Textbooks

Each textbook has detailed instructions so you can easily build your own robots. Enjoy learning!

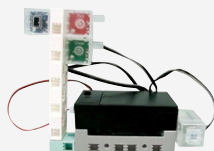## Basic Course | Complete Edition

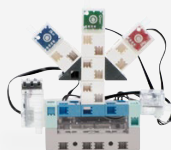### Basic Course
4 Textbooks = 16 Class hours!

Vol. 1
Stop and Go

- How traffic signals work
- Making a pedestrian signal
- Making a push-button signal
- Making an accessible signal
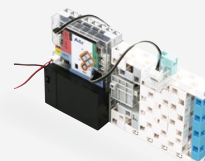
Vol. 2
Making a Light Show

- A town full of light
- Making your light show
- A light show with sensors
- Making sound-powered light show

Vol. 3
Making a Robot Car

- Driving safe
- Electric cars with motors
- How a car turns
- Self-driving cars

Vol. 4
Automatic Doors

- All about automatic doors
- Building an automatic doors
- Programming doors with sensors
- A safer automatic door

Intermediate Course
5 Textbooks = 20 Class hours!

Vol. 1
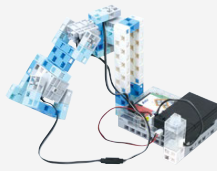#### Controlling Motor Cars

- Driving with two DC motors
- Self-driving systems
- Collision avoidance systems
- The line tracer
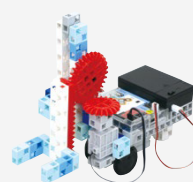
Vol. 2
Electronic Instruments

- Programming with variables
- An electric music box
- Making a guitar
- A better guitar

Vol. 3
Robots at Work

- Three-axis arm robots
- Controlling an arm robot
- Variables and servomotor angles
- Making deliveries

Vol. 4
Machines and Mechanisms

- Machine elements
- Linkage wipers
- Forklifts with gears
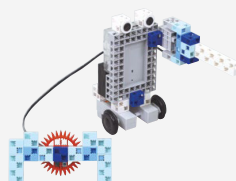- Forklift control

Vol. 5
The World of Games

- Game development and character mode
- Banana catcher
- Expanding the game
- Show and tell

Advanced Course
4 Textbooks = 16 Class hours!

Vol. 1
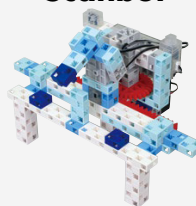#### Playing with Controllers

- All about accelerometers
- Car control
- Making a battlebot
- Robot dueling

Vol. 2
All About Walkbots

- Building a walkbot
- The bipedal walkbot
- Programming the walkbot
- Improving your walkbot

Vol. 3
The Factory Scanbot

- Building a scanbot
- Improving your scanbot
- Sorting blocks
- Counting things up

Vol. 4
Advanced Game Making

- Making a vertical shooter
- The basics of the game
- Building the game system
- Show and tell

EDASIM