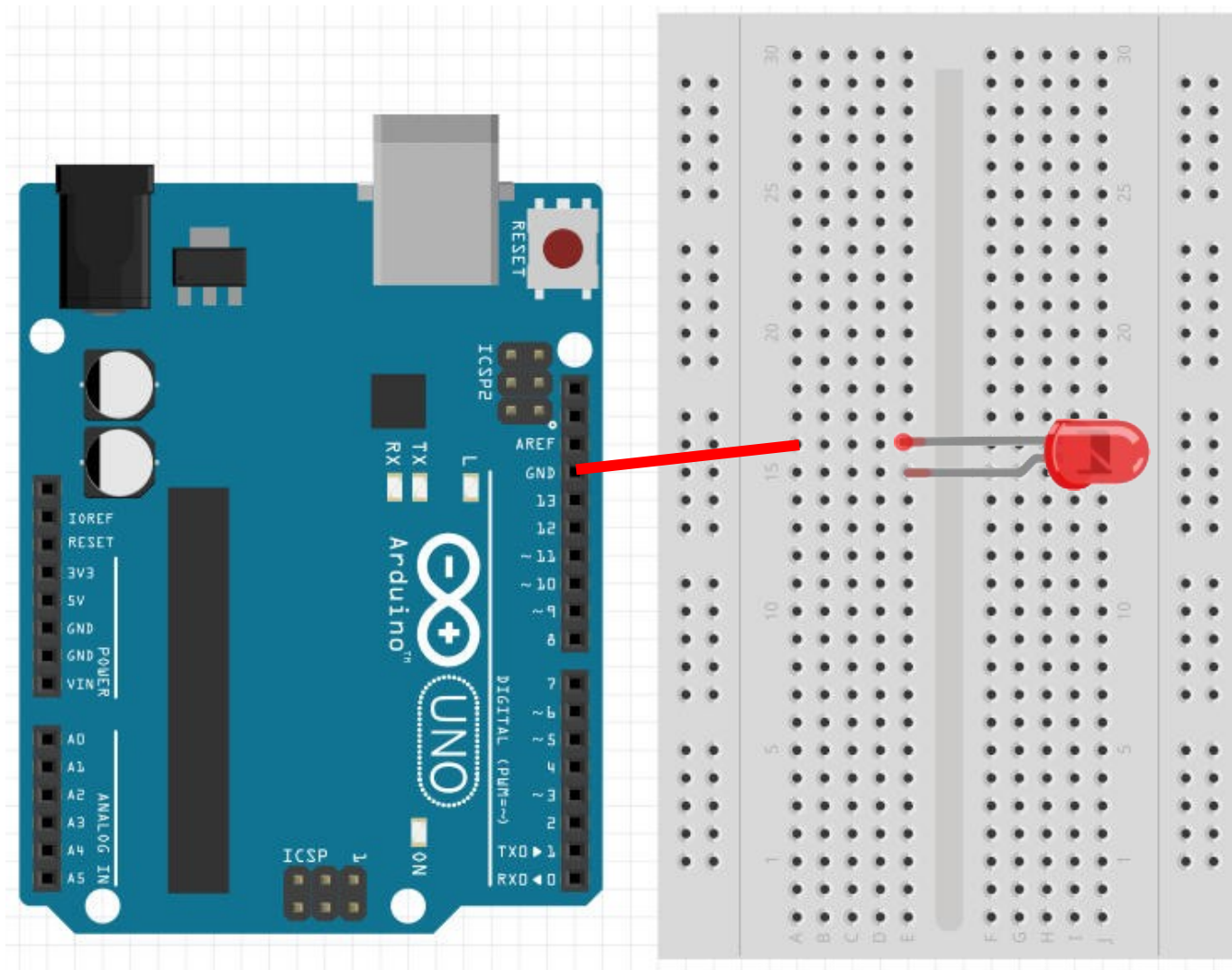
Take note of which leg of the LED is longer

In this example, the bottom leg is longer.

