

Carrusel

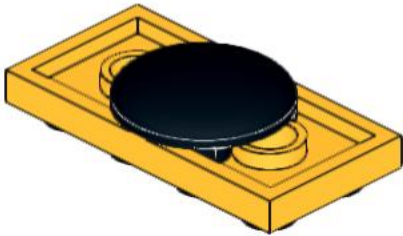
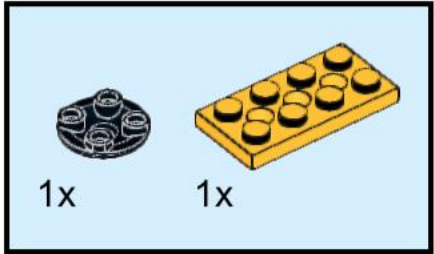
Velocidad inversa



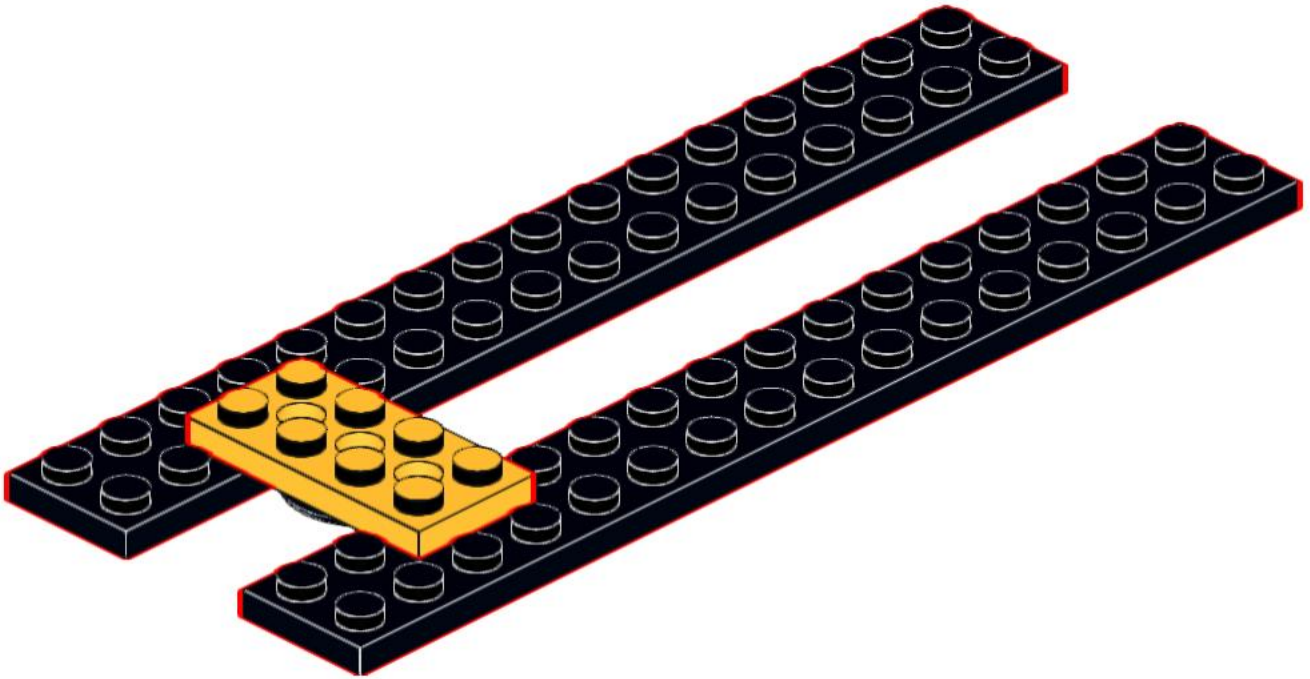
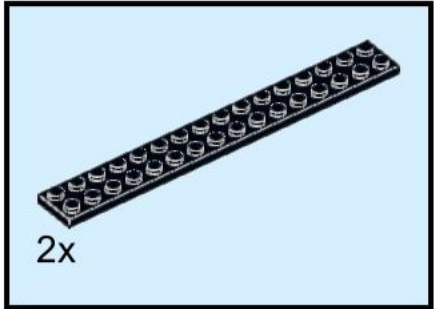
Academia creativa de tecnología

