



# Coding with Qooper

## Guidelines for Online Learning

### Section-I Learner's General Point of Consideration

- ◆ The learner must get familiar with the Session's Interface and understand:
  - ▶ How Session is going on?
  - ▶ How to perform activities through the instructions provided
  - ▶ How to perform any Quizzes & Activities
- ◆ The sessions are designed in hybrid model where the learners are introduced to the concept and then perform activities in real time so the learners are required to perform the instructions simultaneously
- ◆ Resource folder contains the component lists

### Section-II System Specification

#### A) Operating System

- ▶ Windows: Windows 7, Windows 8, Windows 8.1, Windows 10 or newer
- ▶ Mac: OS X - Lion or better
- ▶ Intel processors (i3, i5), AMD processors (A8, A10)
- ▶ 4 GB of RAM
- ▶ Integrated graphics card

#### B) Supported Browser

- ▶ Google Chrome
- ▶ Firefox
- ▶ Safari
- ▶ Microsoft Edge

### Section-III Internet Connectivity

- ◆ The first and foremost requirement is a good network connectivity for the smooth running of the classes
- ◆ Lack of internet connectivity may cause:
  - ▶ Audio/Visual Disturbances
  - ▶ Some Quizzes may not work properly
  - ▶ Captions or Images may not be displayed
  - ▶ Activity's Instruction may not be clear
  - ▶ Software glitches may also occur

### Section- IV Digital Equipment

- ◆ Laptop or Desktop
- ◆ Headphones (in-case of Requirements)

### Section- V How to Perform “Qooper Sessions”

- ◆ Once the session starts reloading and audio/video getting paused is due to bad internet connectivity, then refresh the page
- ◆ Activity’s Instructions and Knowledge Check Quiz must not be skipped
- ◆ Performing Activities enables Learners to understand the logics and concepts applied in electronics.
- ◆ Number of Interactions performed under Knowledge Check Round reflects Day-wise Performance of Learner through Results
- ◆ For performing any activities, the toggling of a window between instructions and software must be followed as mentioned on the Activity slides
- ◆ Time Requirements may vary Day-wise or Activity wise depending upon the Topic Covered.
- ◆ However, the Estimated Time for the Session is 60 Mins.
- ◆ Each Day learning links are provided on the session itself for performing any Assignment.

### Section- VI “Software Guidelines”

- ◆ My Qode and Robobloq app are the 2 software we will be using for programming Qooper.
- ◆ While using Robobloq app, Qooper has to be connected through Bluetooth and the GPS of the phone should also be turned on. If you are facing problem with the connectivity, click the factory reset.
- ◆ While working with the software, you have to connect Qooper either through USB or Bluetooth.
- ◆ The software is offline so learners are required to download the same.
- ◆ The programming language used is scratch which are basically block based. With ease you can drag and drop them to the programming area to create projects.
- ◆ Once activities performed, saving of file is mandatory
- ◆ Effort has been done to cater progressive learning in day-wise manner and construct the robotics projects with ease.
- ◆ For better clarity, in each session, all the steps from scratch have been incorporated

### Section- VII “Hardware Guidelines”

- ◆ To perform the activities learners are required to design models whose building structure is provided in the learning resource folder.
- ◆ Ensure each and every step of the building instructions are followed.
- ◆ Proper handling of the components is required as they are fragile.
- ◆ After completing the session learners are required to disassemble the model and place the components back to kit.
- ◆ Ensure the parts of the Qooper are not misplaced.
- ◆ Proper port selection is essential while working with sensors and other components.
- ◆ Ensure the components are connected properly and wired accordingly.

**Note:** Estimated Time Duration for Completion of Course is 3 Months