Long leg : Positive  
Short leg : Gnd



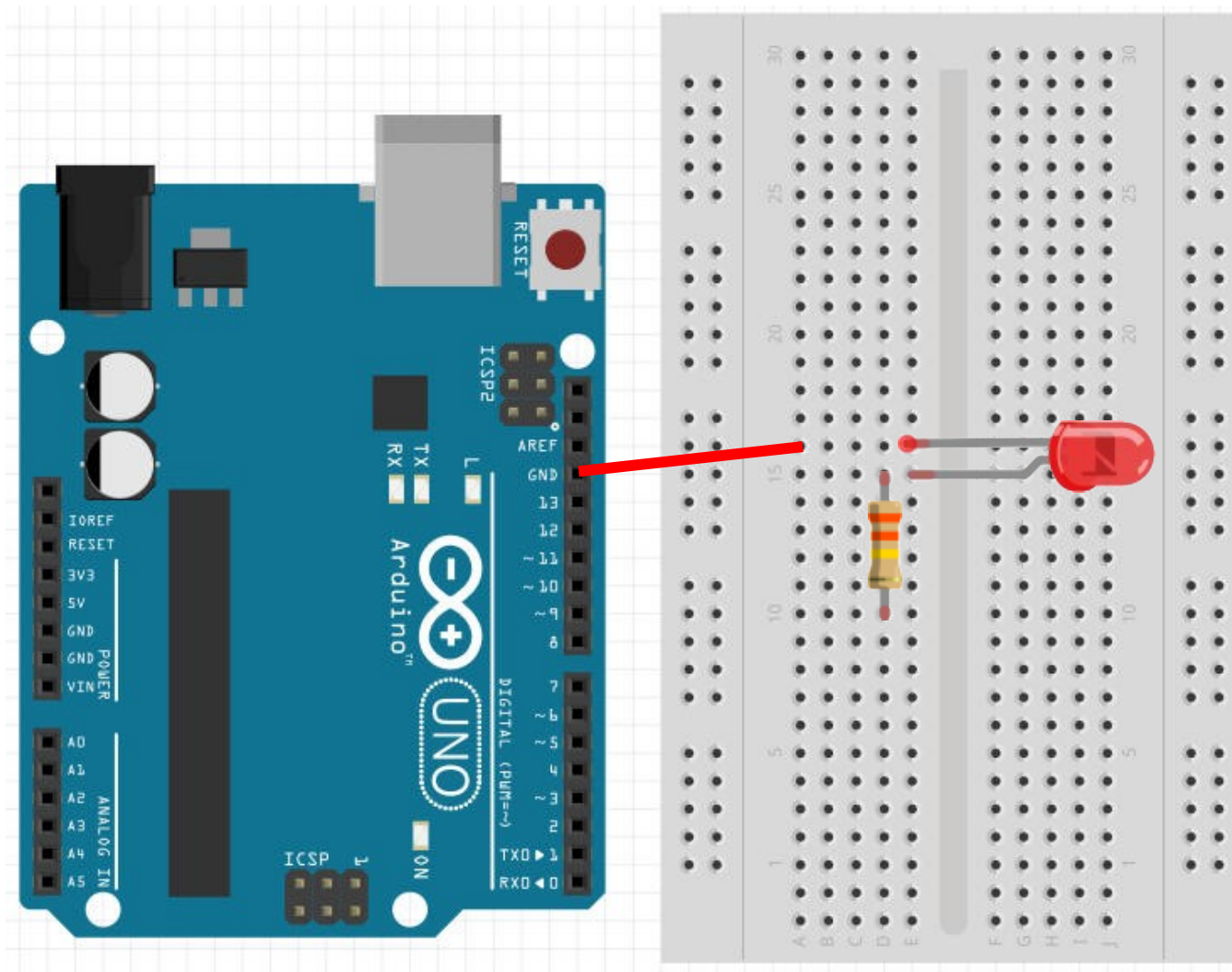
# Connecting an LED



Connect a wire from “GND” to the shorter LED leg.

\* My shorter leg is on top.

# Connecting an LED



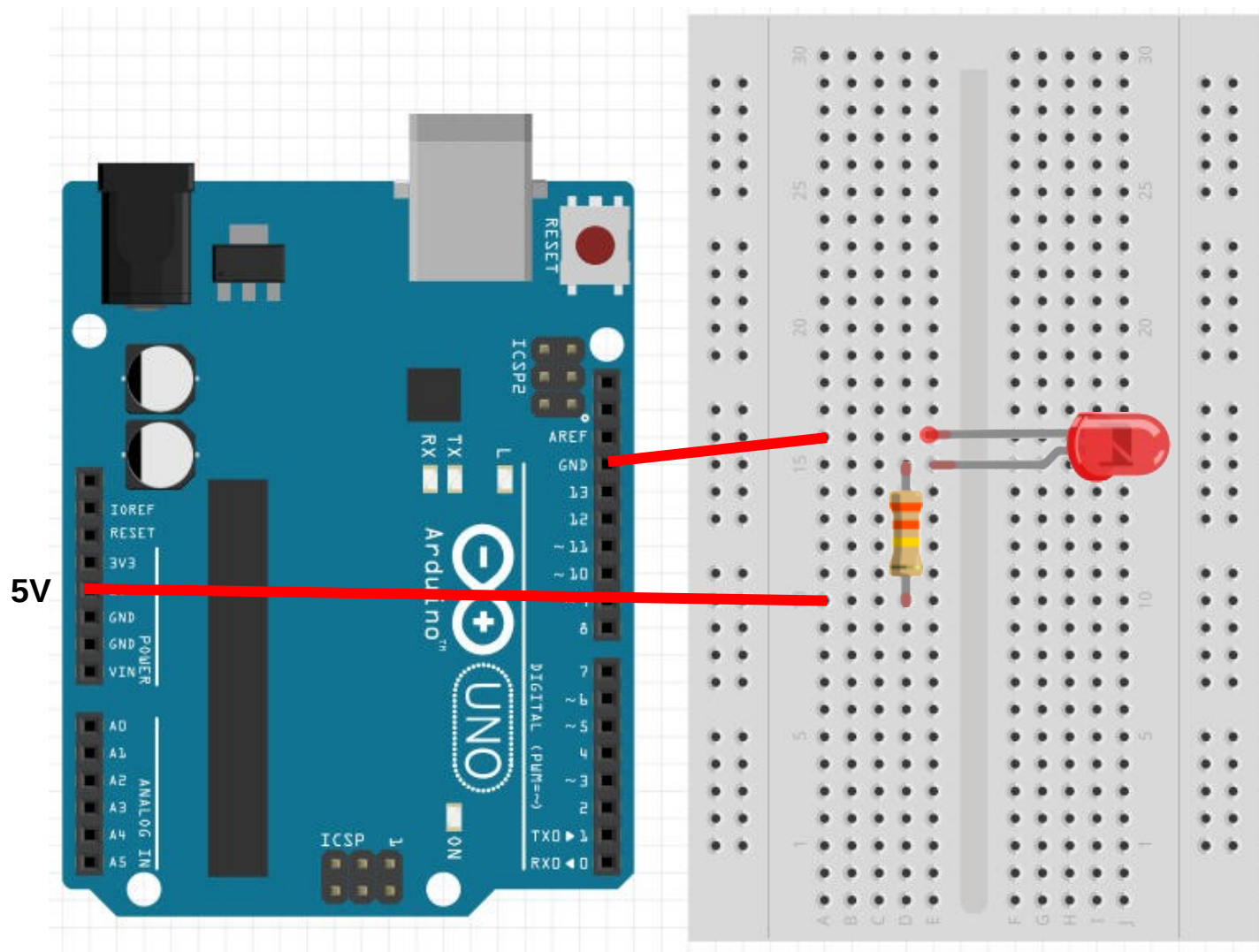
Add a 330 ohm resistor.

