

ROBOMIND CODING COURSE

Robots Got Talents
Individual Courses

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THIS COURSE CONTAINS:

- Robots Got Talents Student Zone
- Robots Got Talents Download Zone
- RoboMind Programming Book V3
- Course Participation Certificate
- RoboMind Course Quiz

And much more



Course Introduction

Robots Got Talents Courses 2020

RoboMind Coding Course is an Individual Course by Robots Got Talents. Throughout this course you will learn about computer science, robotics and coding mainly using RoboMind Robotics Simulator (Free Software) as they program a virtual robot to finish all the exercises and do simple tasks in RoboMind Virtual Maps Guided by Robots Got Talents Student Zone and RoboMind Coding Book V3.

RoboMind Coding Course is a great way to start your journey in the world of robotics as it contain everything you should know and learn before jumping into more professional courses or working with Physical Robotics Platforms as Lego Mindstorms or Arduino. You can even start your own career in teaching the basics of robotics after passing the Course Participation Certificate. After this course you should have learned most of the common programming principles, so it would be very easy to learn any basic programming Language as Python or C#. There is no suggested age for this course, so anyone could join.

Good Luck,

Topics Covered:

RoboMind Coding Individual Courses

Lesson One:

- What is a robot?
- Robots characteristics
- Uses of Robots
- What is an Algorithm
- Binary System
- Programming Languages

Lesson Two:

- RoboMind Software Overview
- Map generating
- RoboMind Map Editor
- Online map editor
- RoboMind remote control

Lesson Three:

- The text editor
- Simple commands
- Exercise 1

Lesson Four:

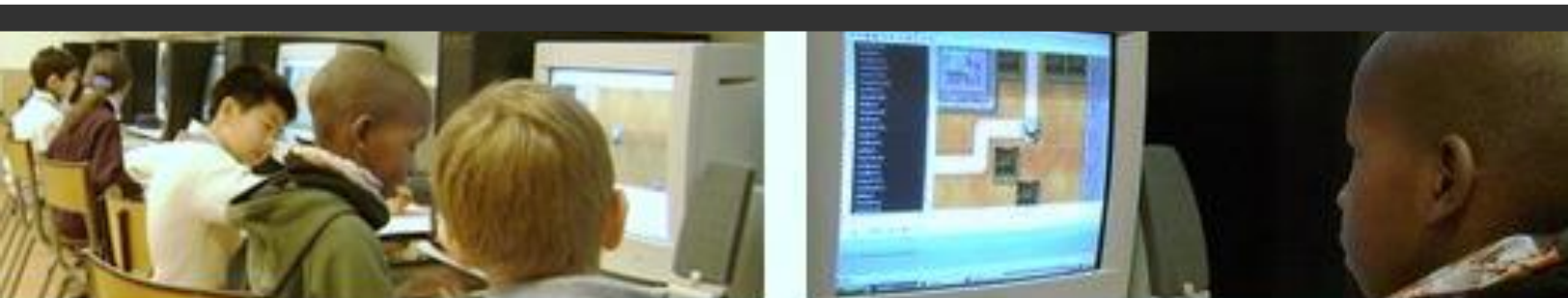
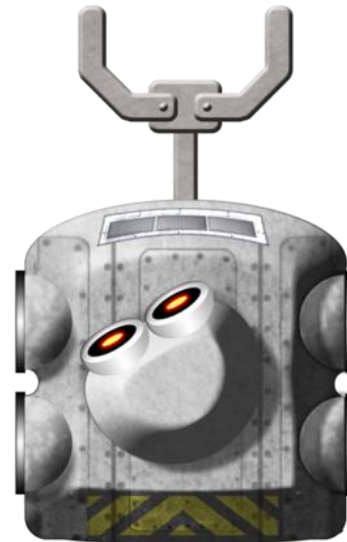
- Exercise 2
- Loop Commands
- Exercise 3

Lesson Five:

- General Revision
- Course Quiz
- If commands

Lesson Six

- Graduation Project



Joining the Course:

Step One:

Anyone could join any of Robots Got Talents Individual Courses by filling the Course Registration form Available in Robots Got Talents Website <https://www.robotsgottalents.com/> and within 2 days you will receive the chosen course login password via mail.

Step Two:

After receiving your login password, open the Download Zone to download the Course Guide, lesson Plan, presentations and any extra included documents that could help you enroll into the course. Robots Got Talents also offer a free PDF version of the RoboMind Programming book for all course participants (don't forget to print it).

Step Three:

The next step is opening the Students Zone, The Student zone is a Topic by Topic Interactive Presentation, which guides throughout the course. The Students Zone also include the Final Course Quiz, and the course exercises with video tutorials. Robots Got Talents also offer you a section, where you could contact with the course developers and ask them about anything in the course.

Course Quiz:

In the fifth lesson of the RoboMind Coding course you should finish the Robots Got Talents Quiz to Receive the Participation Certificate, after few days of finishing the course, you will receive your course grade and the Course Quiz Certificate (via Email).

The Course Quiz should be finished in the mentioned duration and all the questions should be solved, the Grade won't be included in the course participation certificate, but it would be included in the Additional Quiz Certificate.

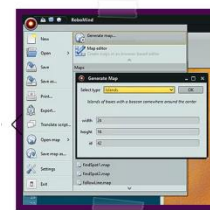
Important Notes:

The mail mentioned in the signup form should be vailed and regularly accessed as it would be the way you receive your certificates, Course Grade and your question answers.

The mail mentioned in the signup form should be the same name you want to be mentioned in your certificates, in some cases Robots Got Talents may need an additional face image to insure your identity.

The course Quiz is automatically changed for every course entry, so you can ask to repeat the quiz to improve your grade/score.

Course Signup Form



Map Generator:

The first way of creating a map is by the map generator built in the software and we prefer that teams try creating their own maps using this way. To open the map generator you should open:

`menu->open map->generate map`

then you choose a map type, add length width and in some versions you should add:

ID:
Map Type:
Width:
Height:



Course Students Zone