

Asco & Celda



Réf. 47600.55

CONSTRUCTIONS A PROGRAMMER



Câble USB



Boîtier de contrôle





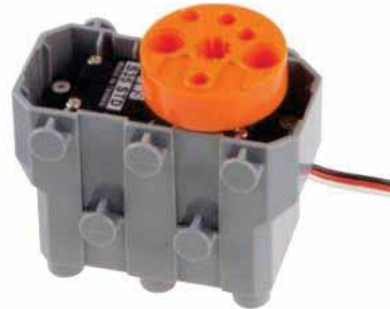
Boîtier de contrôle Arduino
x1



Capteur de lumière
x1



Capteur Infrarouge
x1



Servomoteur
360°
x 2



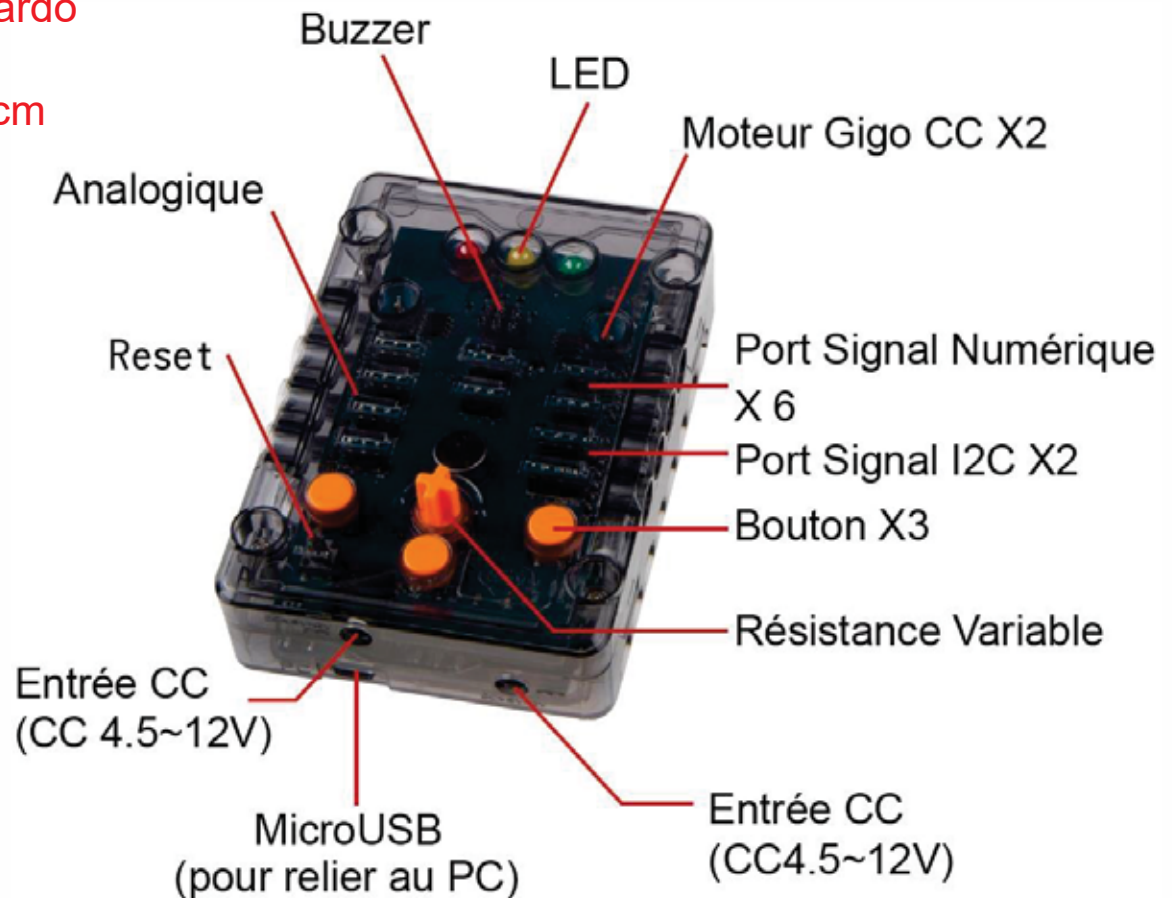
Servomoteur
180°
x 1



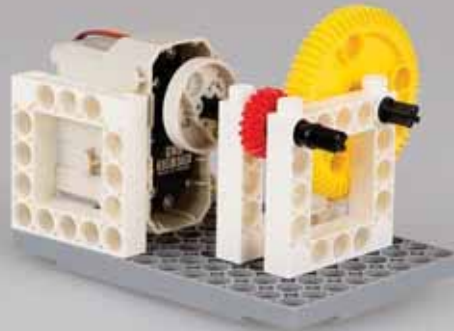
Roller à bille
x1

- Carte principale : Arduino Leonardo
- Extension : Gigo basic shield
- Dimensions (L/I/H) : 10 x 7 x 3 cm
 - 6 entrées digitales
 - 2 entrées analogiques
 - 2 ports signal I2C
 - 2 ports CC Moteur
 - 1 résistance variable
 - 1 microphone
 - 1 buzzer
 - 3 LED (Rouge – Jaune – Verte)
 - 3 boutons
 - 1 bouton “Reset”
 - 1 Jack

Carte principale : Arduino Leonardo
Extension : Gigo basic shield
Dimensions (L/I/H) : 10 x 7 x 3 cm