Connect one end to the long LED leg, and the other end to an empty row.



Orange Orange Brown Gold

# Connecting an LED

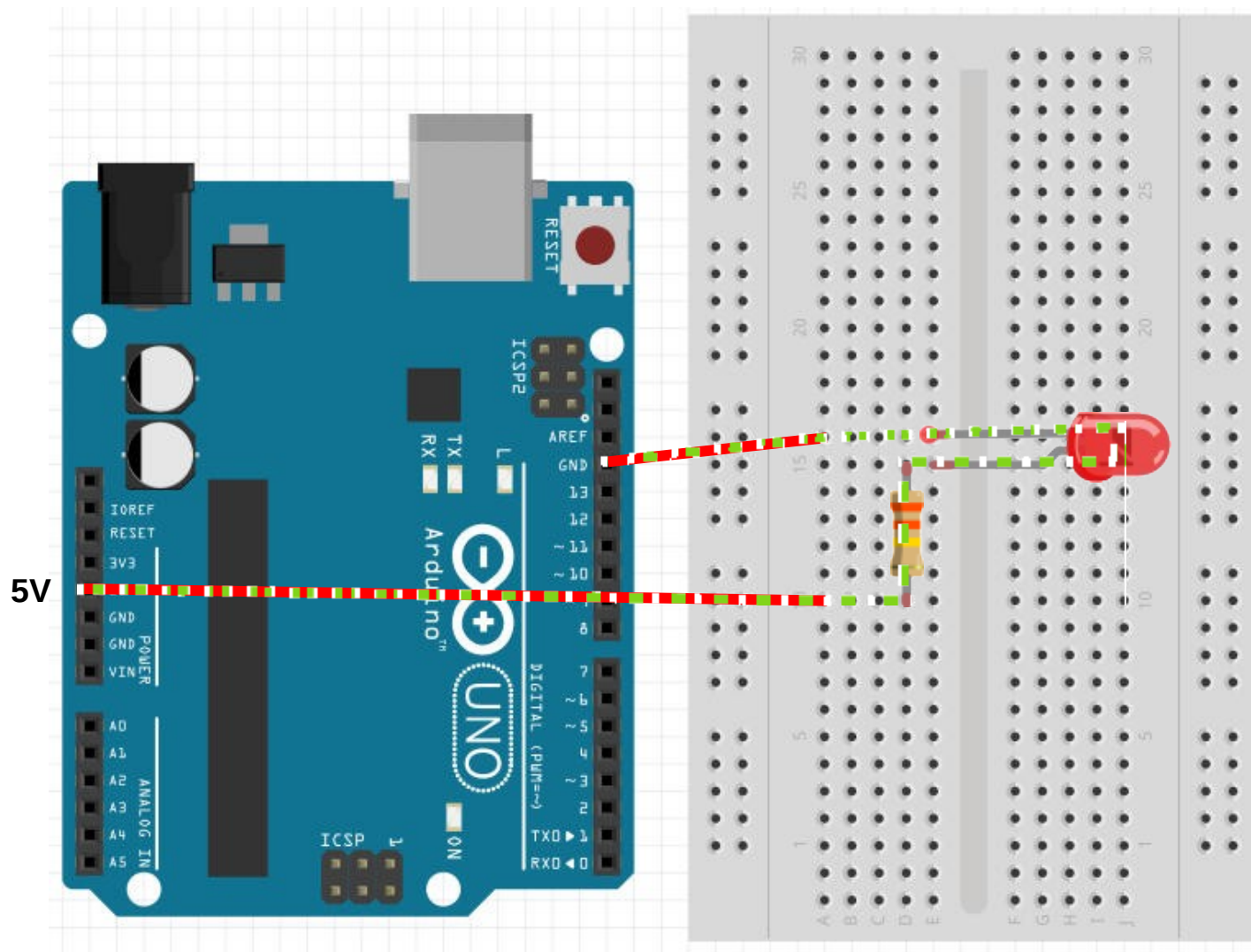


Connect the other end of the resistor to the “5V” pin

The LED should light up immediately!