Tecnoaprendo

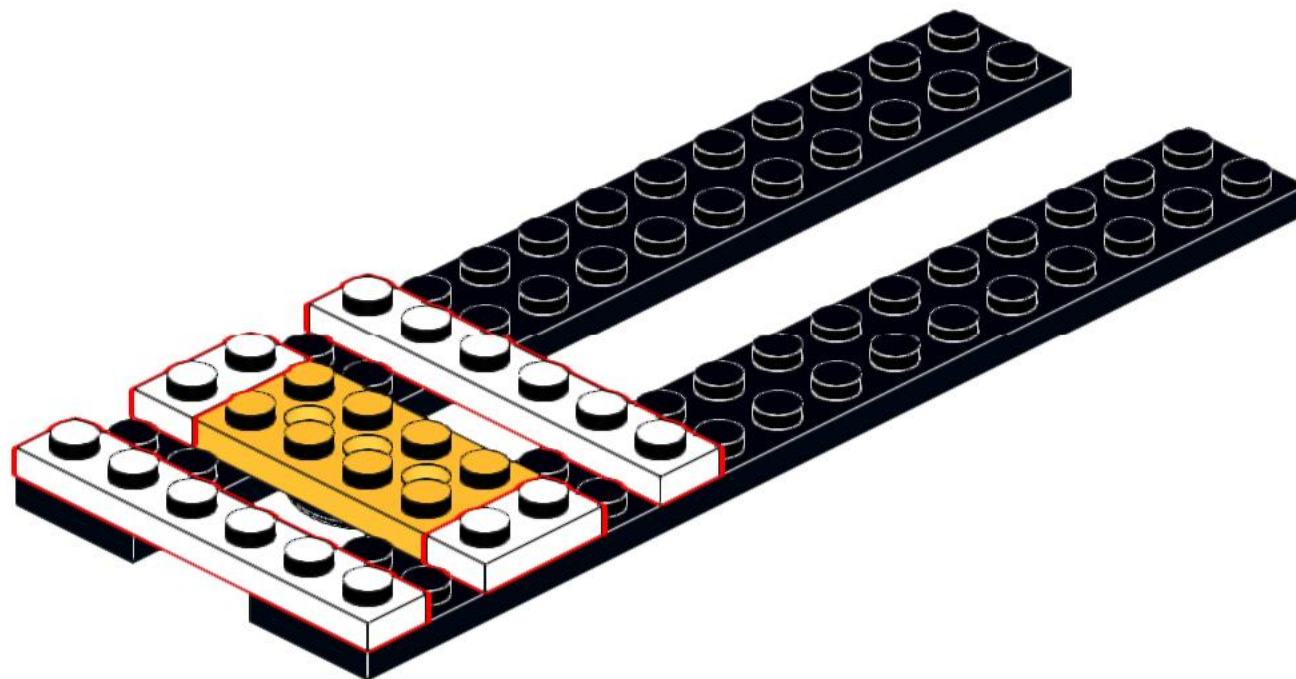
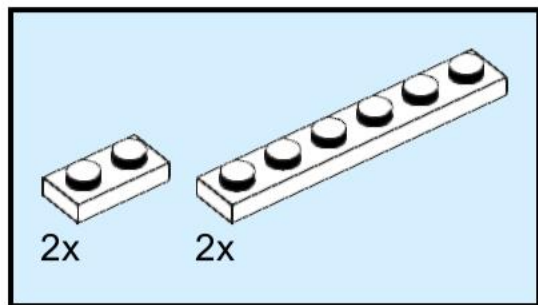
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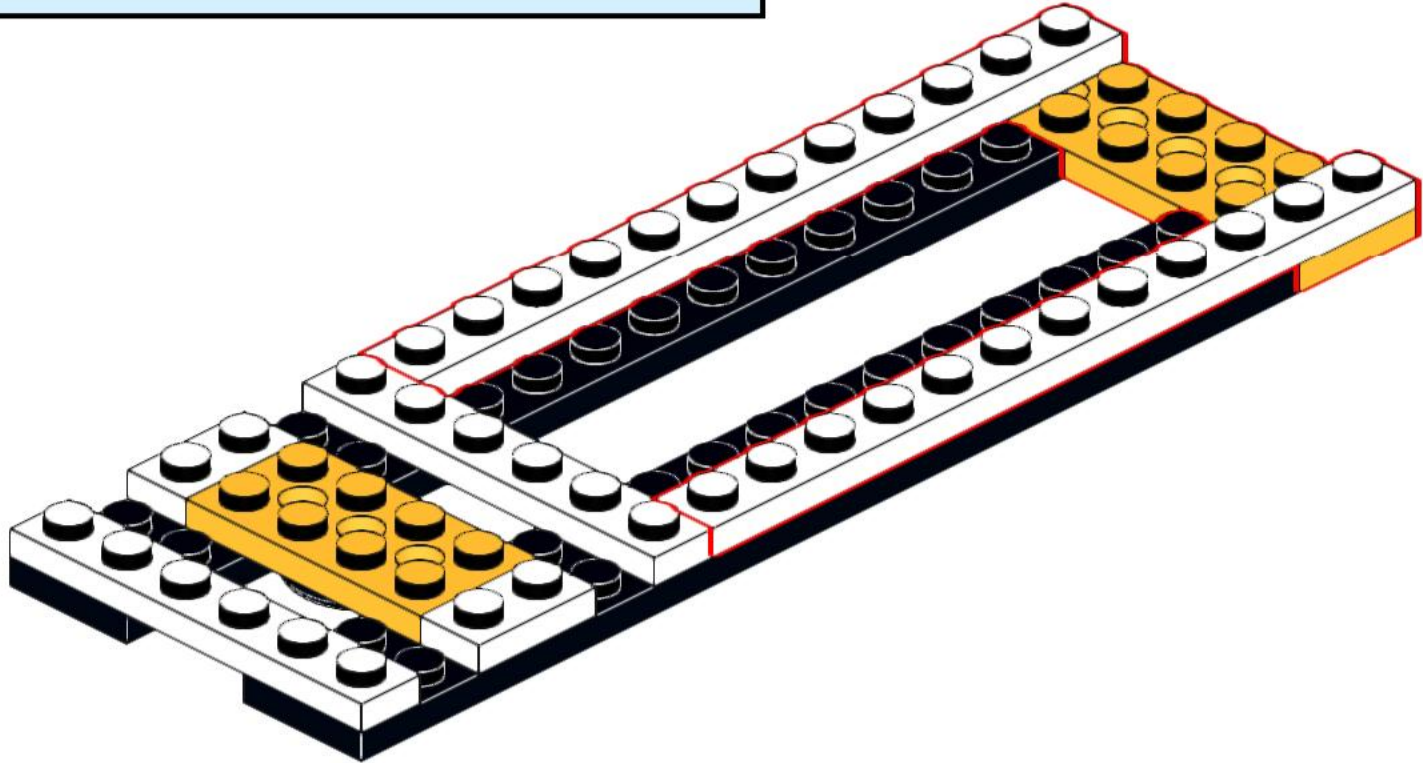
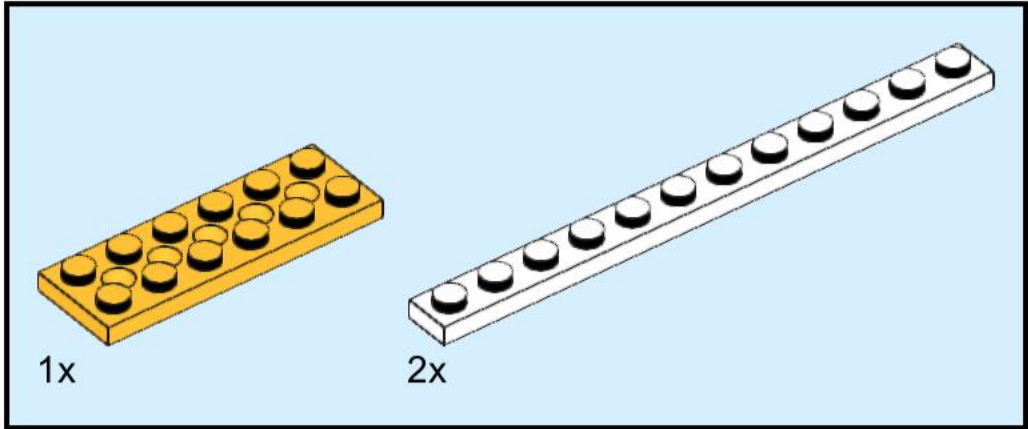
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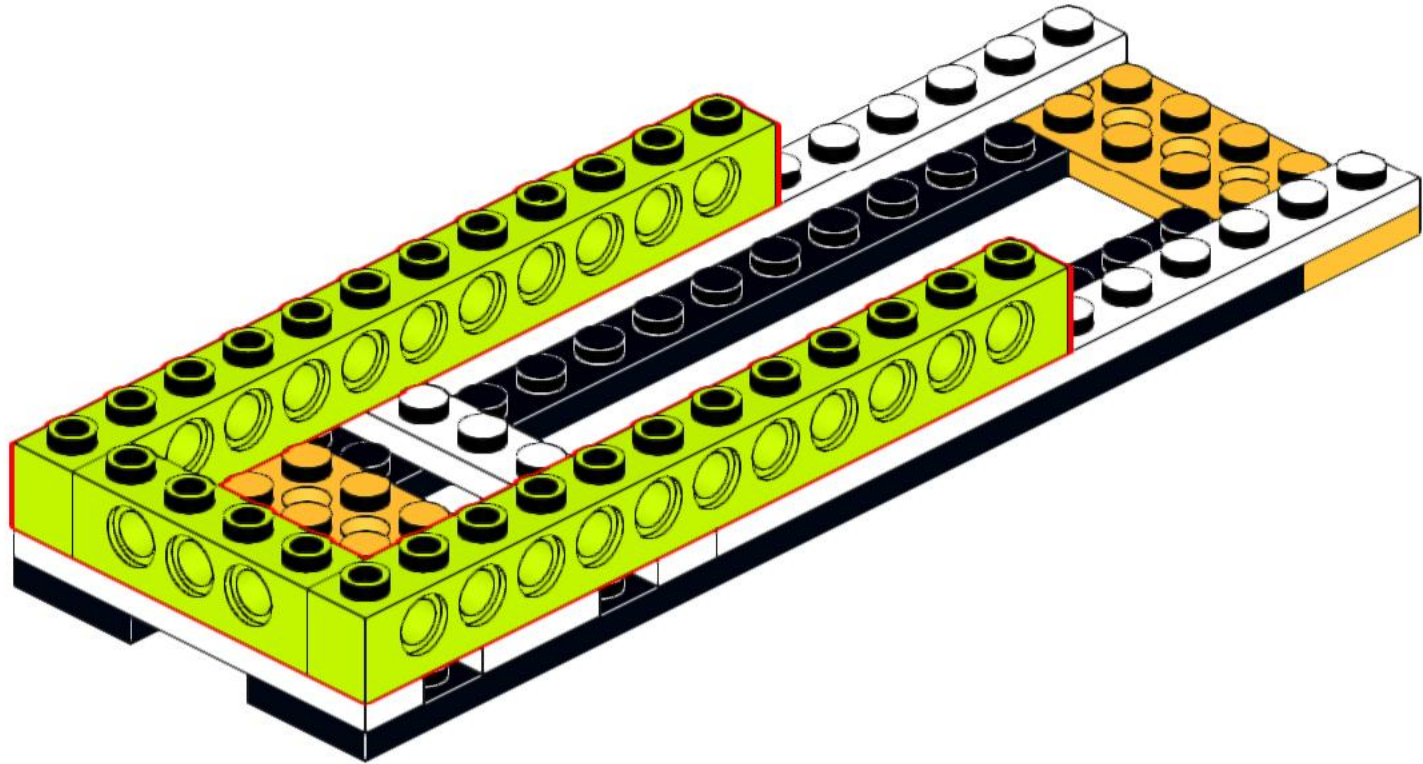
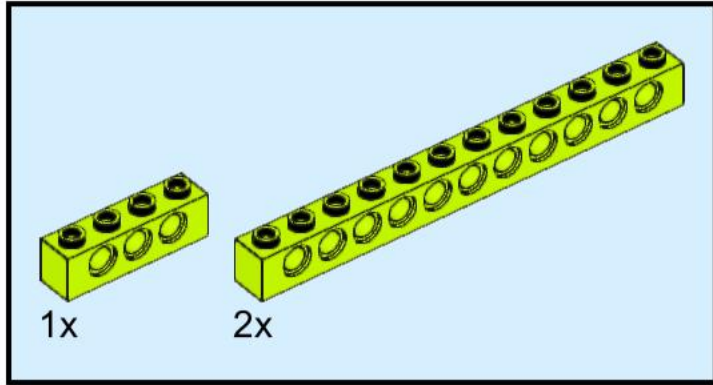
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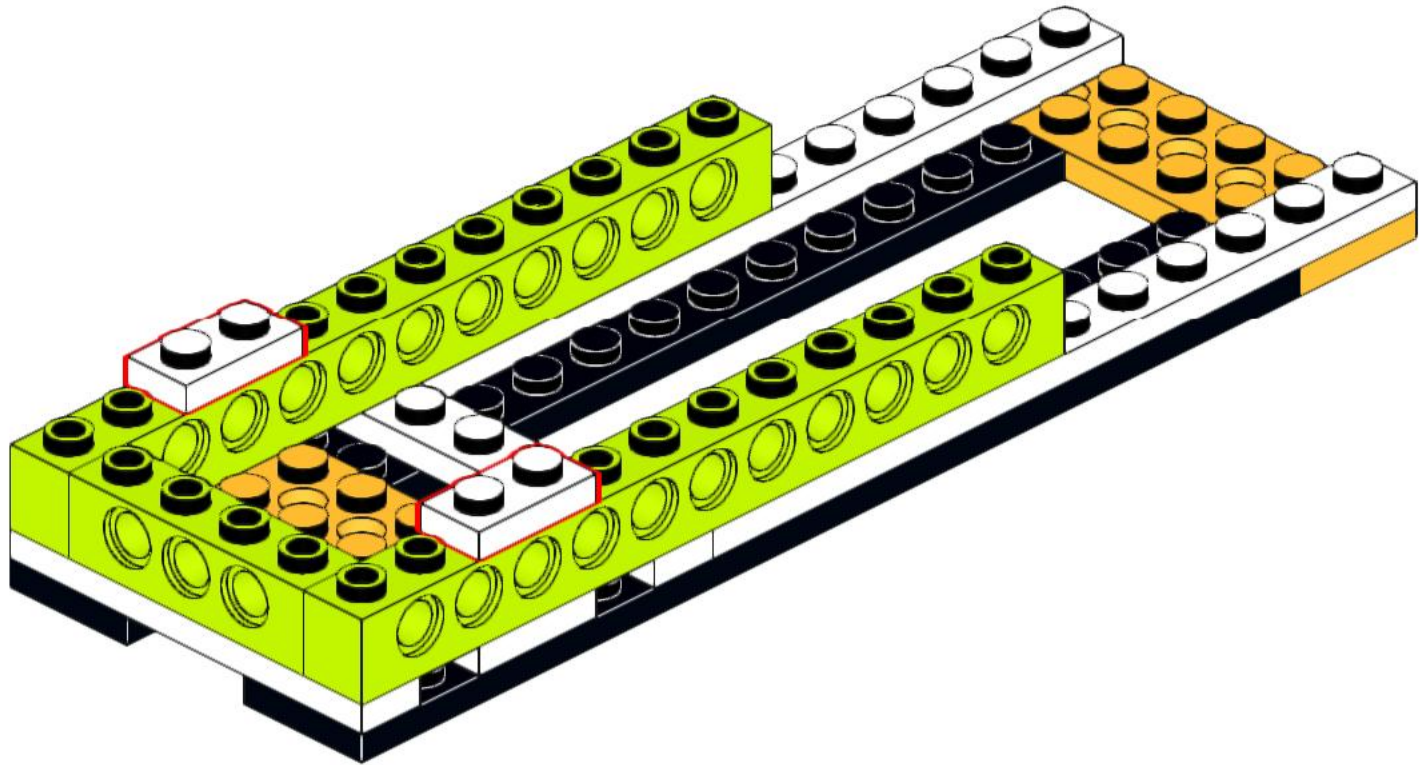
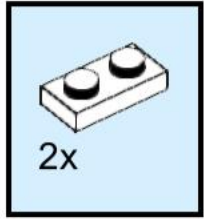
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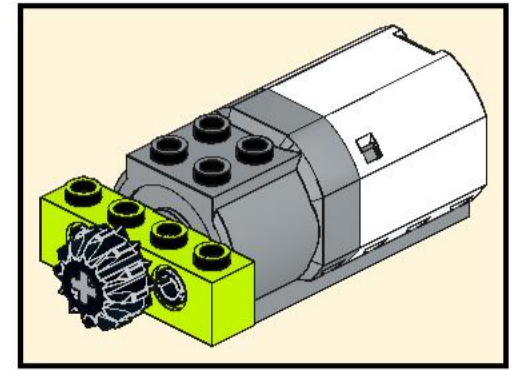
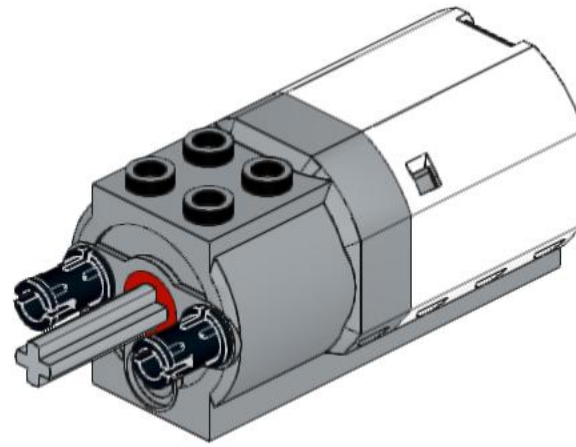
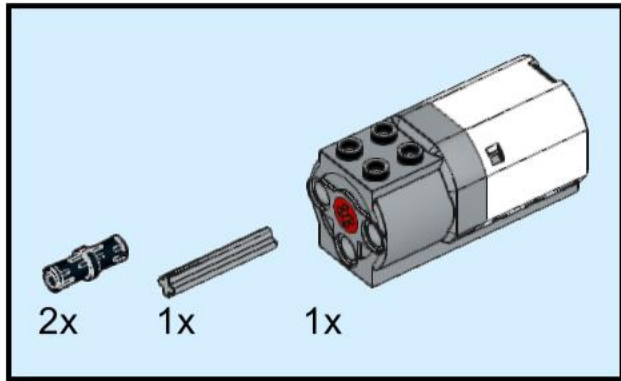
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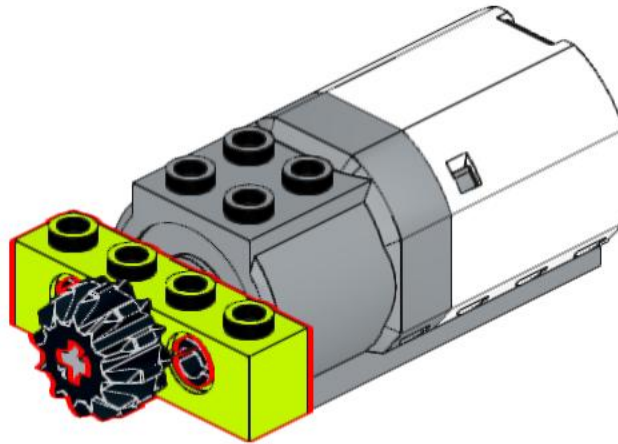
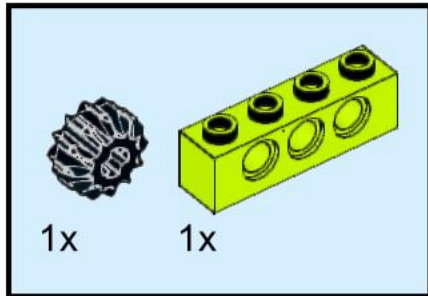