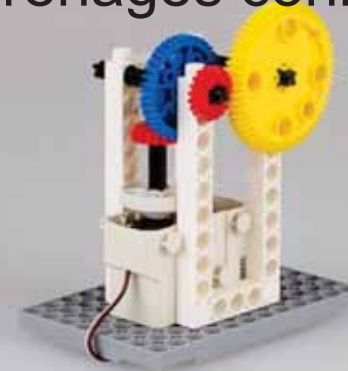


Engrenages droits



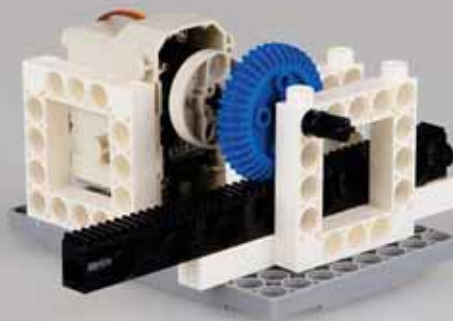
<https://youtu.be/SqJvJyf7ekE>

Engrenages coniques



<https://youtu.be/ehEECalgxcU>

Engrenage et crémaillère

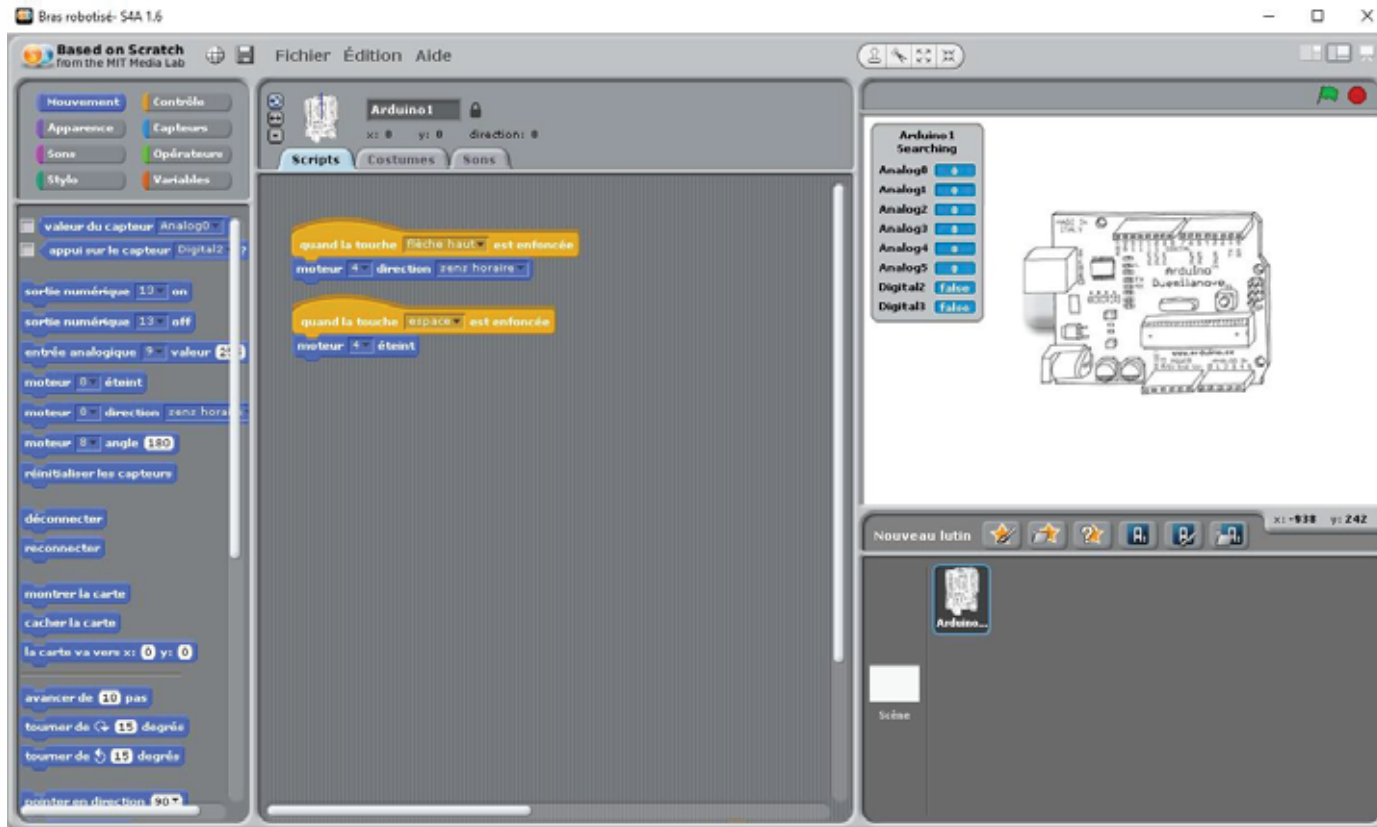


<https://youtu.be/BMEc2XuEc4>

Engrenages planétaires

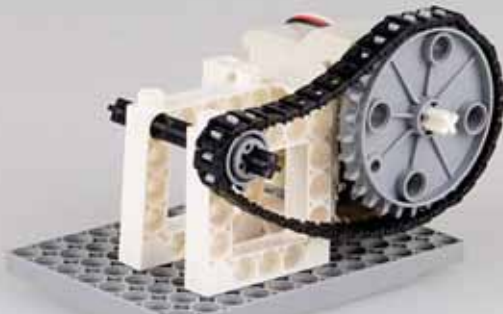


<https://youtu.be/peyedjn5LPE>



Programme Scratch

Transmission par chaîne



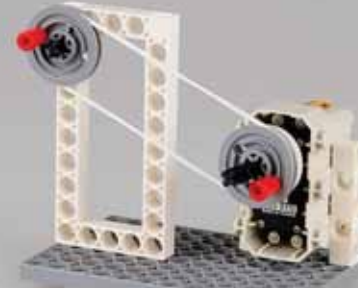
https://youtu.be/EBpSak_zE6U

Utilisation des chaînes



<https://youtu.be/3bocJ5pkMQk>

Poulies

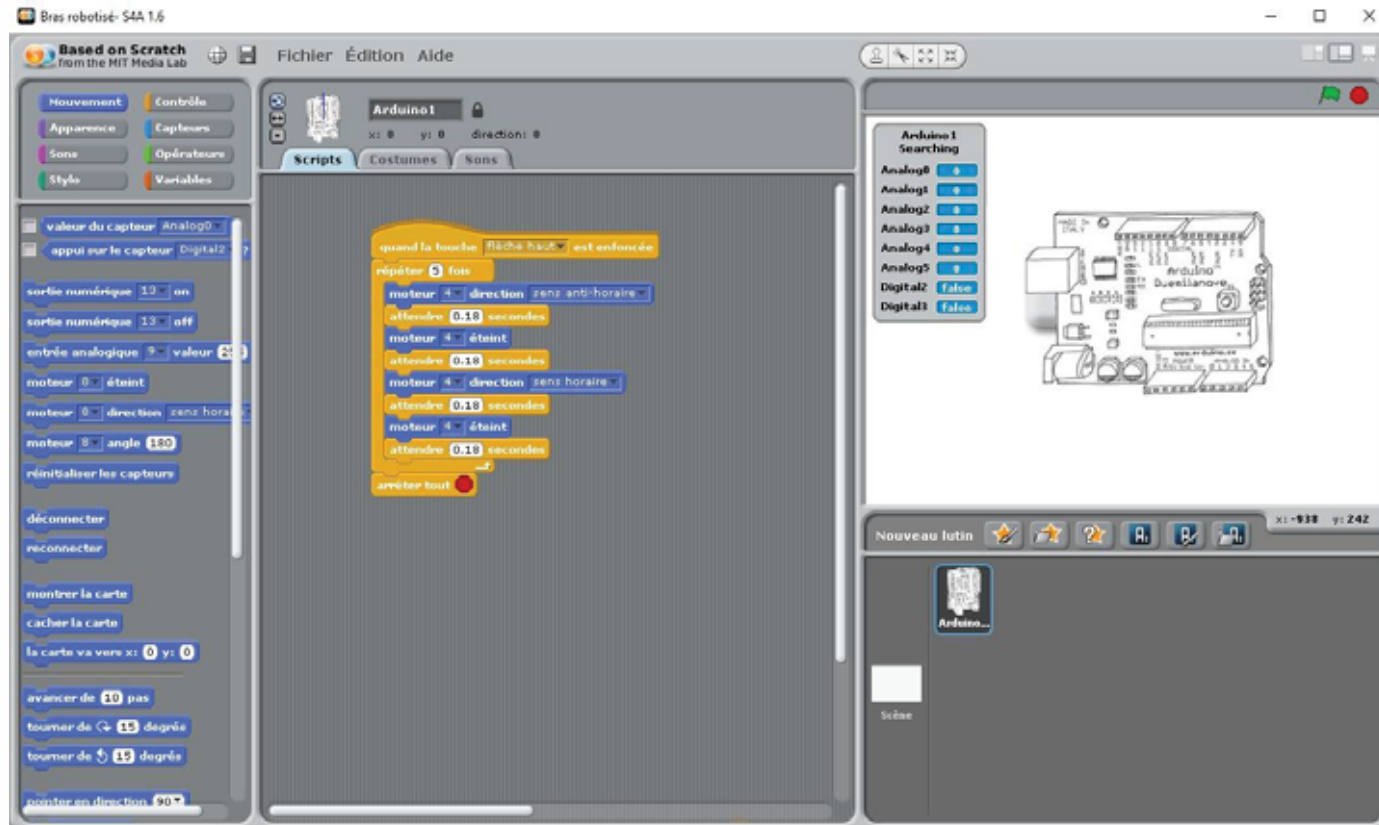


<https://youtu.be/qAqrYt3nkRk>

Utilisation des poulies



https://youtu.be/AMBX_TgkVoQ



Programme Scratch

Balançoire



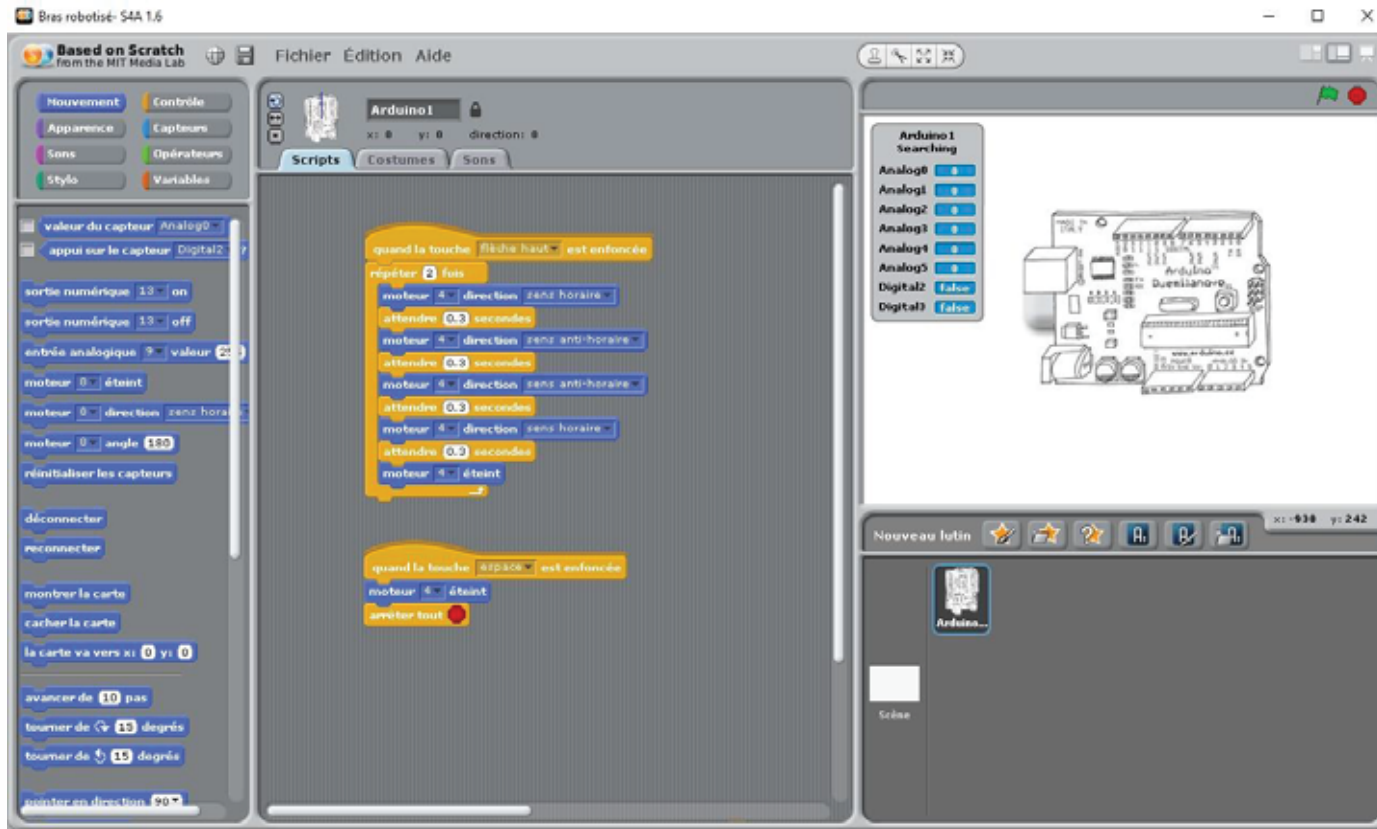
<https://youtu.be/BOLC3IZfSpw>

Balançoire et embiellage



<https://youtu.be/LdM4SwzXDps>





Programme Scratch

2 roues motrices



