

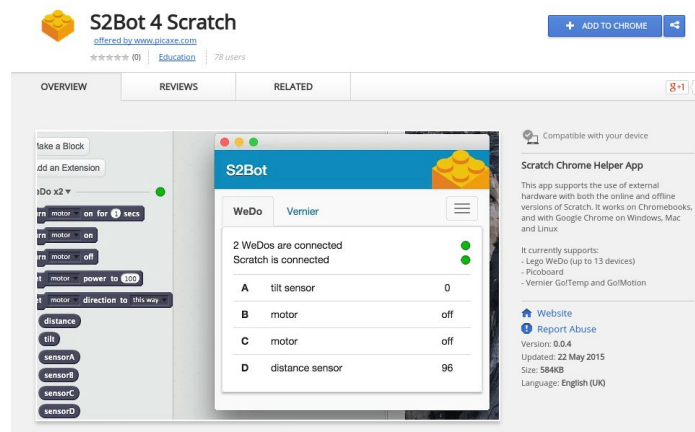
Chromebook WeDo Instructions

First time installation:

Before you can connect your WeDo to your Chromebook you have to first download the application S2Bot 4 Scratch from the Chrome Web Store. At the time of writing the direct URL to the app is

<https://chrome.google.com/webstore/detail/s2bot-4-scratch/pllkalmkifgmanfoghenhgafbcpicdj/related?hl=en-GB>

but it would be easier to just enter “s2bot 4 chrome” into a Google search. The store page should look like this:

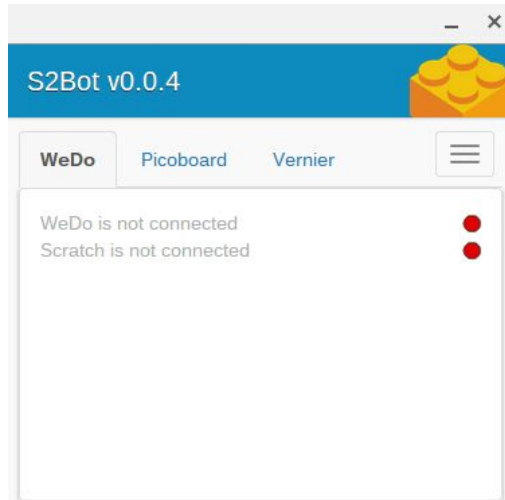


Click on the “Add to Chrome” button and then click “Add” on the window that appears. Once the app has finished downloading you are finished. You only have to do this step once for each computer.

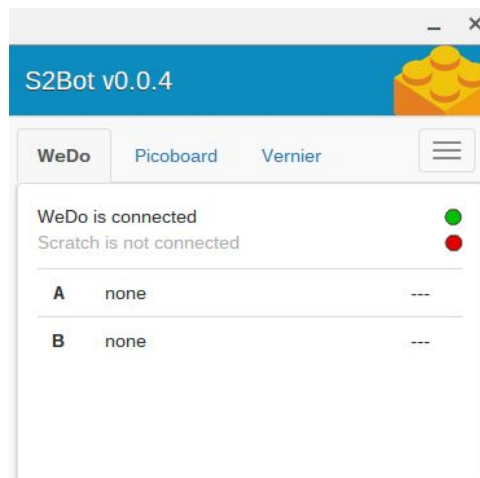
Connecting WeDo to Scratch:

Since the Lego software does not run on Chromebooks we will be using Scratch for our programming environment. You will need to do these steps each time you want to use the WeDo.

1. Open the S2Bot 4 Scratch application. You should get a window that looks like this:

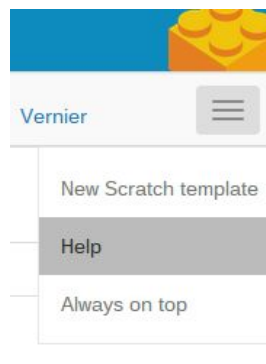


2. Plug in your WeDo USB block. The S2Bot application screen should change and look like this:



If you plugged in your WeDo and it did not show up, your Chromebook may not be compatible with WeDo. It is recommended you try a WeDo if you know someone who has one, or only buy one set and try it out before getting a class set to make sure that it works.

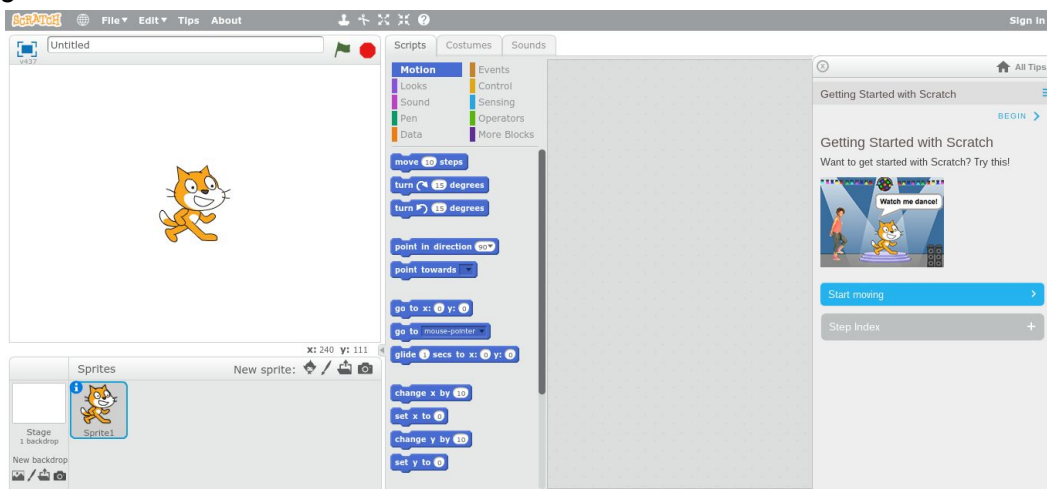
3. Click on the icon with 3 lines on the right of the S2Bot app and choose “New Scratch Template.”



Choose a location you will remember and click “Save.” You will need to load this file into Scratch in the next step.

4. Open the Scratch project editor located at:
https://scratch.mit.edu/projects/editor/?tip_bar=getStarted

The page should look like this:



5. In Scratch click on “File” and then click on “Upload from Your Computer.” Navigate to the file that you saved earlier and select it and click “Open.” When it asks if you want to overwrite your current project click “OK.” If everything was successful you should be able to click on the more blocks tab in Scratch and see the WeDo control blocks.