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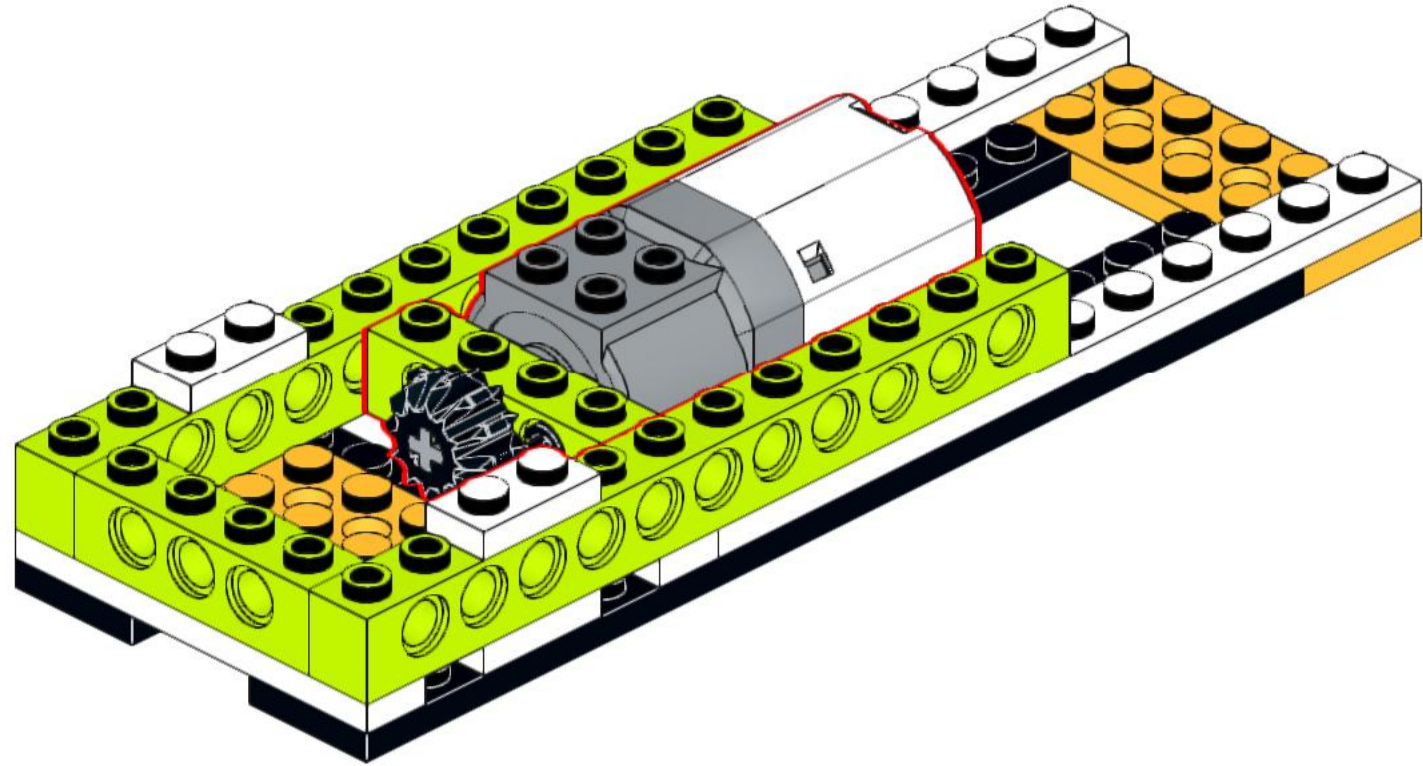
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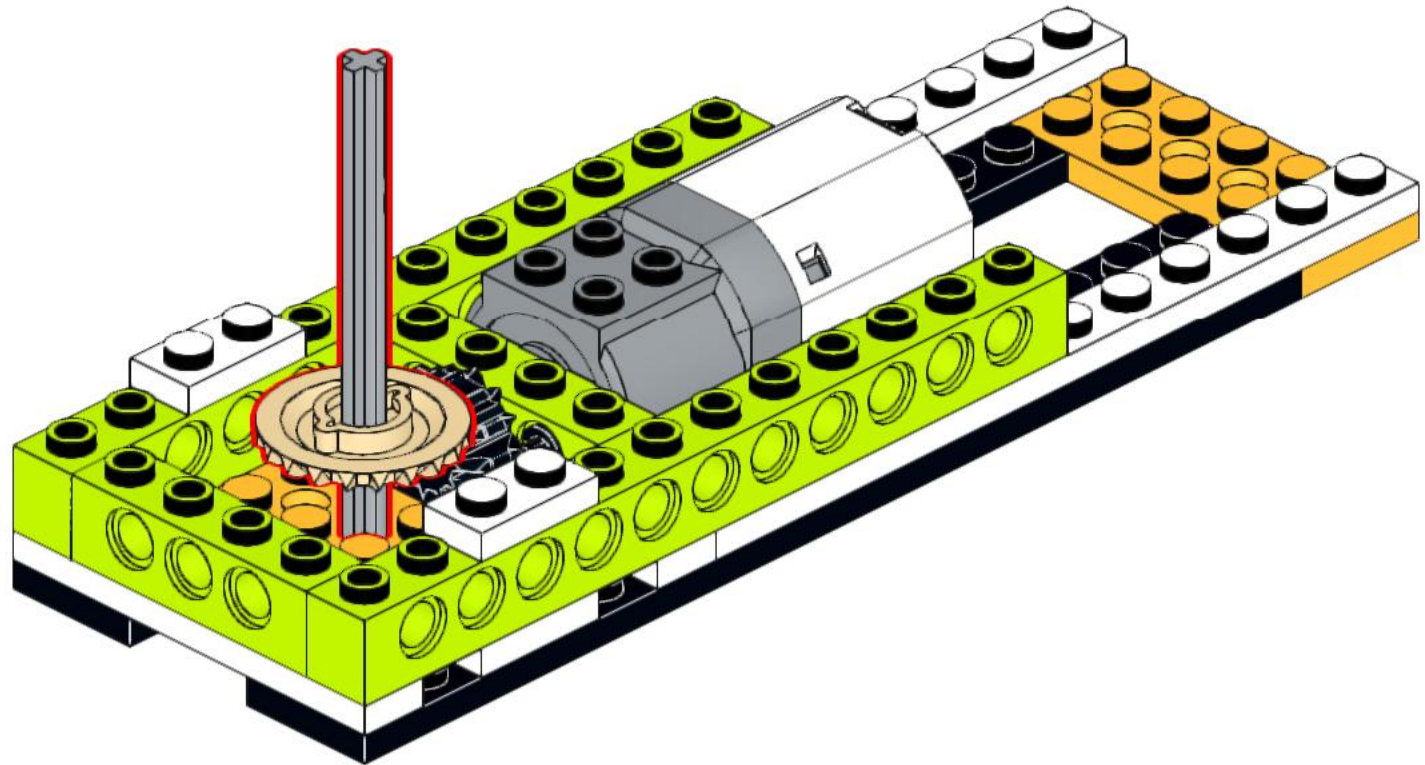
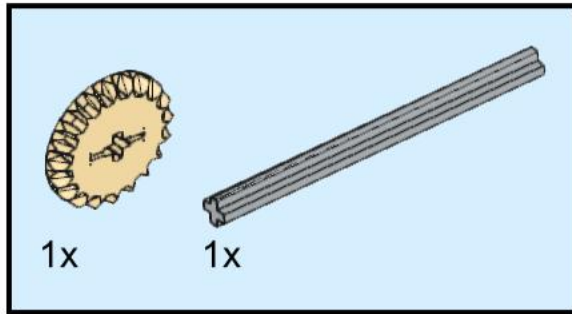
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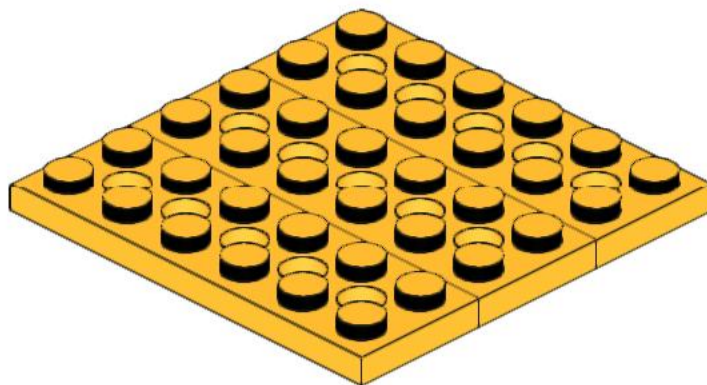
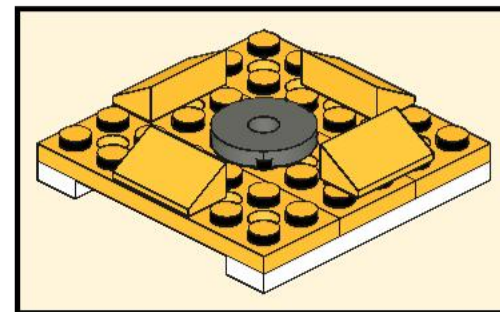
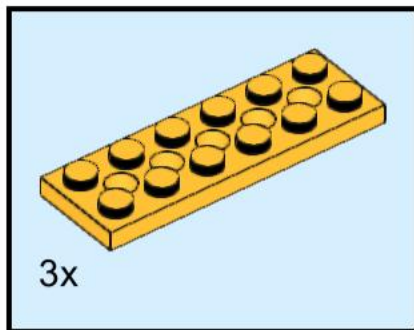
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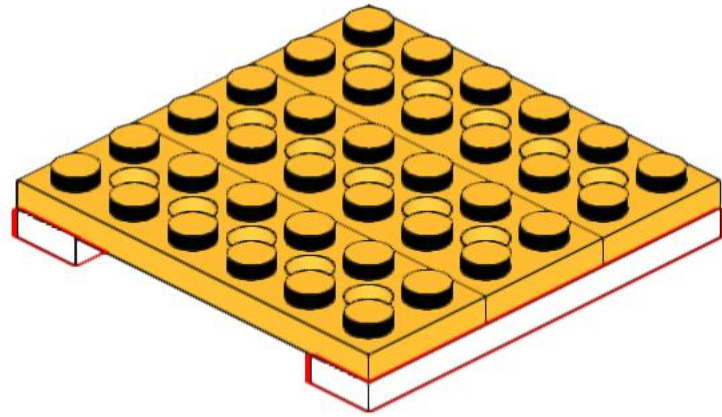
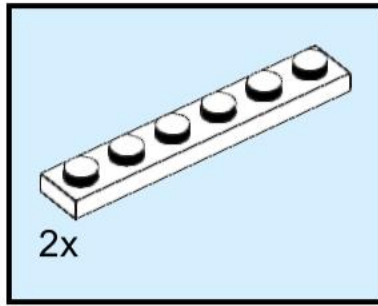
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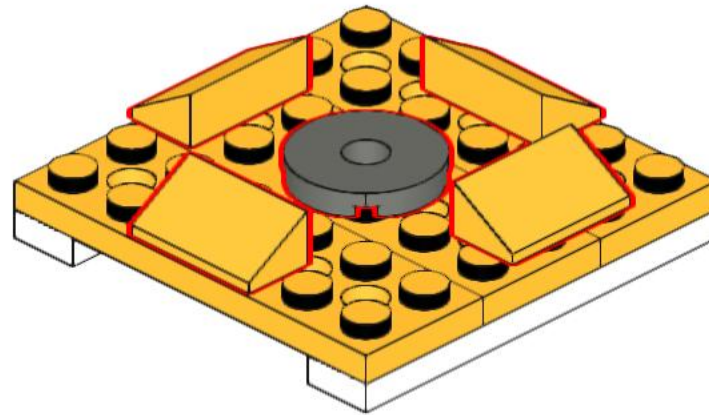
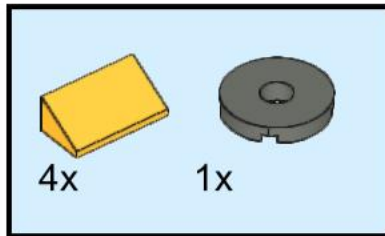
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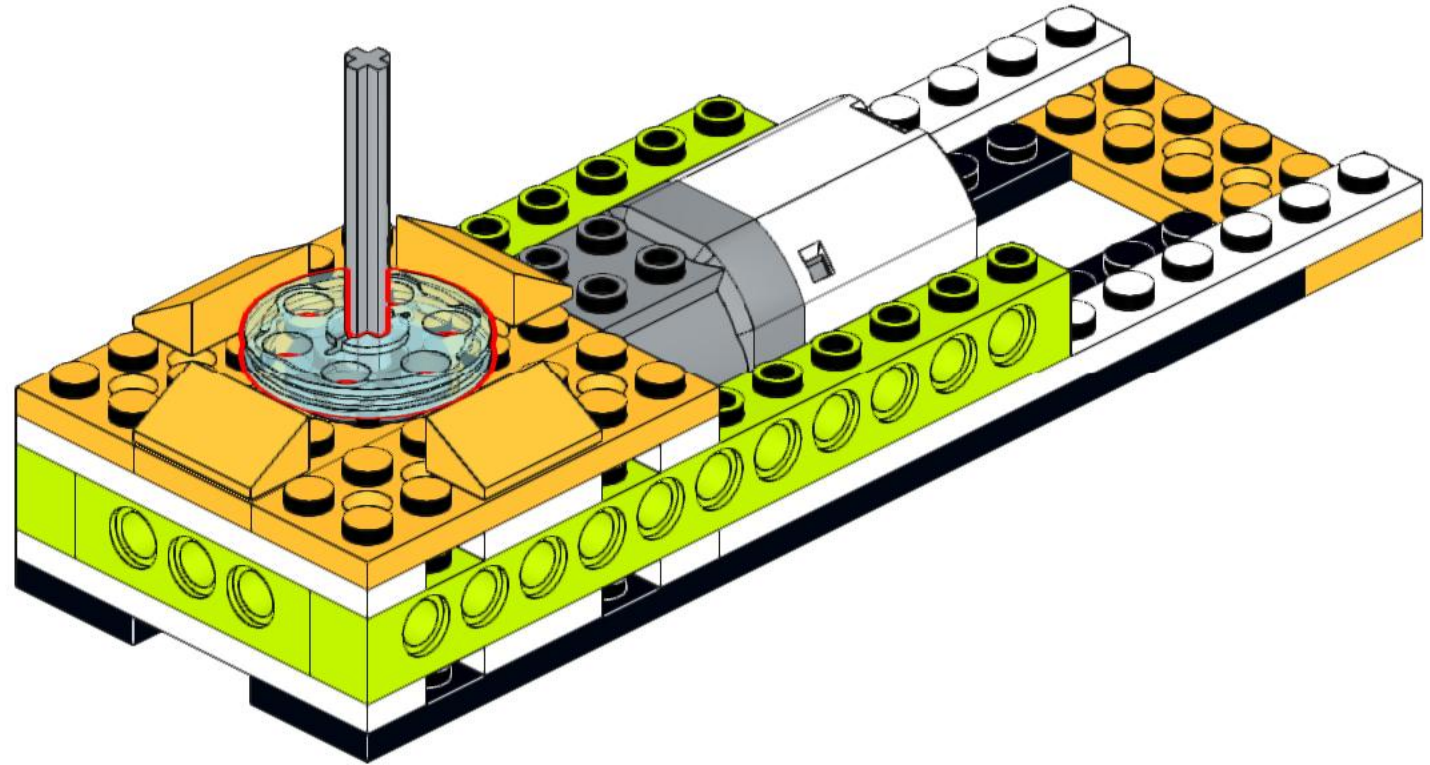
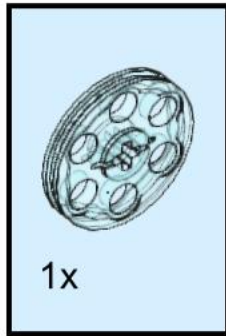
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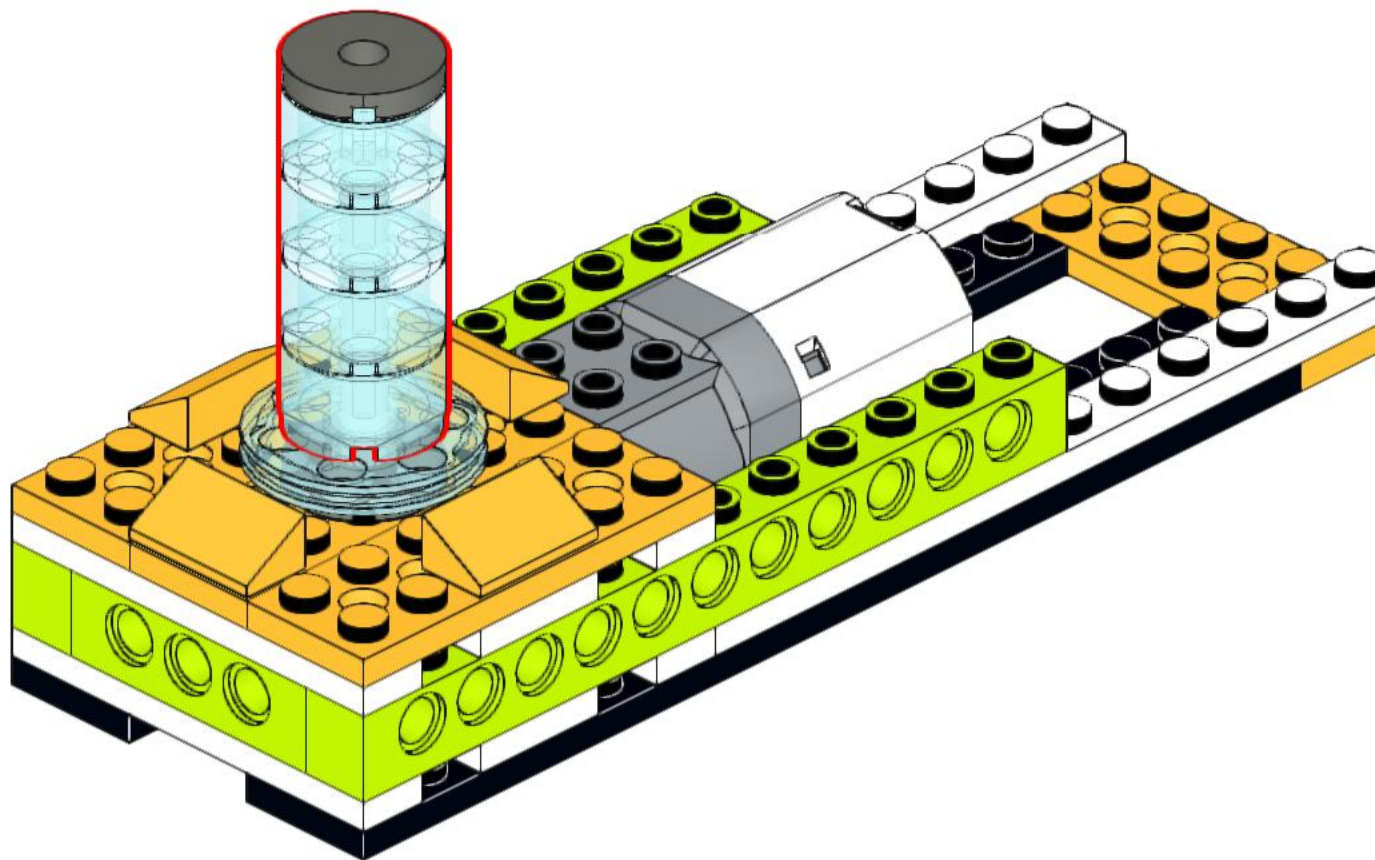