<https://youtu.be/nqY4KSEm580>

3 roues motrices



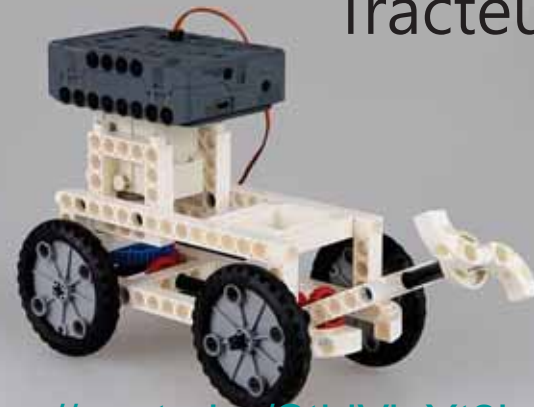
<https://youtu.be/ZWk4TIfLxB4>

4 roues motrices

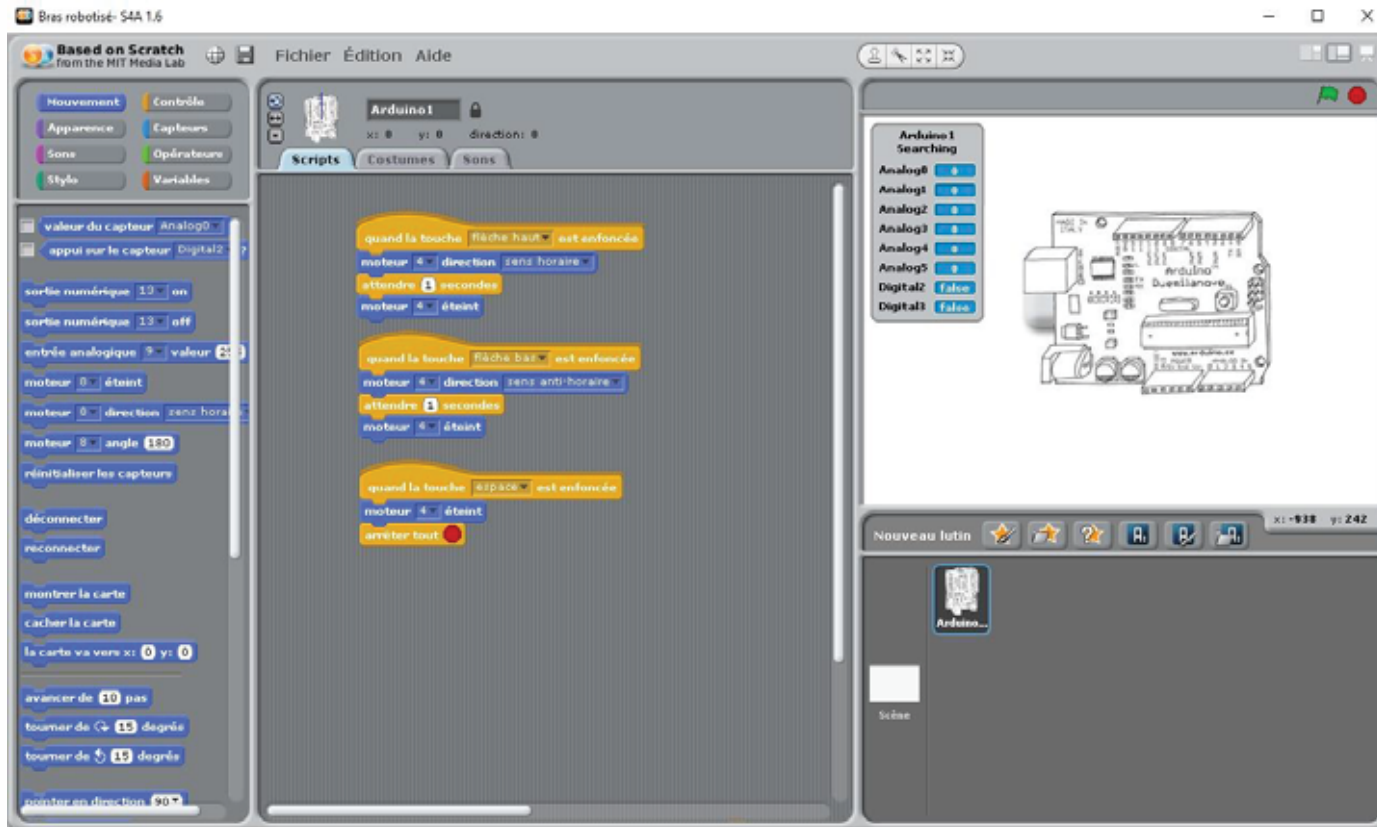


<https://youtu.be/6LV8PK91h9Y>

Tracteur



https://youtu.be/StjdVi_Yt2k

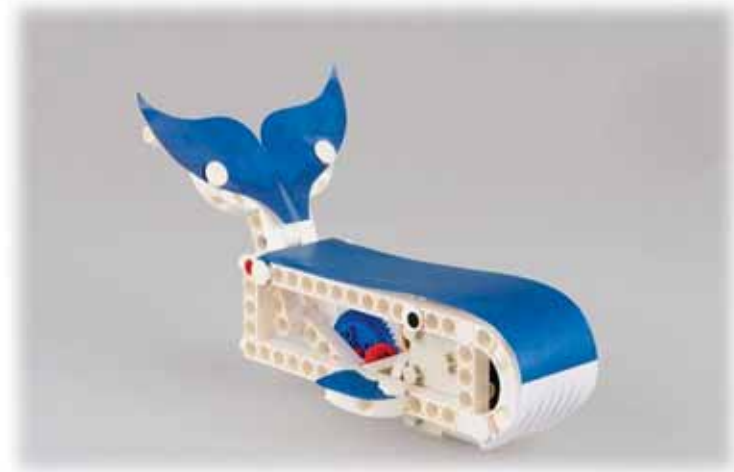


Programme Scratch



Sous-marin

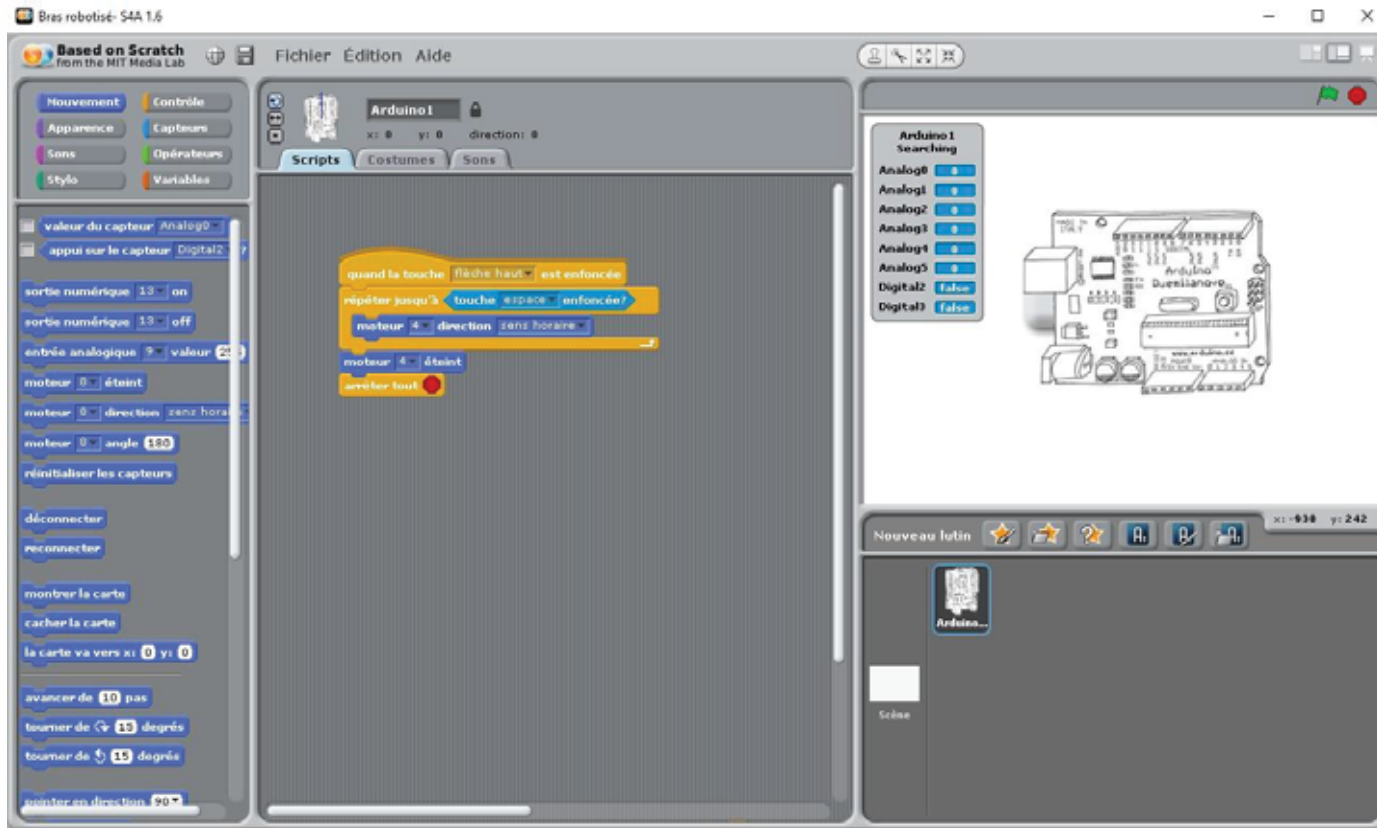
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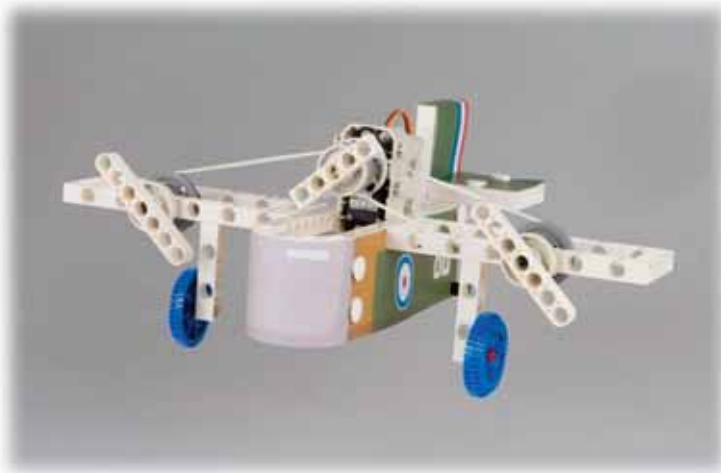
Baleine

<https://youtu.be/XWQMp5CwwtU>





Programme Scratch



Avion à hélices

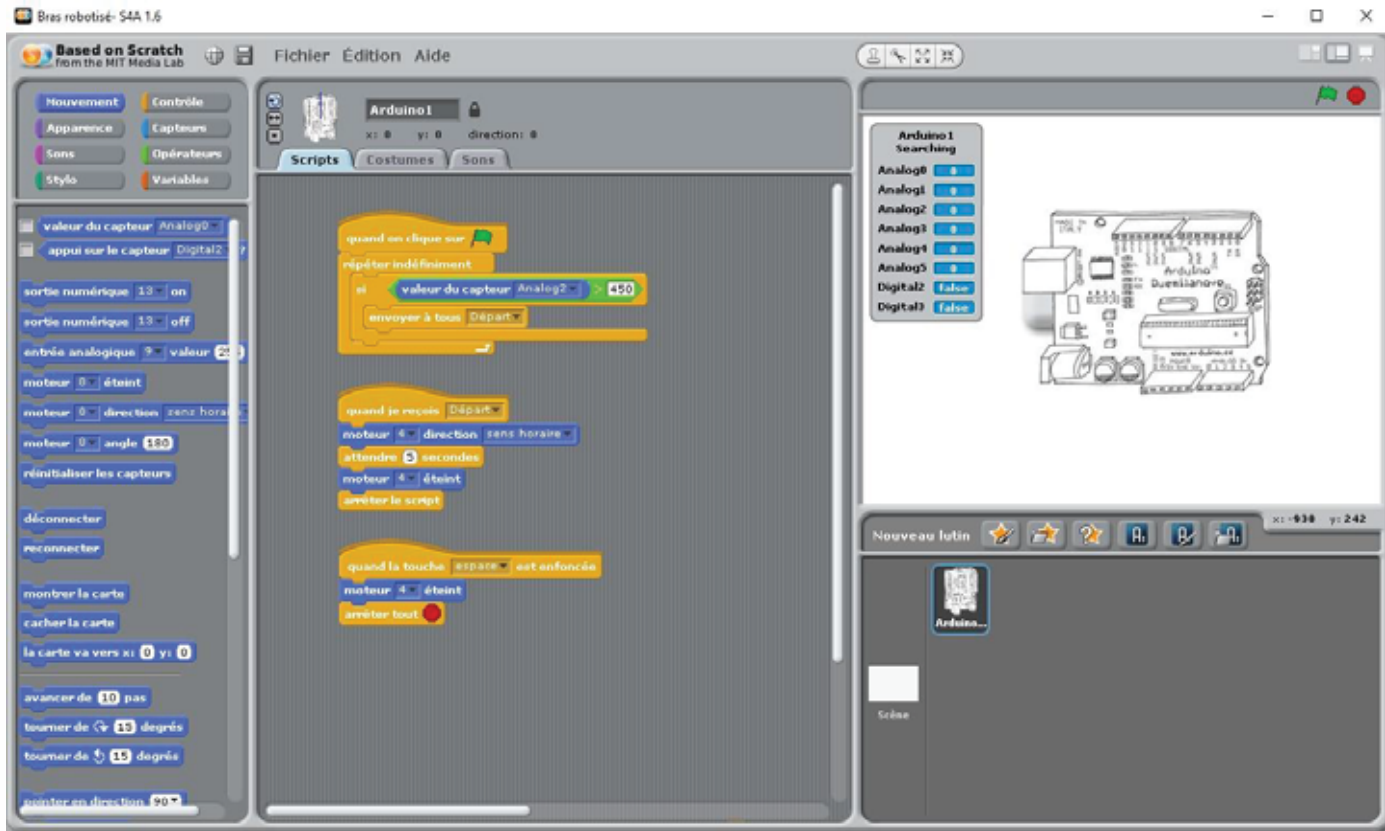
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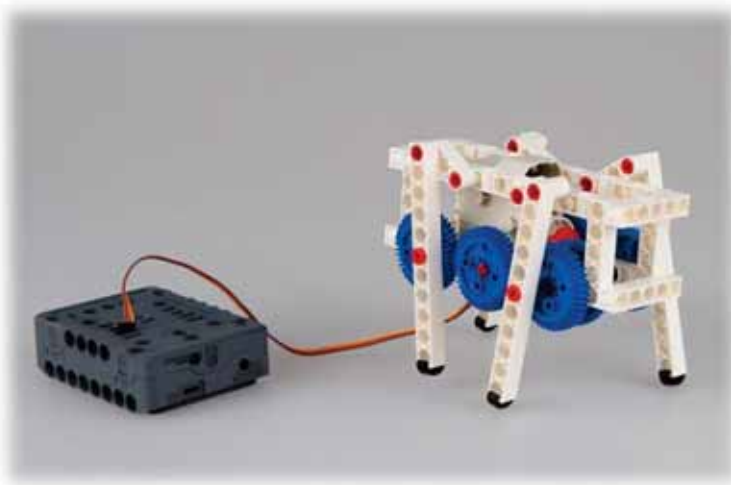
Oiseau

<https://youtu.be/xIDG1xqwj1c>



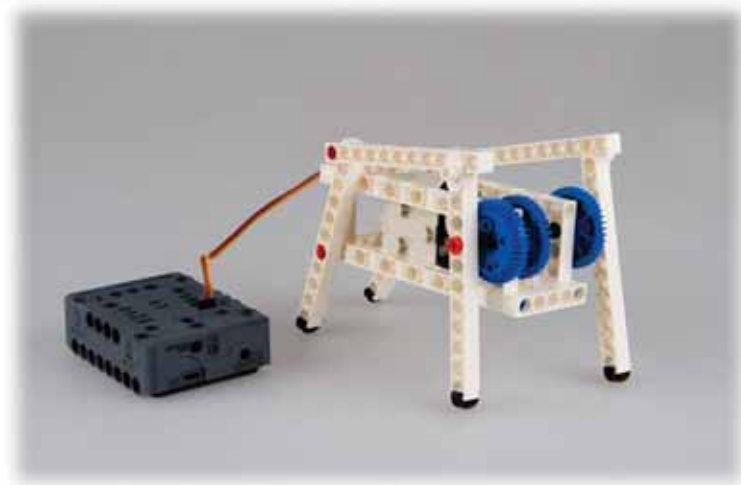


Programme Scratch



Robot marcheur 1

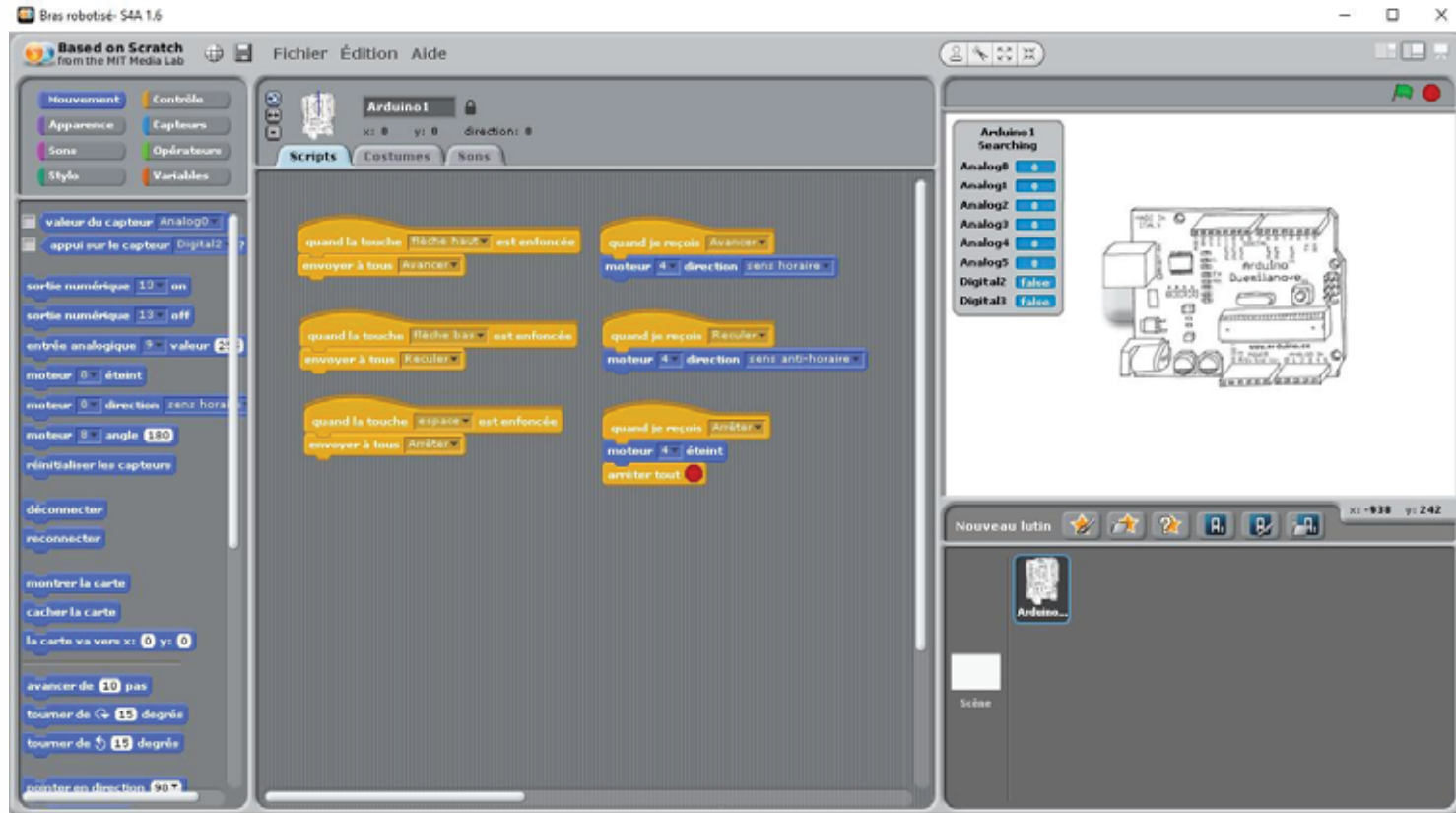
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Robot marcheur 2