# Connecting an LED

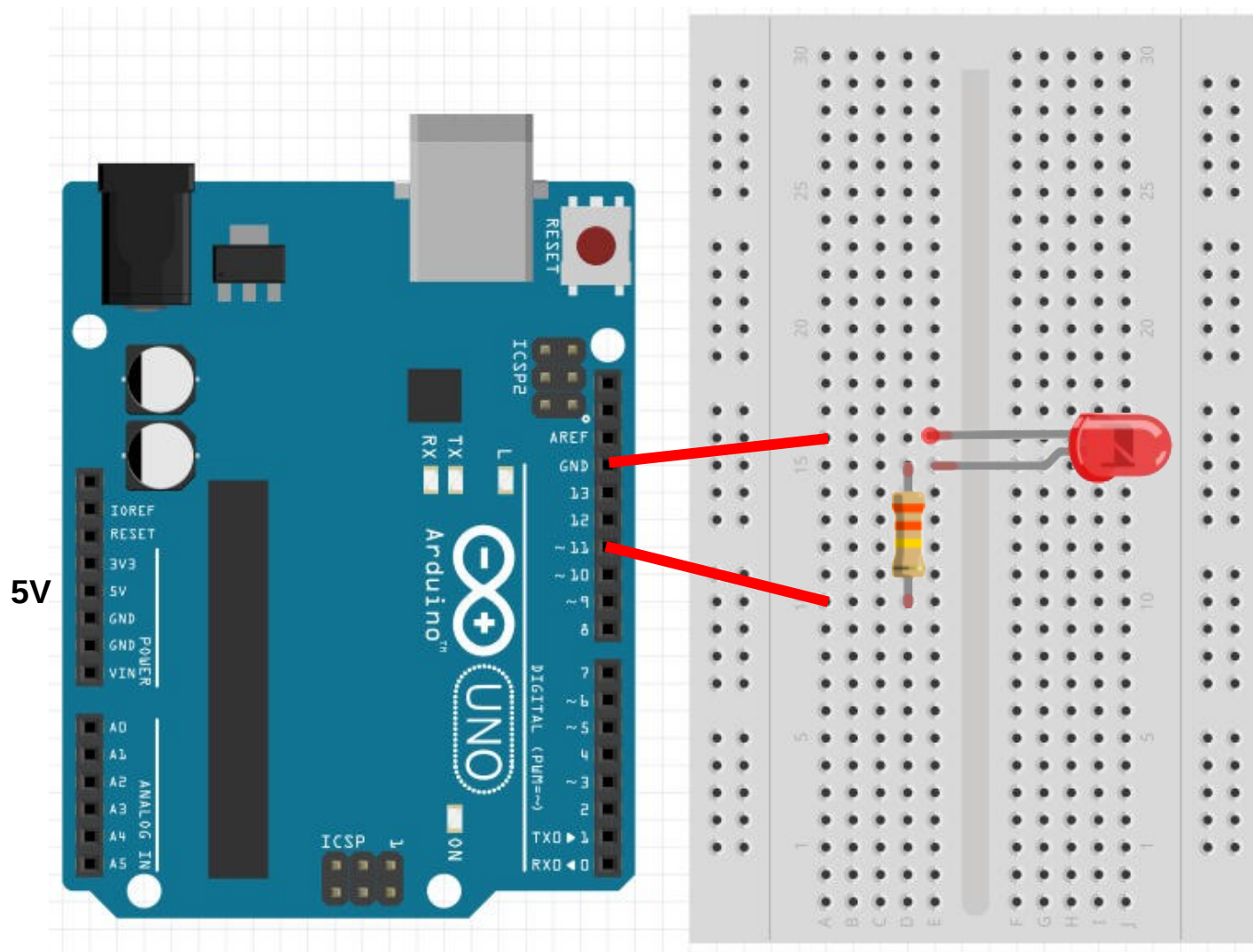


This is how the electricity is flowing

From...

- 5V to...
- Resistor to...
- LED to...
- GND

# Connecting an LED



## Controlling the LED

To control the LED, we need to connect it to an output pin instead of 5V.

- Disconnect it from 5V.
- Connect it to Pin 11.

# Challenges

- 1) Modify your earlier program to control the external LED instead of the internal LED.
- 2) Program the connected LED blink continuously

# Why the resistor?

- Arduino pins provide **5V**
- Different color LEDs require different voltages
  - Red, Yellow, Infra-red: **1.8V**
  - Blue, White, UV: **3.3V**
  - Green: Depends. Try **1.8V** first.
- **Resistor helps to reduce the voltage**
- What happens when you connect 5V to a Red LED without a resistor?