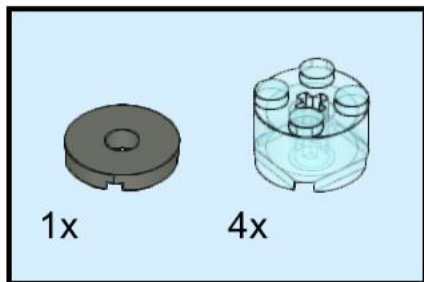
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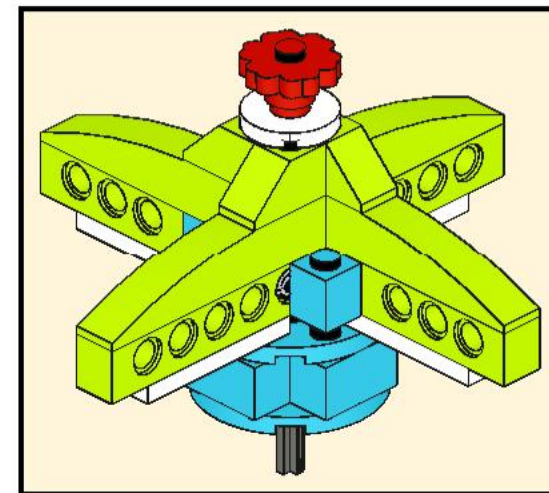
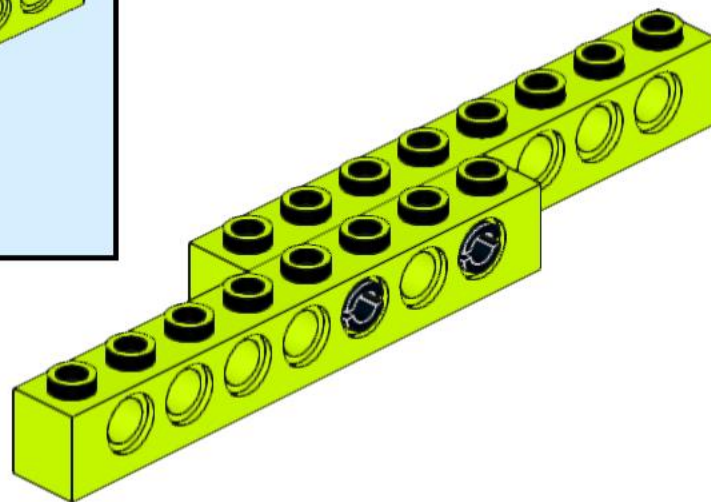
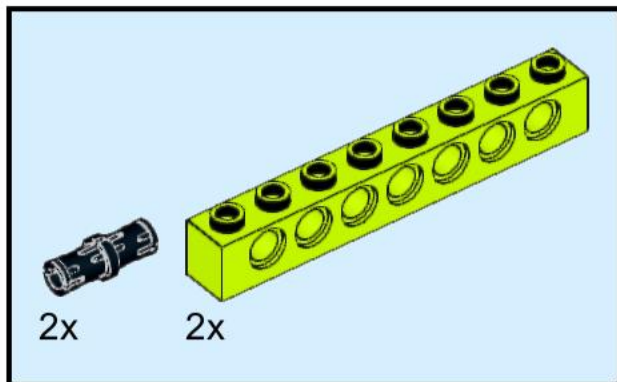
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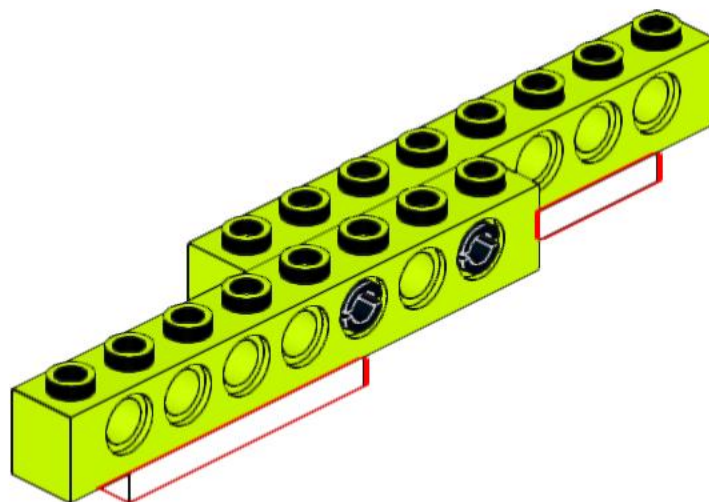
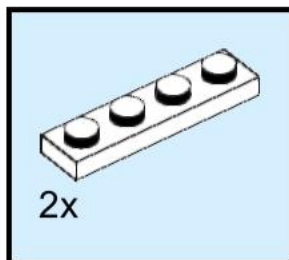
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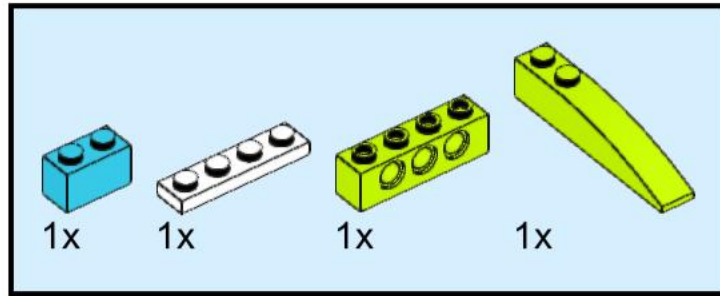
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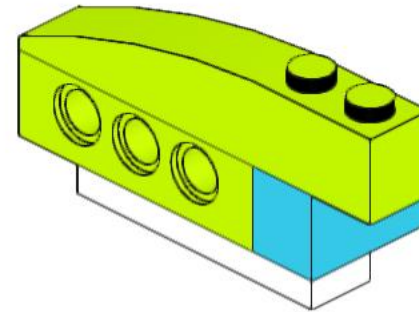
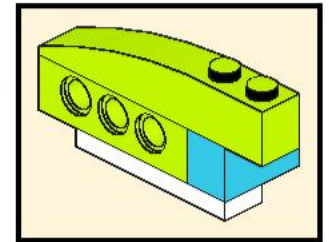
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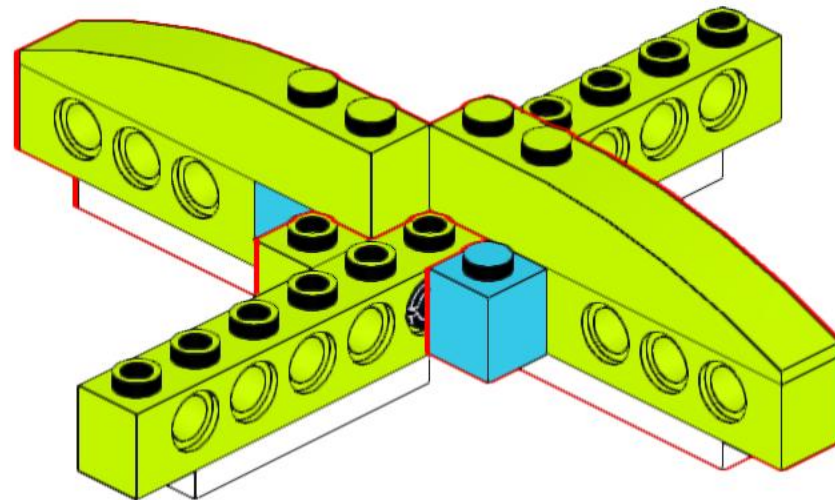
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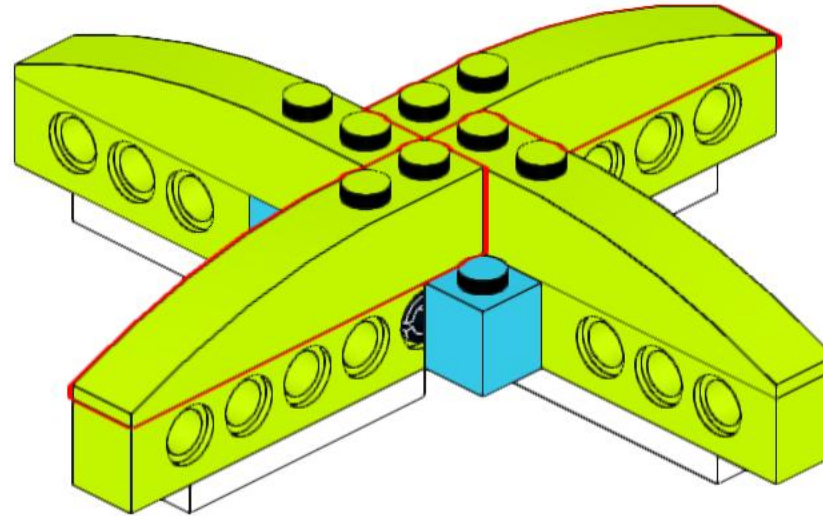
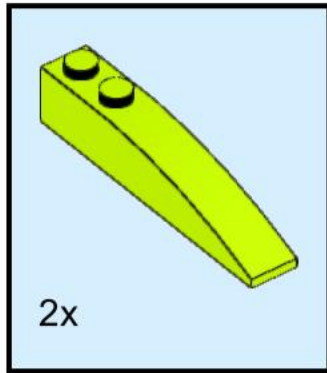
2x