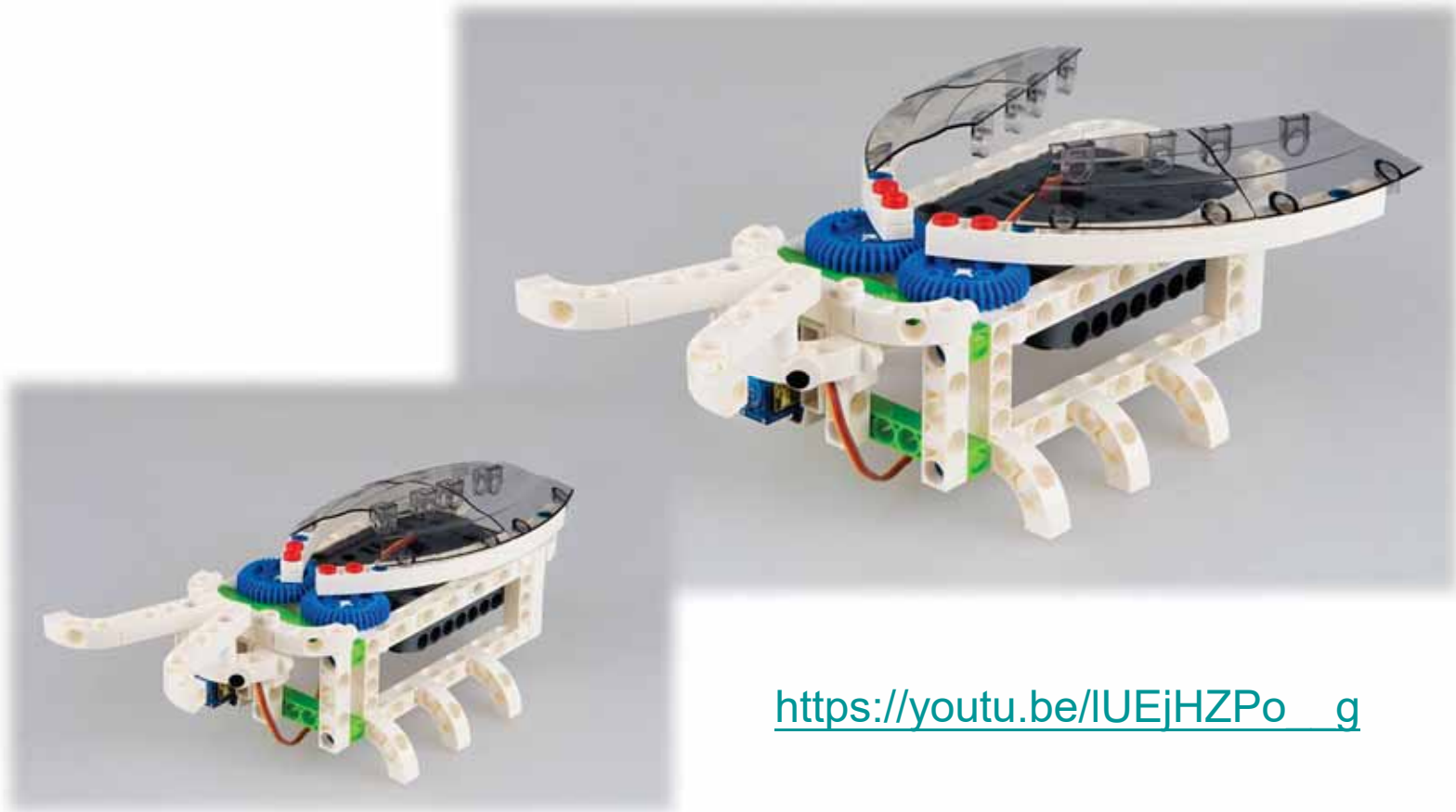
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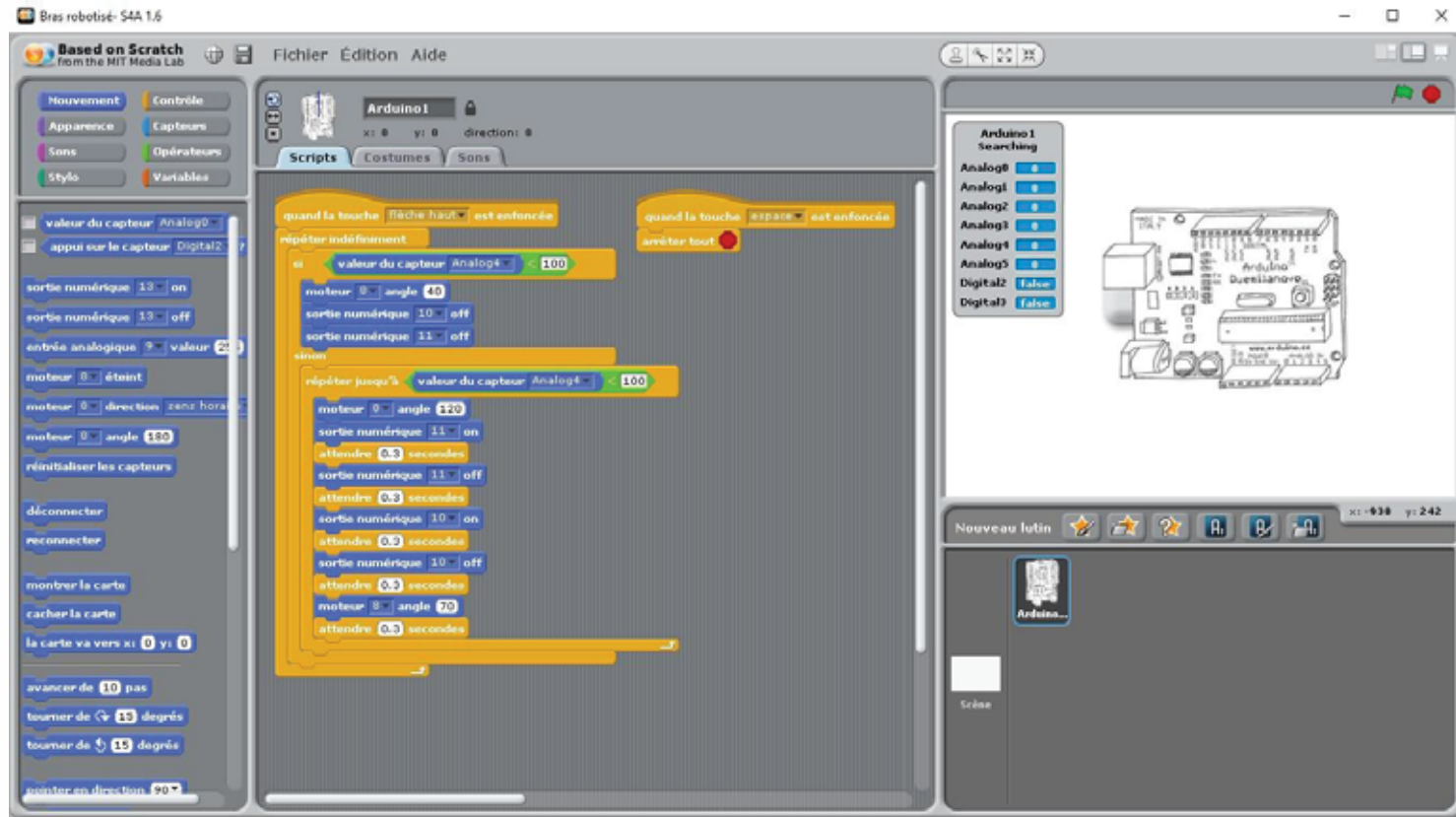
Programme Scratch

Luciole – Niveau 8



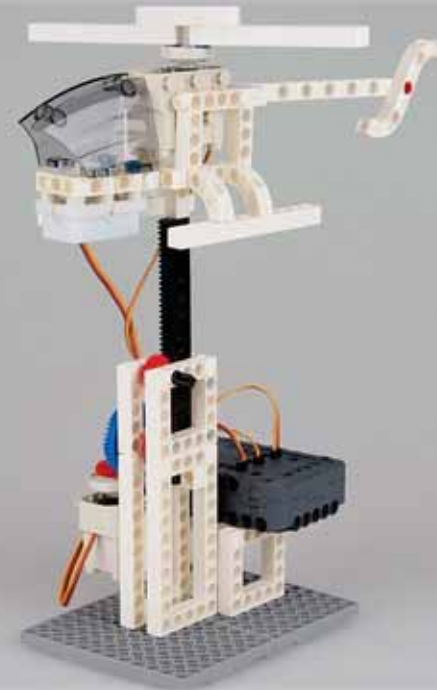
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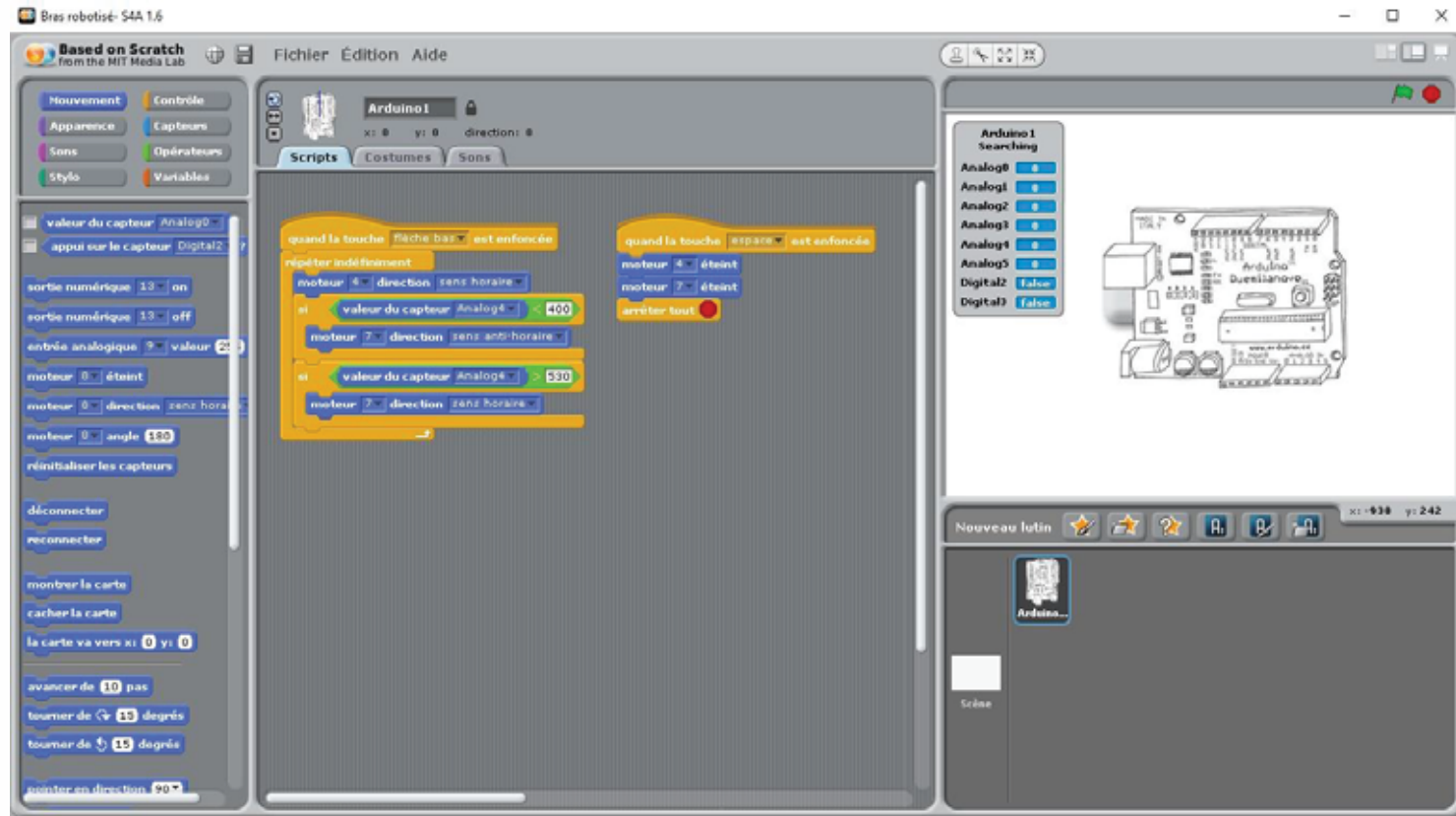