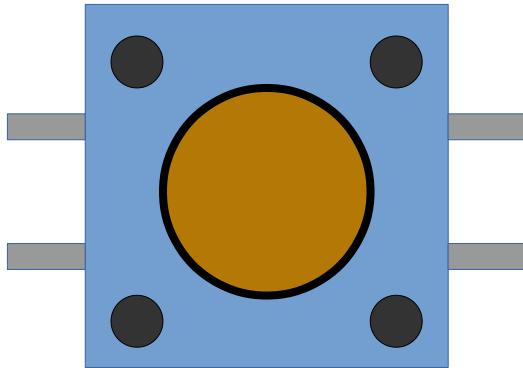


# Exercise 1b

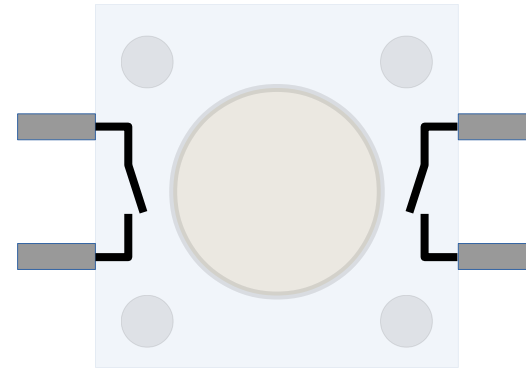
## External Inputs

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# Push Button Switch

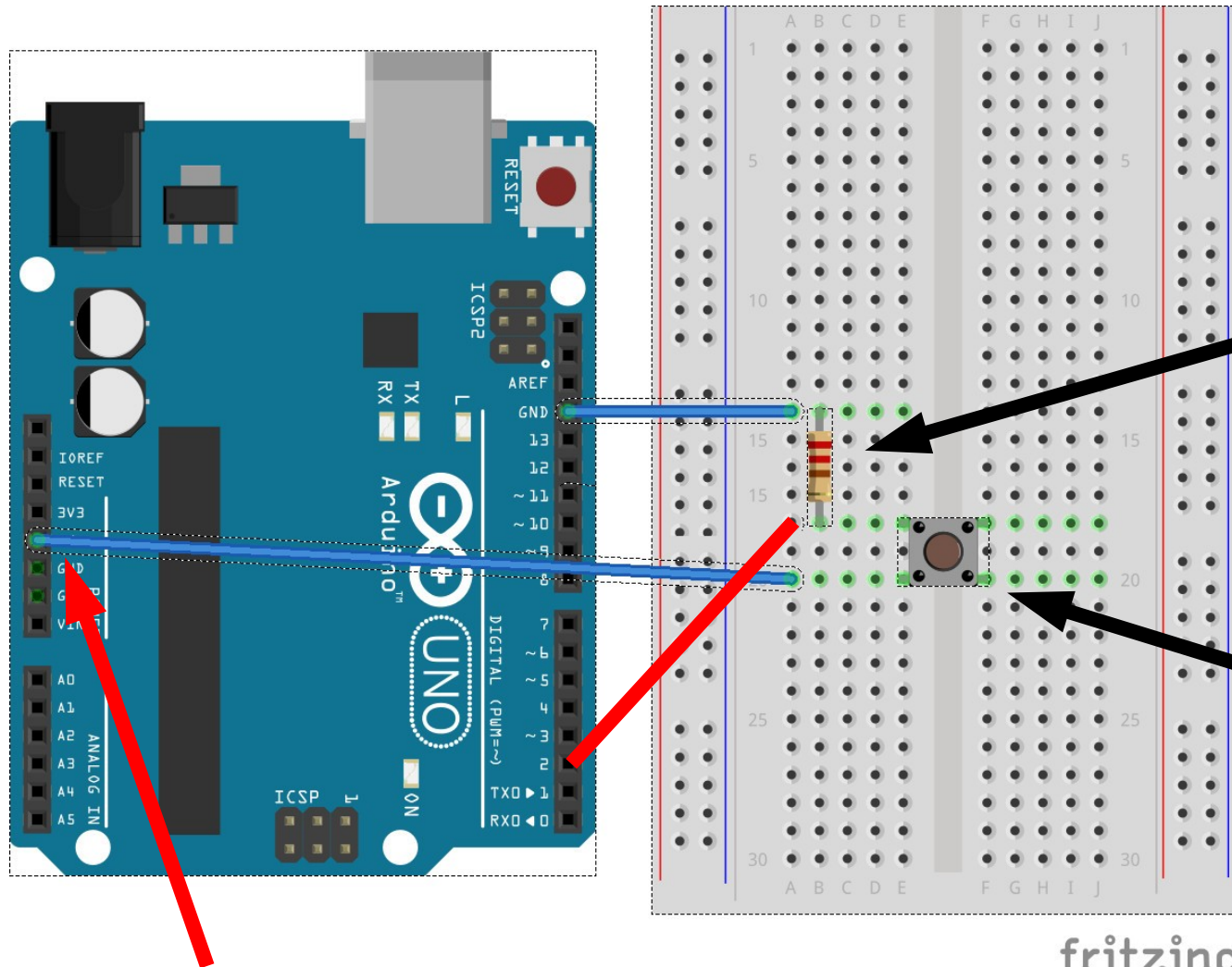


External View



Internal View

# Connecting a Switch



**Make these connections**

## **Resistor**

Value isn't as important as before. Recommend to pick 1000 ohm, but most other values will do as well.