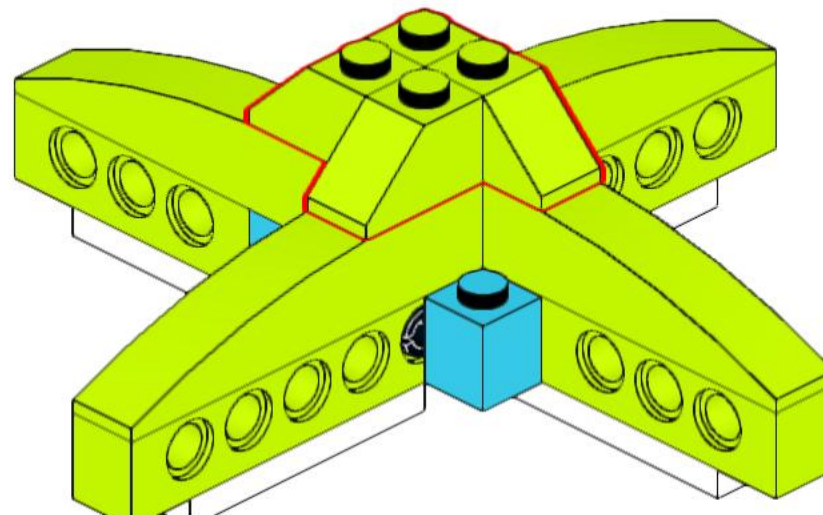
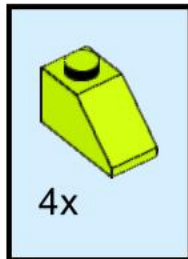
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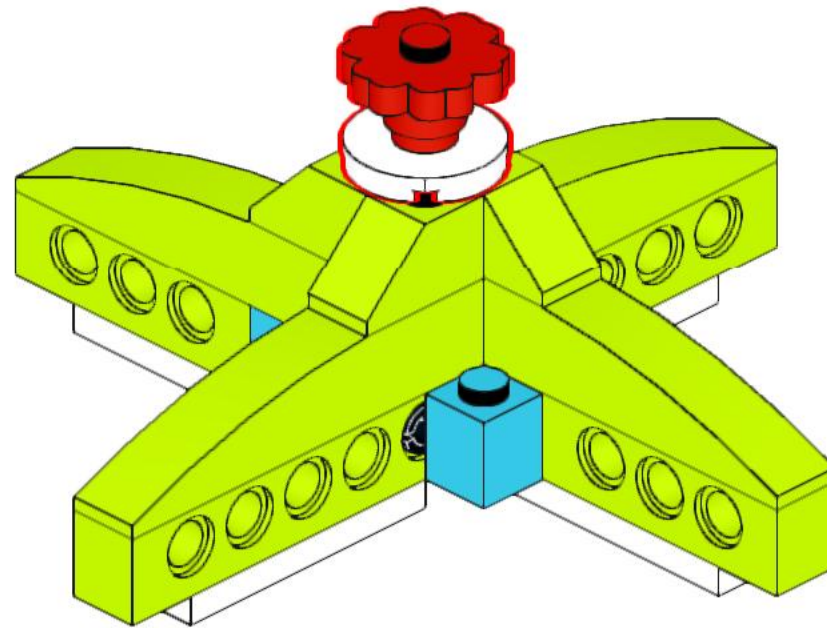
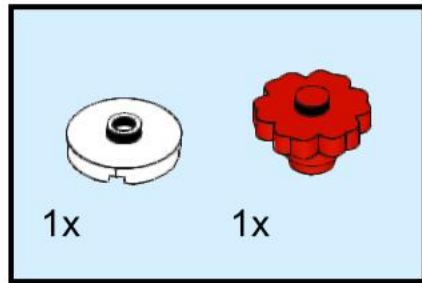
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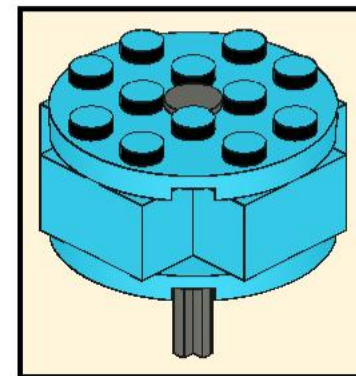
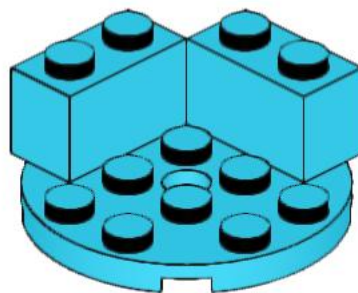
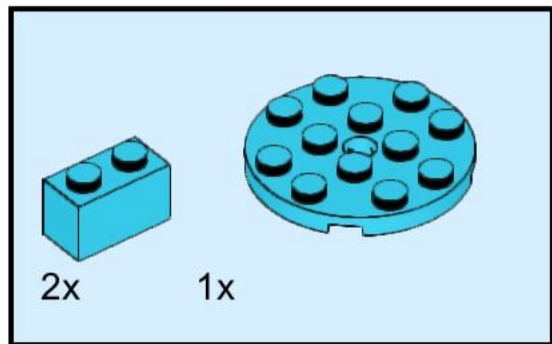
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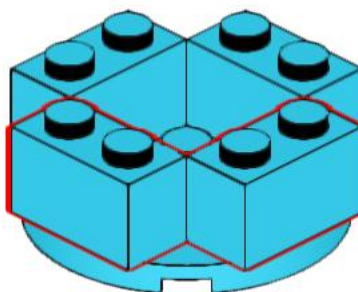
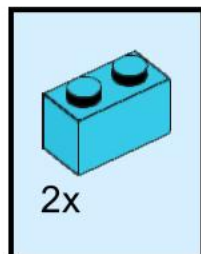
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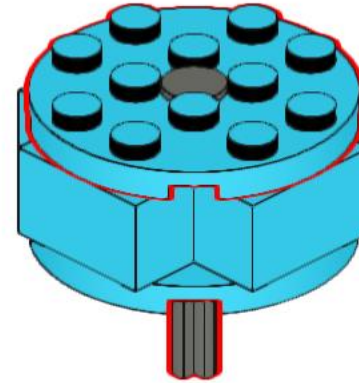
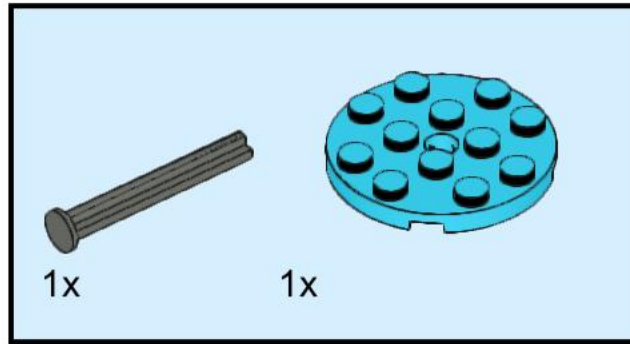
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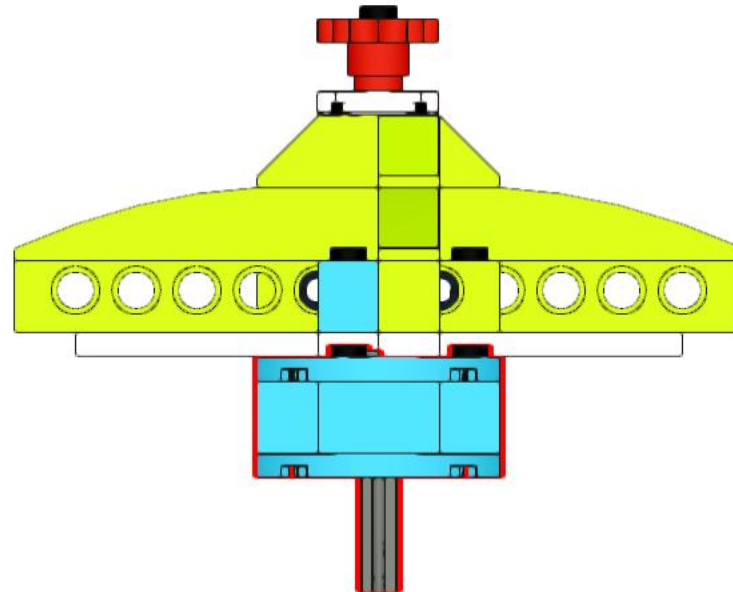
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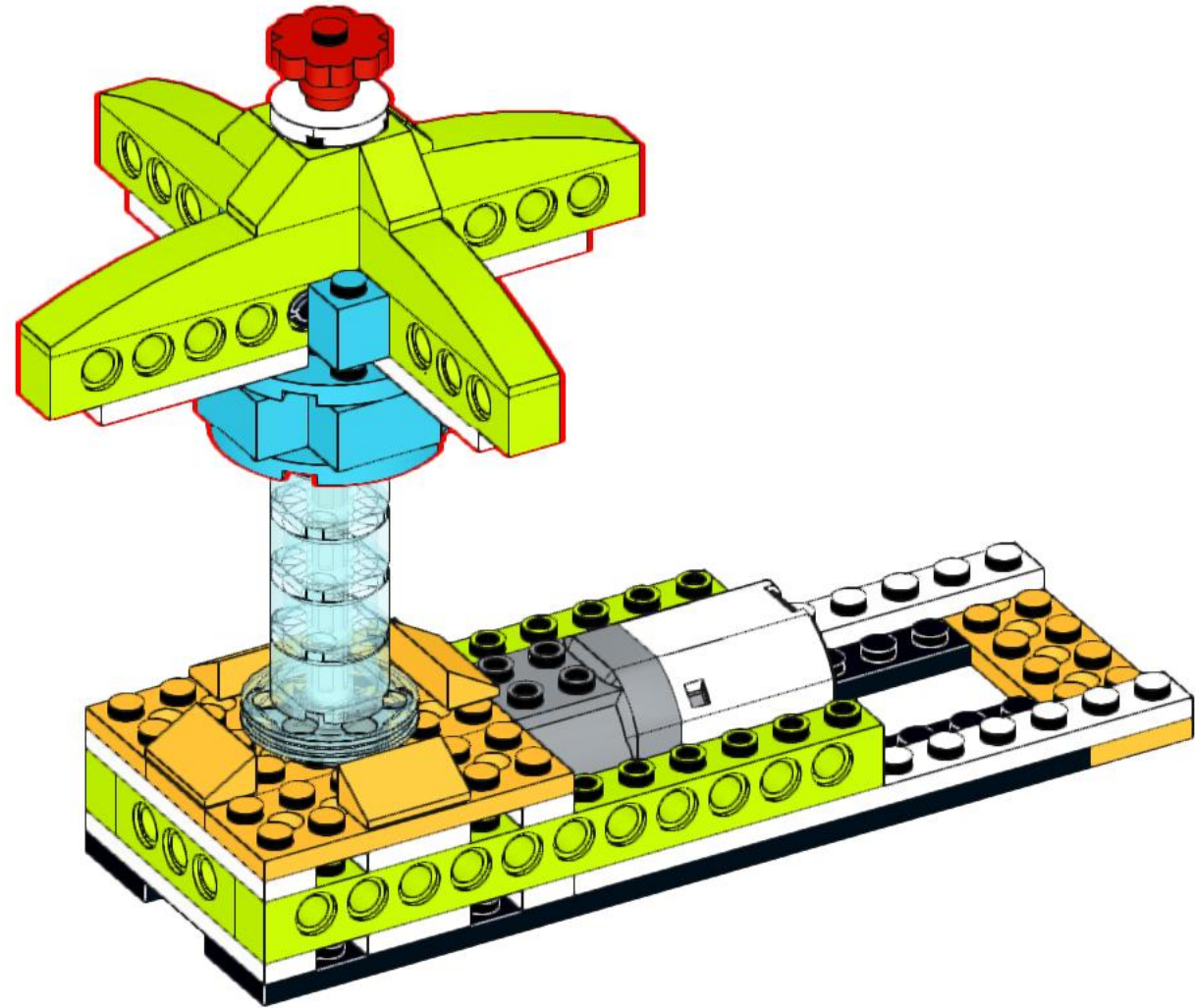
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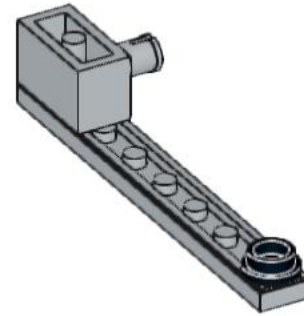
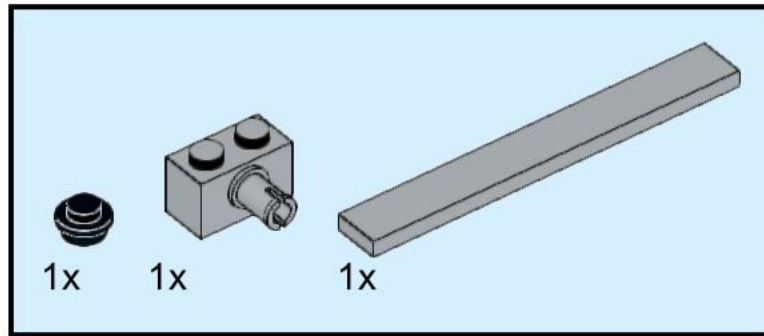
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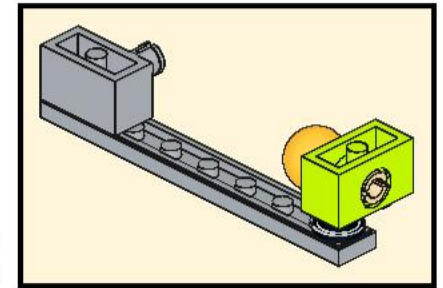
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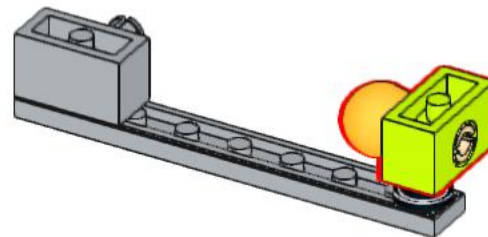
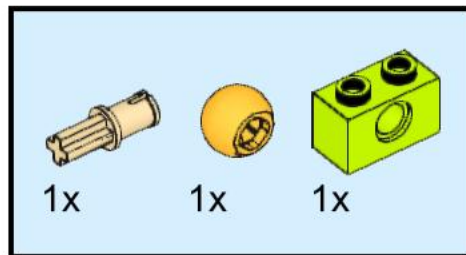
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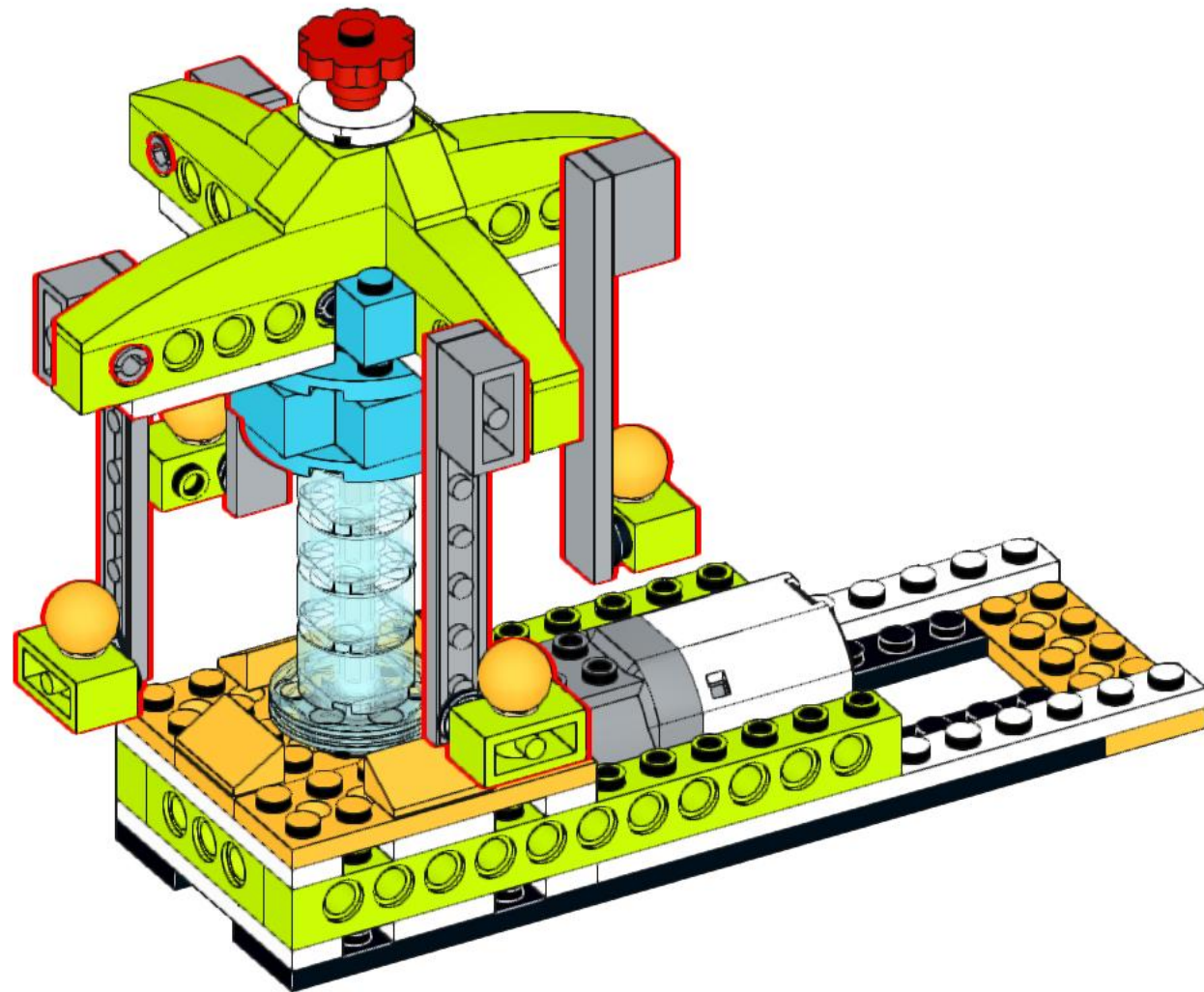
4x