Programme Scratch

Hélicoptère – Niveau 9



https://youtu.be/7m4qk_mRpYg



Programme Scratch



Camion

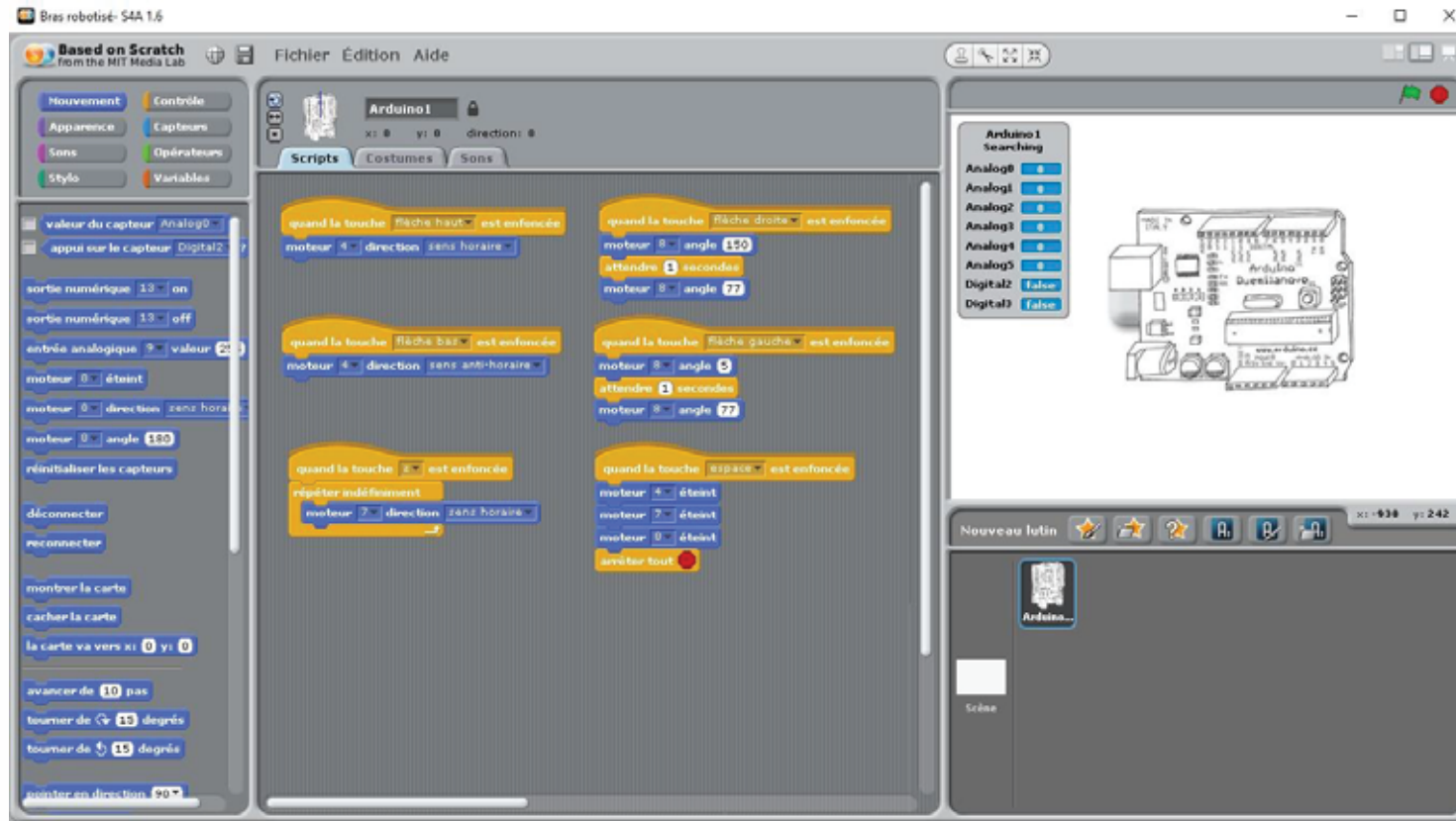
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Pelleteuse

<https://youtu.be/0wW9fK8yWGE>



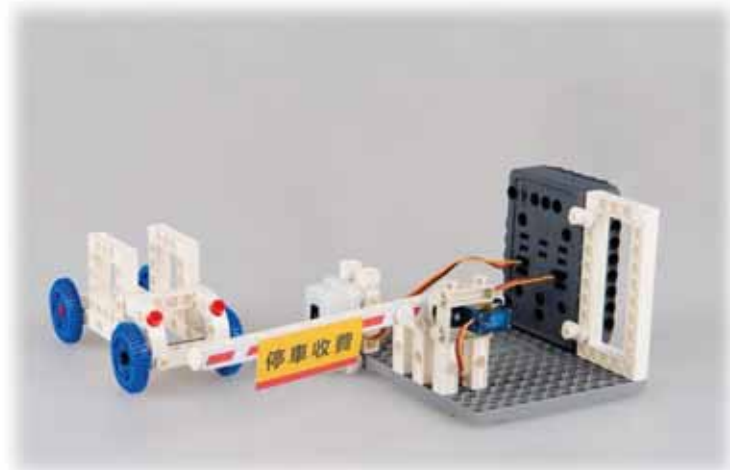


Programme Scratch



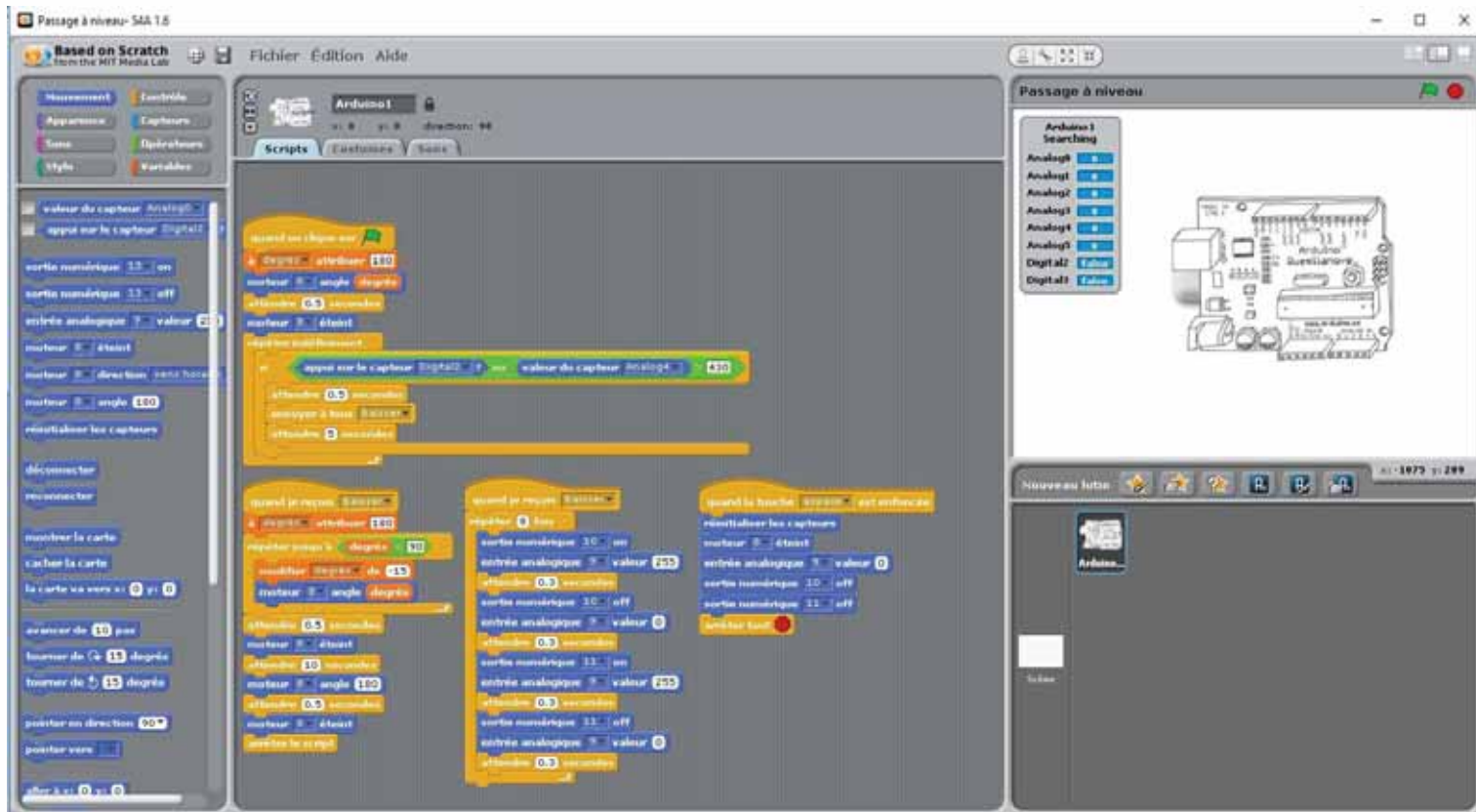
Passage à niveau

<https://youtu.be/OeJSw1PpaoA>



Parking

<https://youtu.be/PcwkqsZFEzM>



Programme Scratch

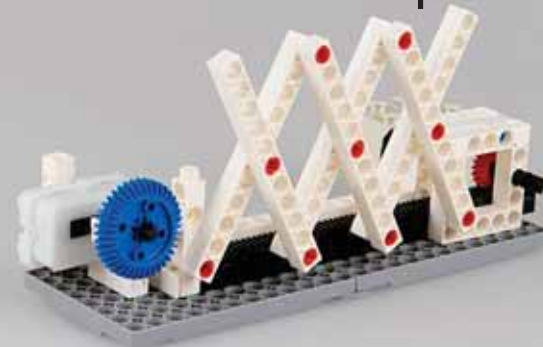


Support élévateur

<https://youtu.be/cXDtV3xGkI0>

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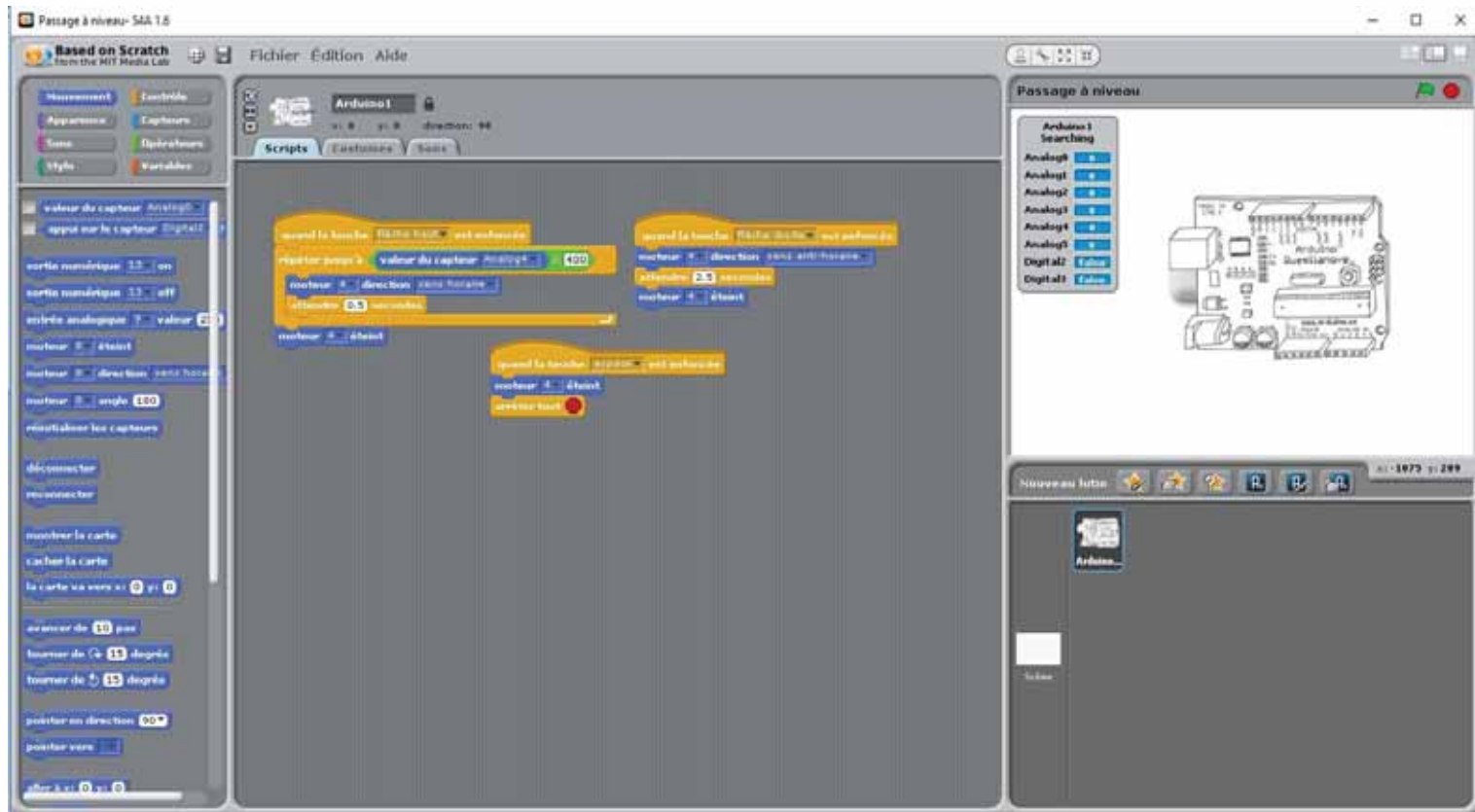
Porte automatique