## **Push button switch**

Connects the adjacent pins. Only need to use one side...

**Connected to 5V**

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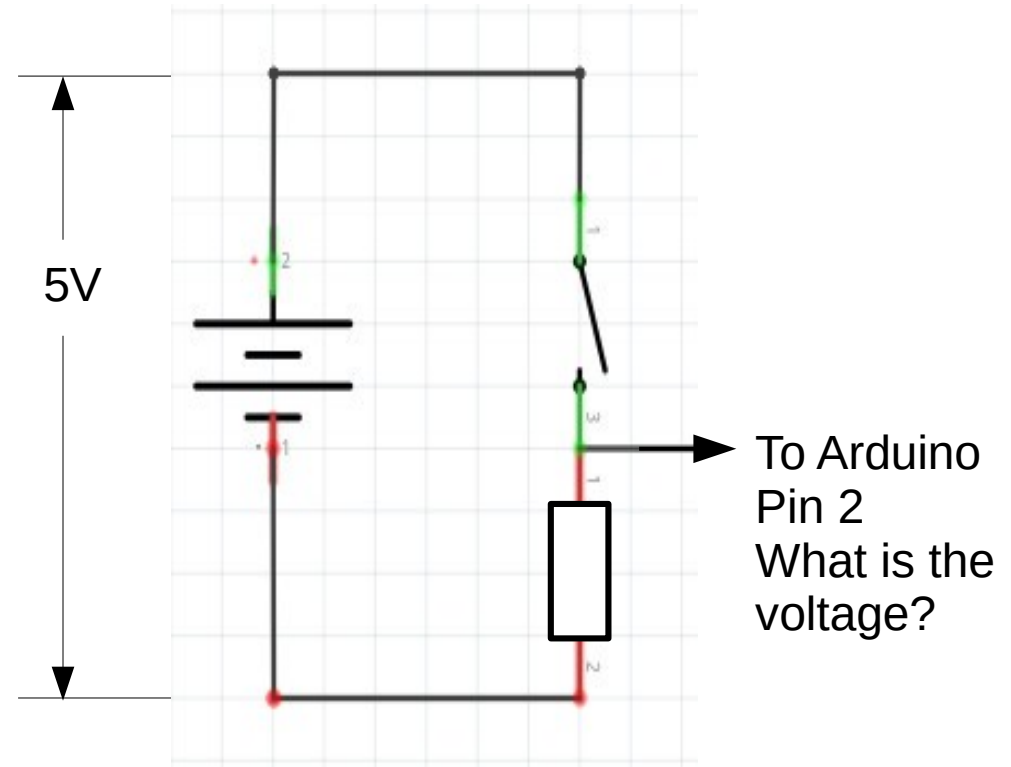
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# Connecting a Switch

- When switch is open...
- Pin 2 is connected to 0V via the resistor
- Pin 2 not connected to 5V

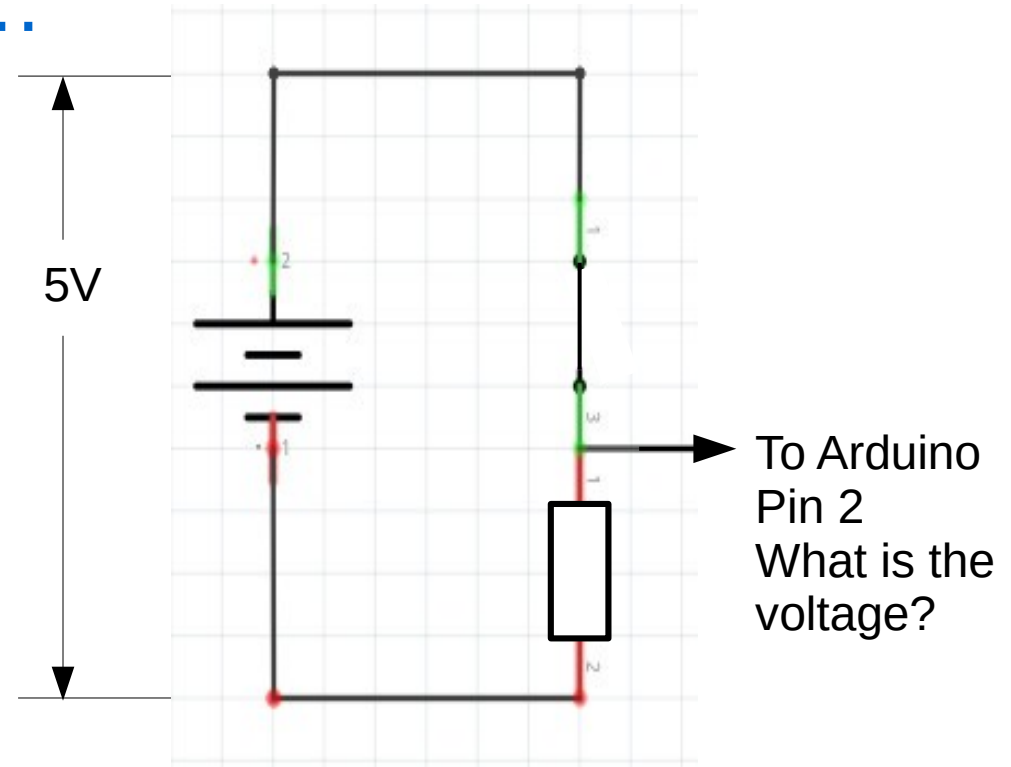
**Voltage of pin 2  
= 0 V  
= False  
= Low**