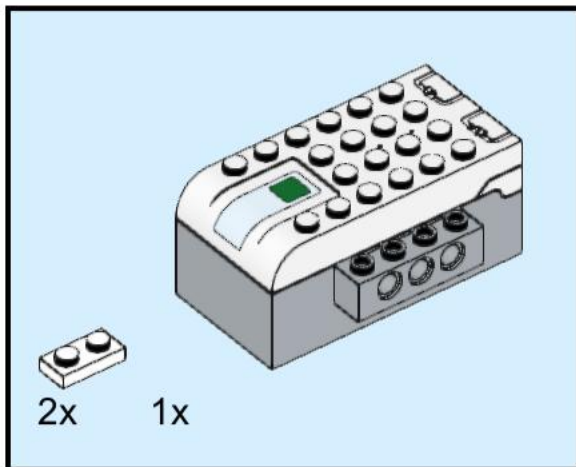
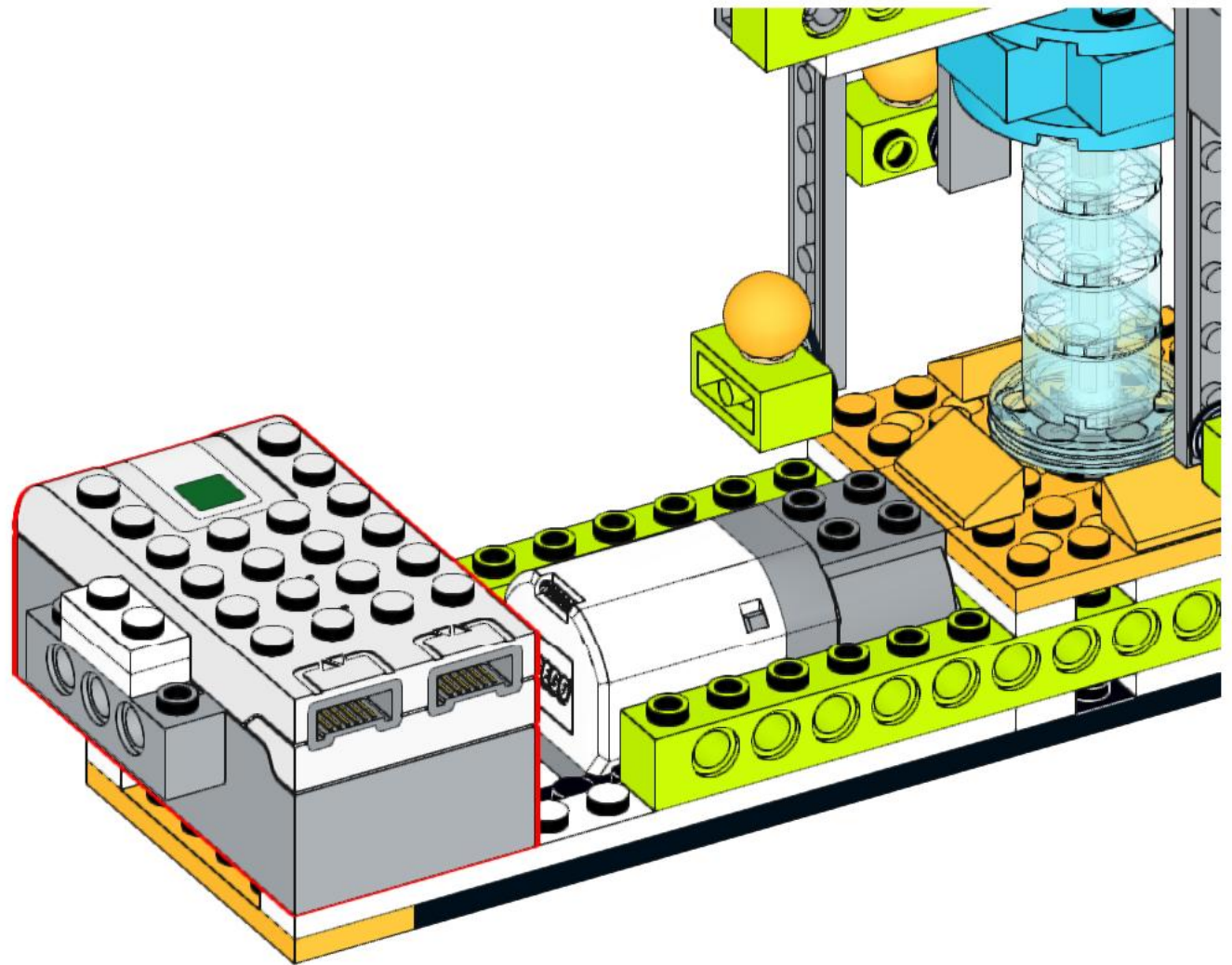
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31