<https://youtu.be/s8QBMauha84>

Plateforme élévatrice



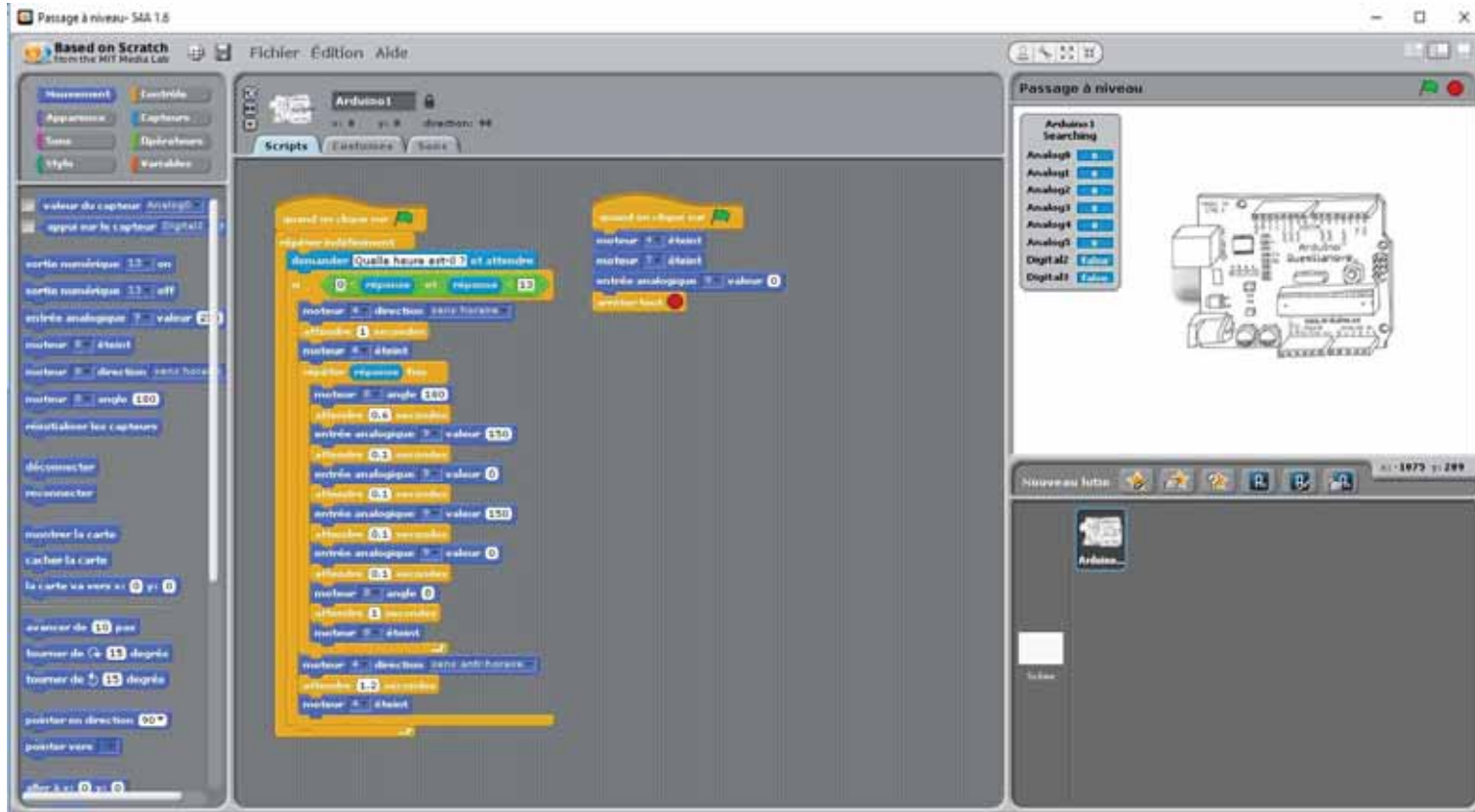


Programme Scratch

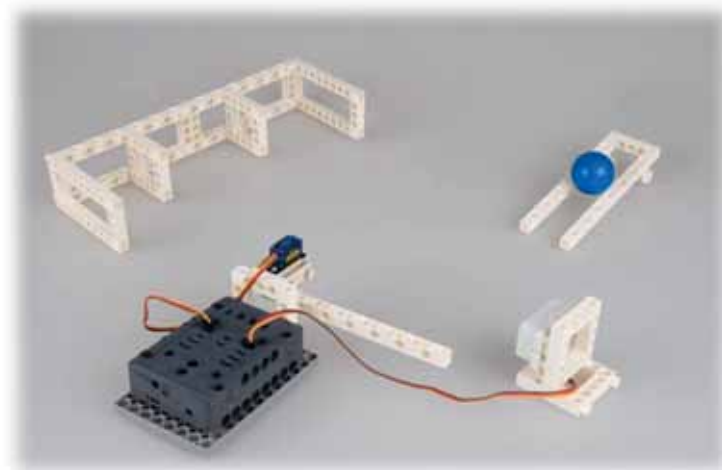


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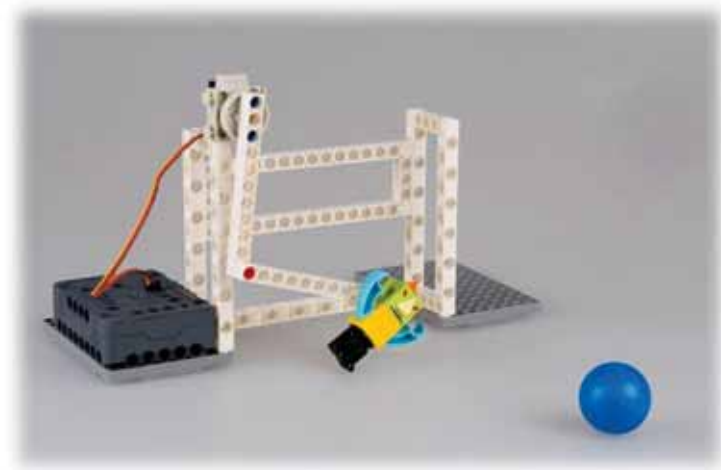


Programme Scratch



Batteur

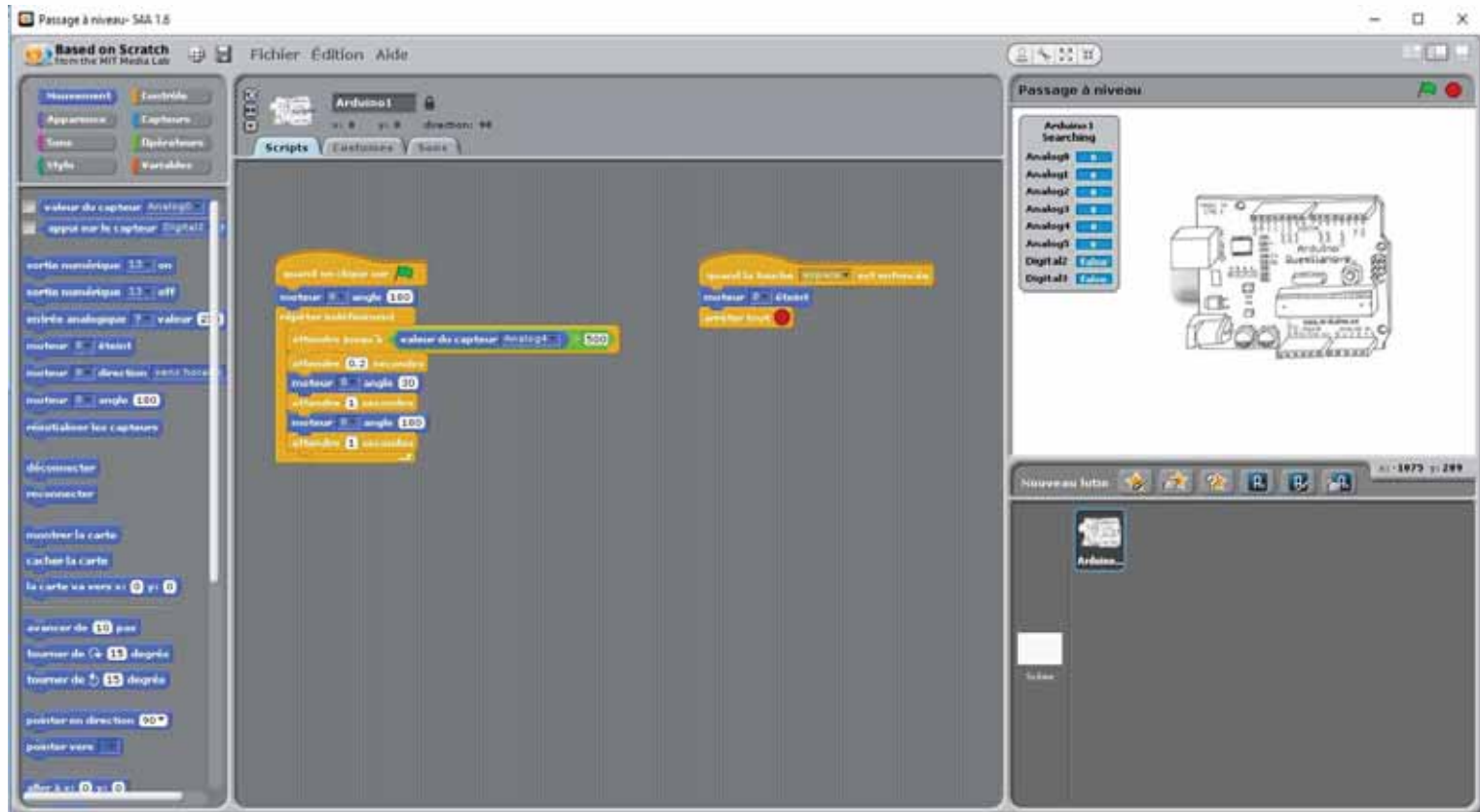
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Gardien de but

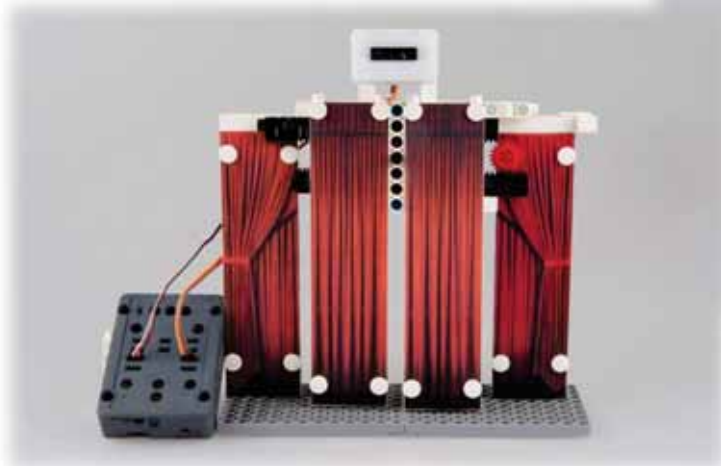
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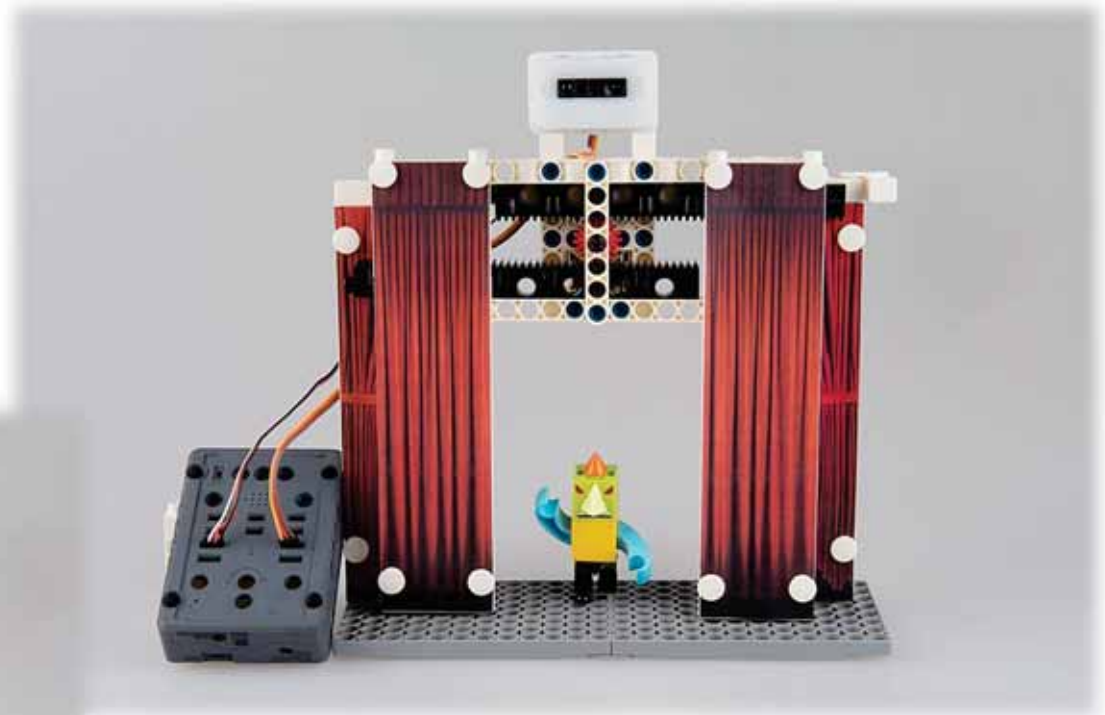