# Connecting a Switch

- When switch is closed...
- Pin 2 is connected to 0V via the resistor
- Pin 2 is connected to 5V **directly**

Voltage of pin 2  
= 5 V  
= True  
= High

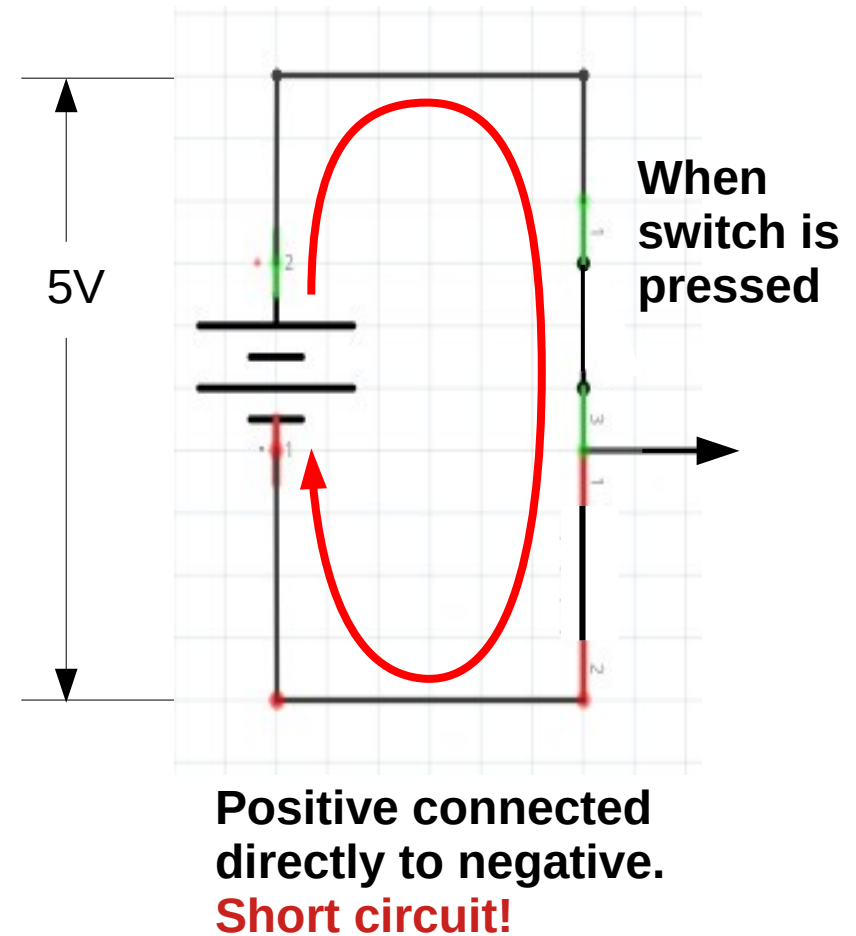


# Connecting a Switch

- This resistor is call a **pull-down resistor**, because it pulls the voltage down to 0V when the switch is open
- We can also connect the resistor to 5V and the switch to Gnd. This is call a **pull-up resistor**.