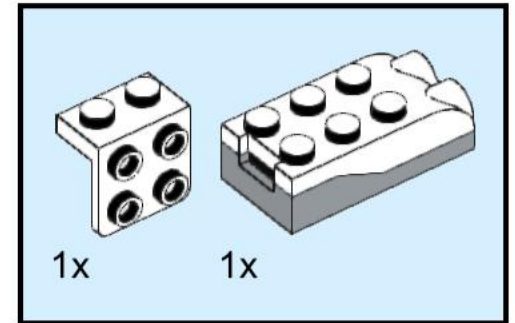
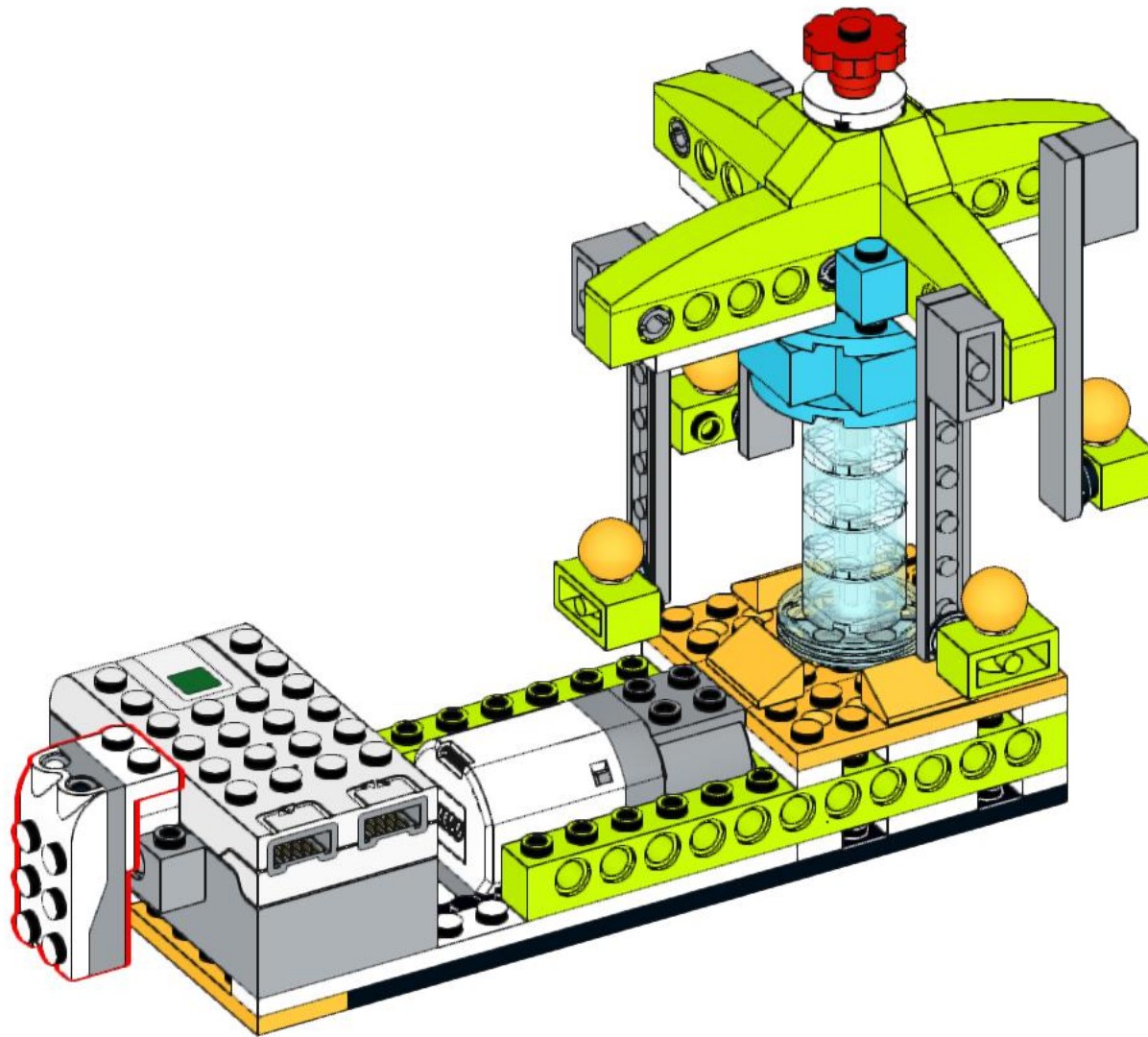
32