Programme Scratch

Serrure à combinaison



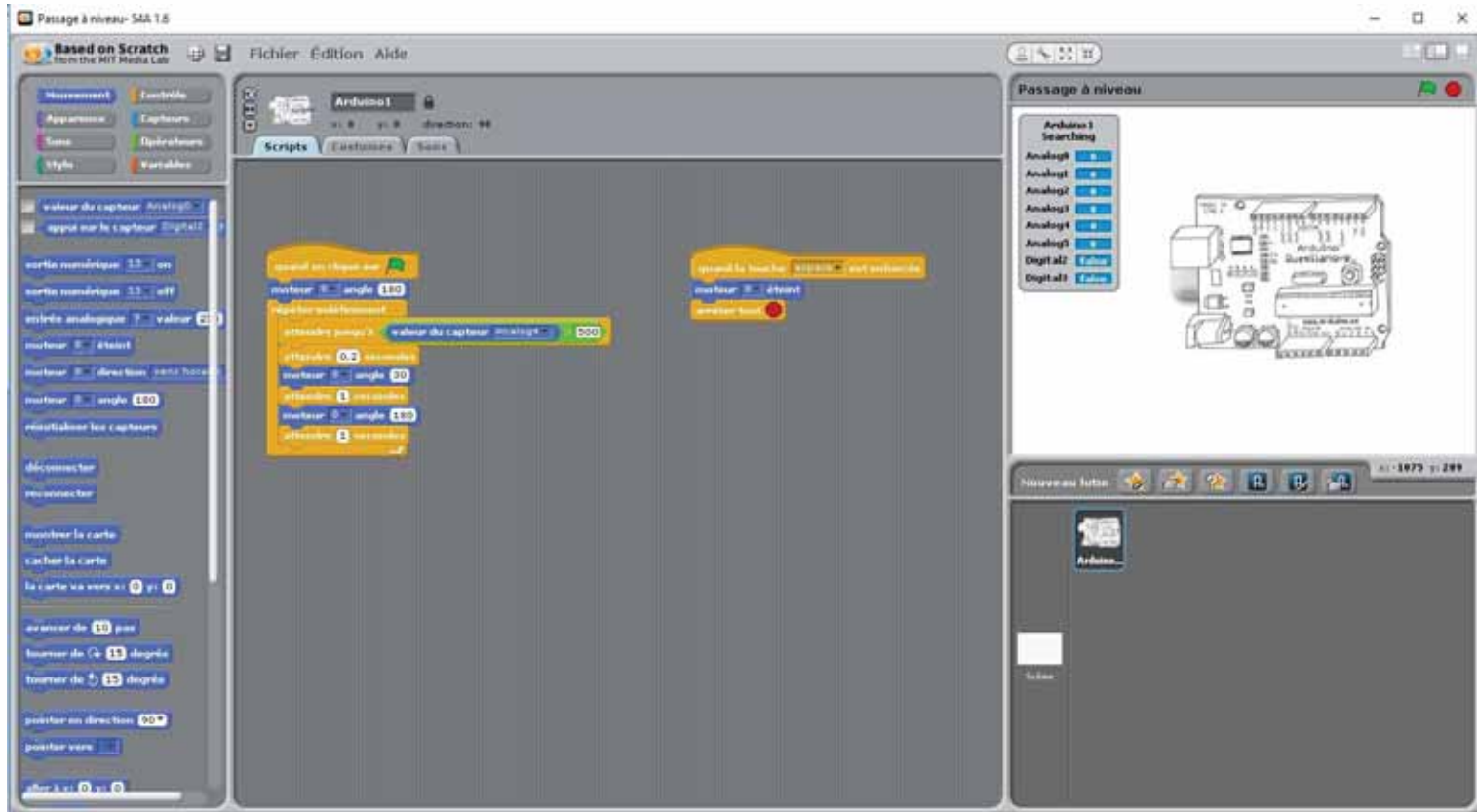
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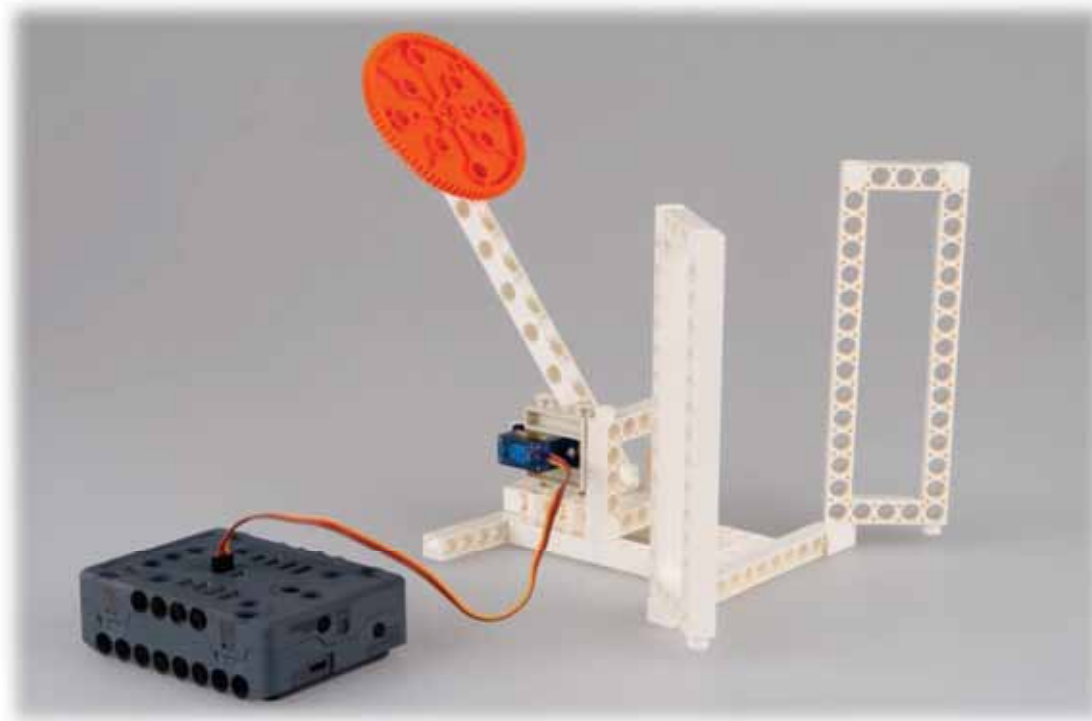
Portes automatiques