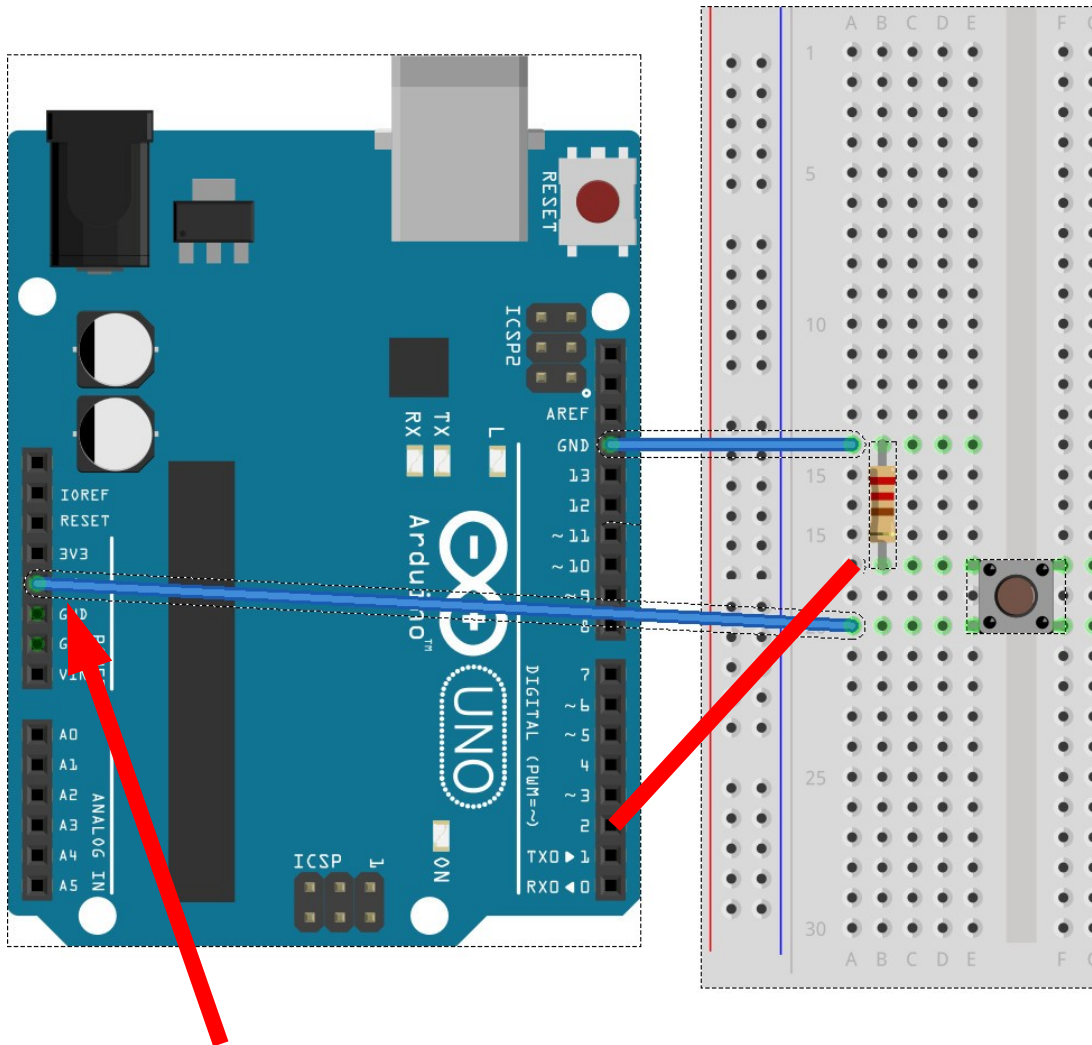
# Connecting a Switch

- Can we connect the switch to Gnd without a resistor?
  - NO! Without the resistor, we will have a short circuit when the switch is pressed



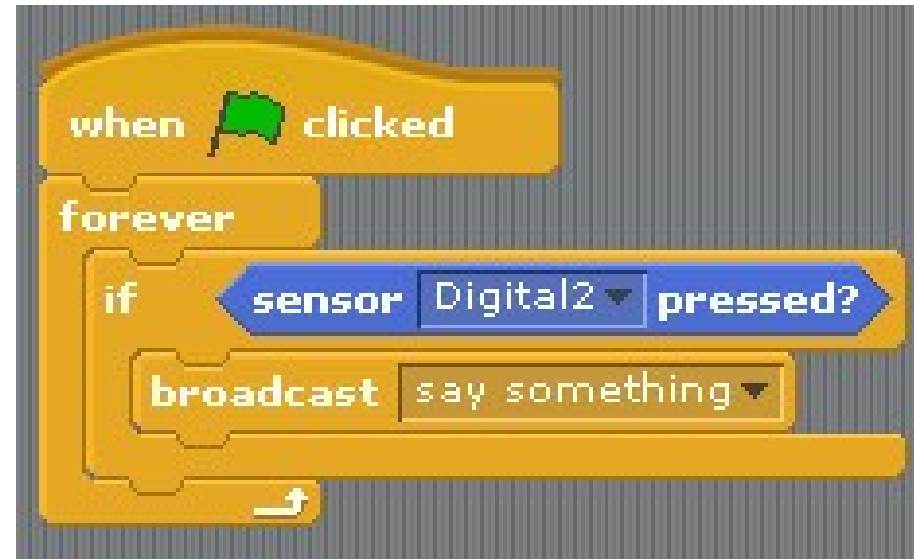


# Connecting a Switch

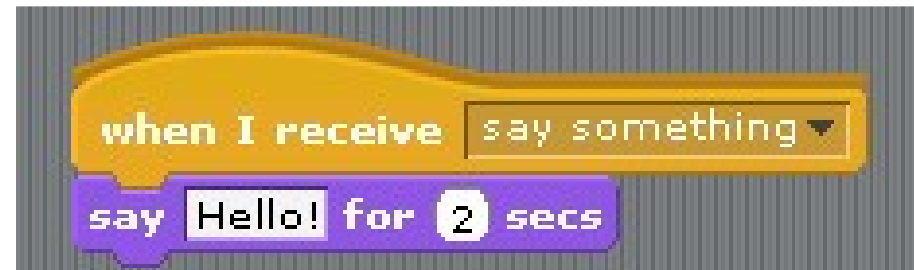


Connected to 5V

Add this script to your "Device"



Add this script to your "Sprite"



# Challenges

- 1) Make an LED blink rapidly for 2 seconds when the button is pressed
- 2) Make an LED toggle between on and off when the button is pressed

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