2x

1x

33





Crea un programa que permita controlar la velocidad del carrusel con un sensor de distancia. Cuanto más cerca del sensor coloque el dedo, más rápido girará el carrusel.

Para controlar la potencia del motor, utiliza el sensor de distancia. Sus lecturas toman el valor de 0 a 10; cuanto menor es la distancia desde un obstáculo, menor es el número presentado por el sensor.

La potencia máxima del motor debe lograrse acercando su mano al sensor. Para crear esta dependencia, puede usar una operación matemática simple.

A faint, light-colored illustration of a carousel with several horses, serving as a background for the text.

Tecnoaprendo



Tecnoaprendo

A yellow assembly bar containing a play button, a green block with a motor and rotation arrow, a red block with '123', another red block with '123', a green block with a motor and rotation arrow, and a refresh icon. Below it are a blue block with '10', an orange block with a brick, and a blue block with '123'.



4x
4073, 11

4x
2780, 11

1x
32270, 11

1x
2654, 11



2x
4282, 11

2x
15535, 85

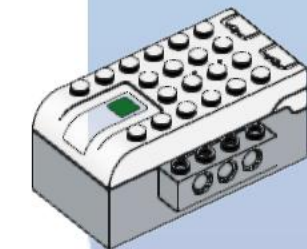
1x
87083, 85

4x
2458, 86

1x
4519, 86

1x
44294, 86

4x
4162, 86



1x
19071c01, 86

6x
3023, 1

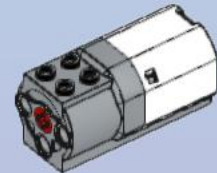
1x
18674, 1

1x
44728, 1

4x
3710, 1

1x
20844, 1

4x
3666, 1



1x
21980, 1

2x
60479, 1

1x
98262, 5

4x
3749, 2

1x
32198, 2

4x
32474, 110

4x
85984, 110

1x
3709b, 110

4x
32001, 110

4x
3700, 34

4x
3040, 34

4x
3701, 34

4x
42022, 34

2x
3702, 34

2x
3895, 34

6x
3004, 156

2x
60474, 156

4x
3941, 15

1x
4185, 15