<https://youtu.be/Mli0RGvAeUo>

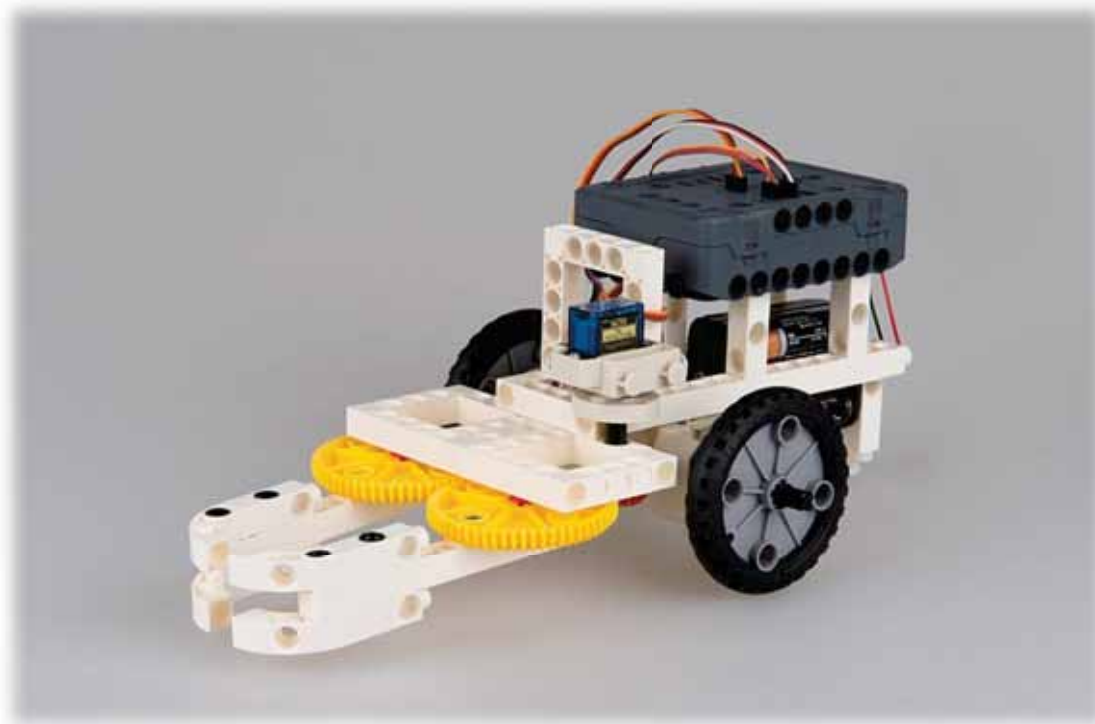
Portes automatiques – Niveau 15



Programme Scratch

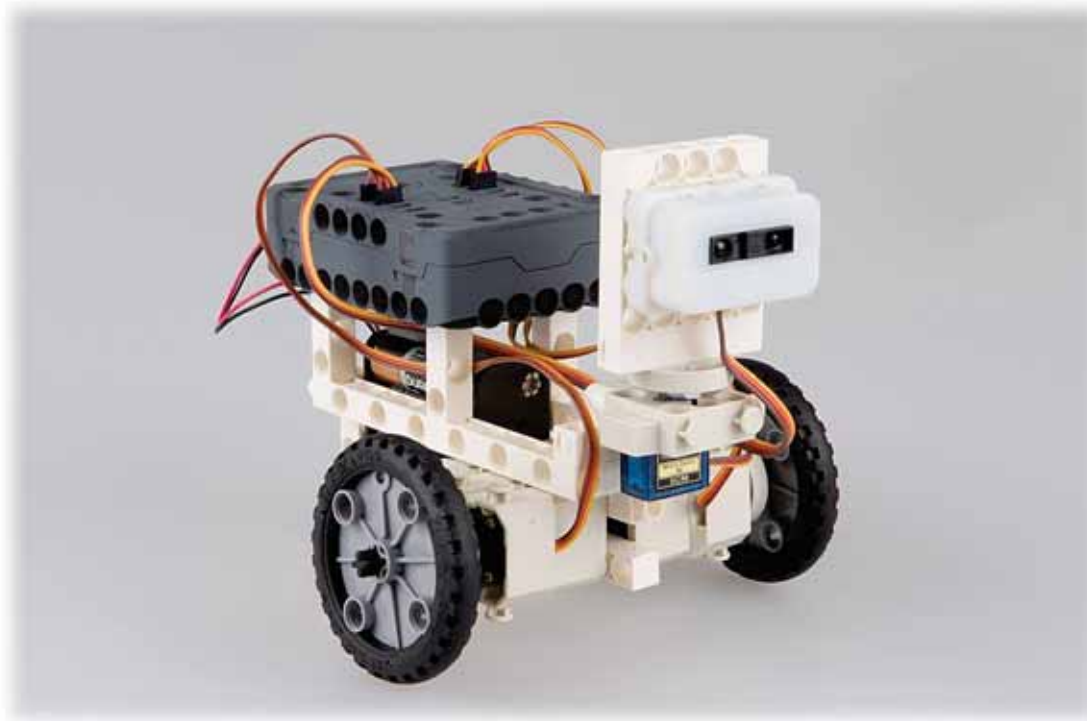


https://youtu.be/2Q8_A4iU_mk

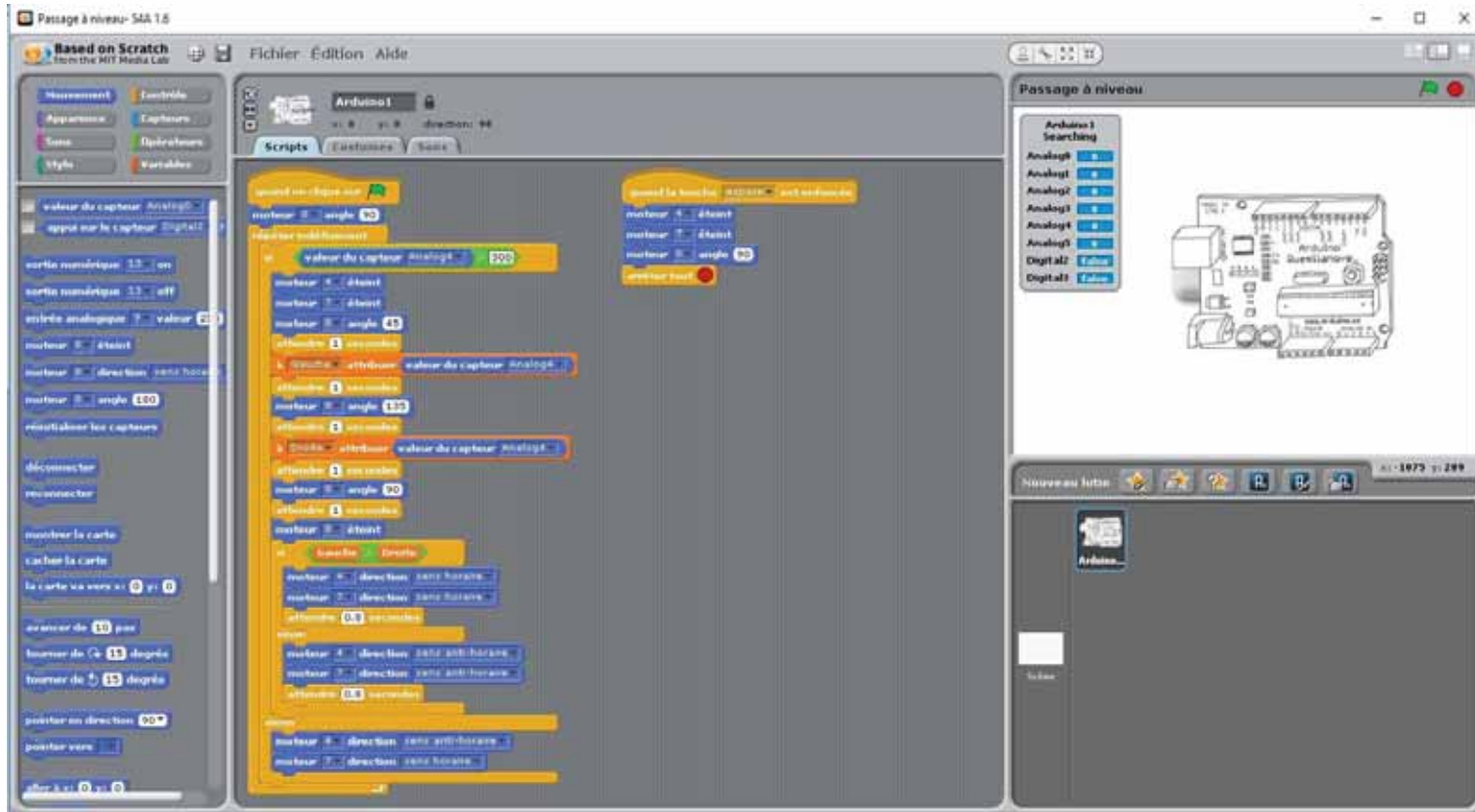


<https://youtu.be/H1XXJ7A9h5w>

Détecteur d'obstacles – Niveau 18



<https://youtu.be/qLy7IZC7EPg>

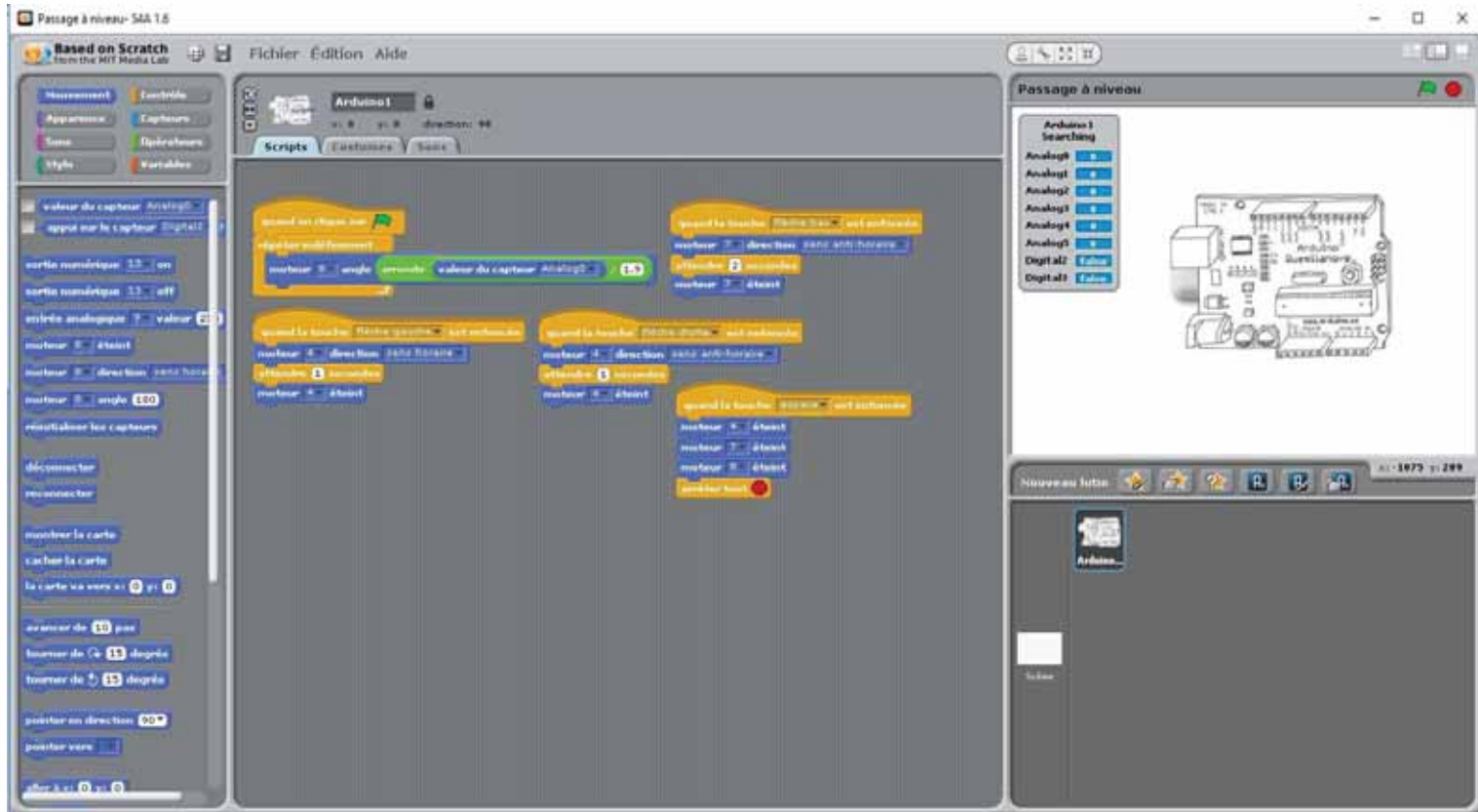


Programme Scratch

Canon – Niveau 19

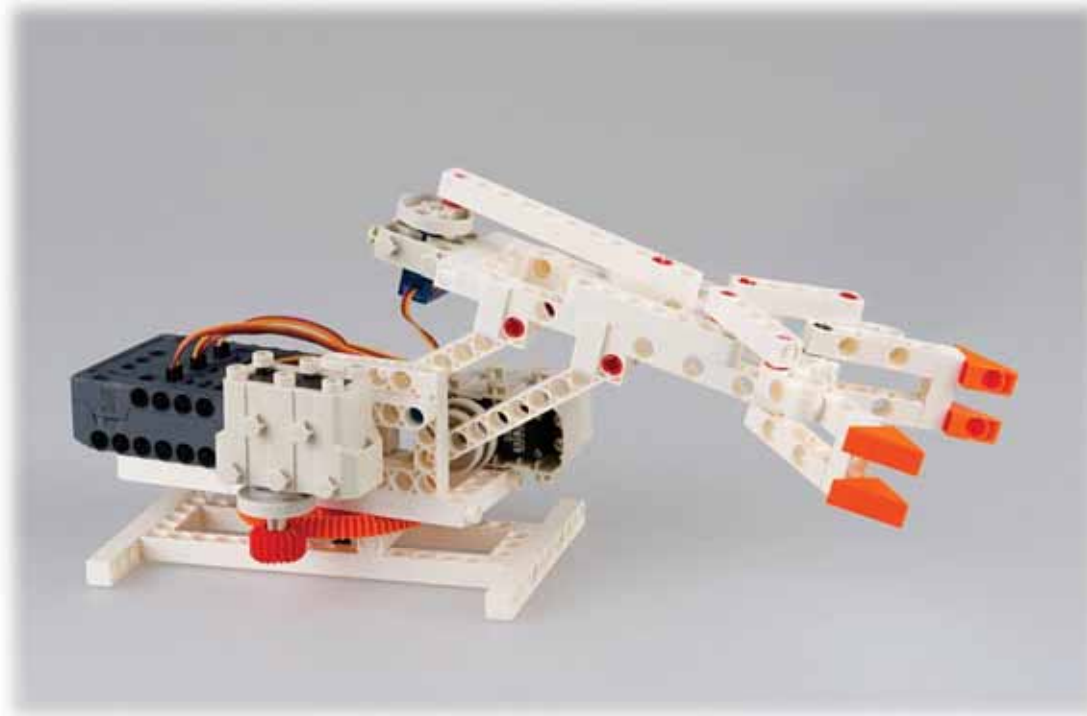


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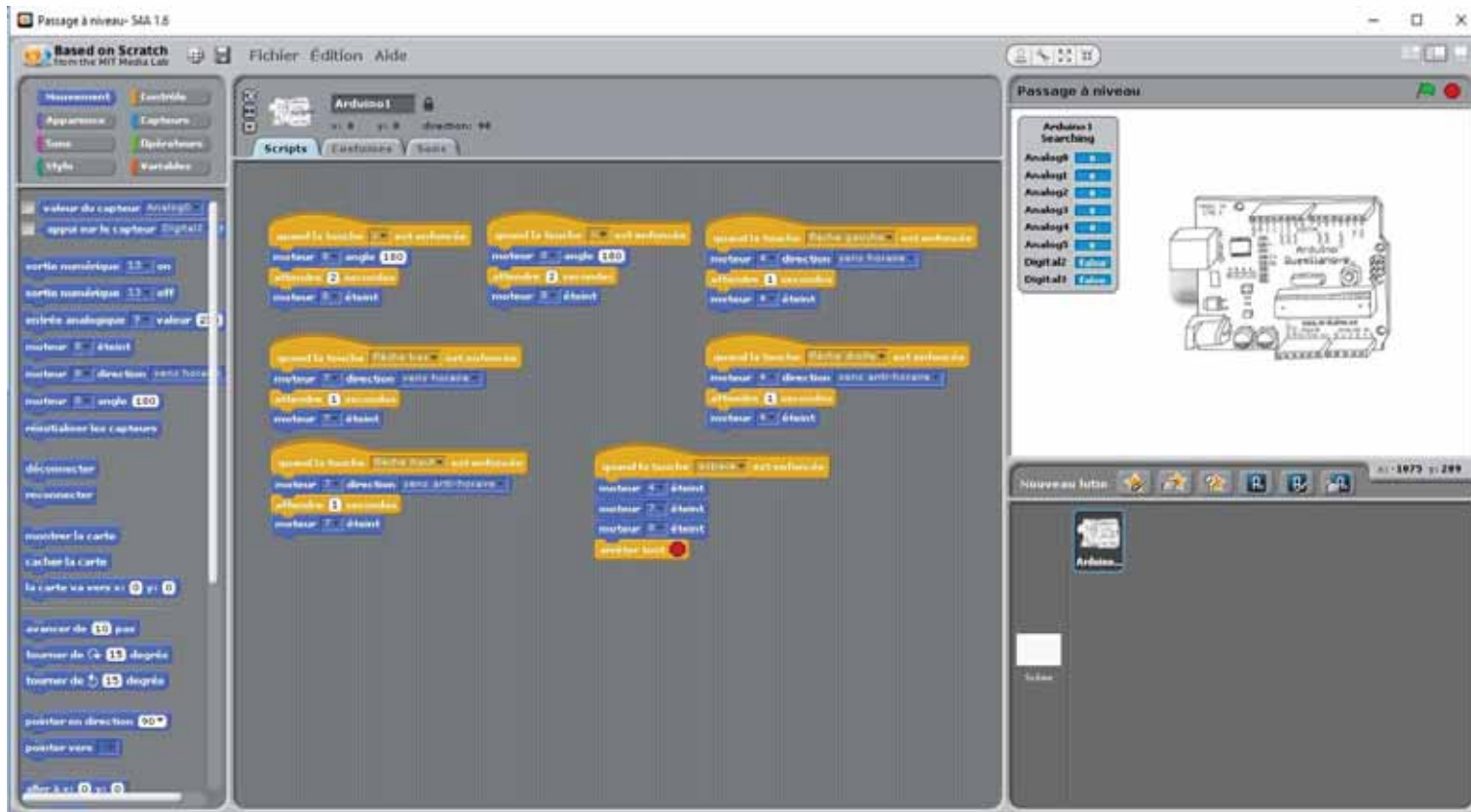


Programme Scratch

Bras robotisé – Niveau 20



<https://youtu.be/LUfz3OYmQ9Y>



Programme Scratch



Asco & Celda

MATÉRIEL PÉDAGOGIQUE POUR LES ENFANTS DE 2 À 12 ANS