Here is how to make JD complete facial recognition:

1. From file menu, choose new project and select JD – Bare.
2. Skip over the lessons
3. Sync servo profile
4. Under "Auto Position", select "Stand from Sit" and then "execute".
5. Under the Project tab, click on the "Add" button
6. Select camera - camera device
   a. We have added a control (or behaviour) to the robot
   b. Turn on the camera
   c. Your camera will turn on as a peripheral information system

Under the Blockly Platform (click on "File" to see it):

Here, you will see "blocks". Blocks are codes, such as moving, speaking, and recognizing face. There are also tabs that say "wait", which means it will wait for the previous action to be completed before that one is executed.

Connect the following to have JD recognize a face:
1. Under movement, "wait for face"
2. Under audio, choose "Say EZB"
3. Under text
   • "I see you"
4. Under movement
   • AutoPosition "wave"
5. Make sure no one is in the screen and hit "start".
6. Have someone stand in front and wait for JD to respond.
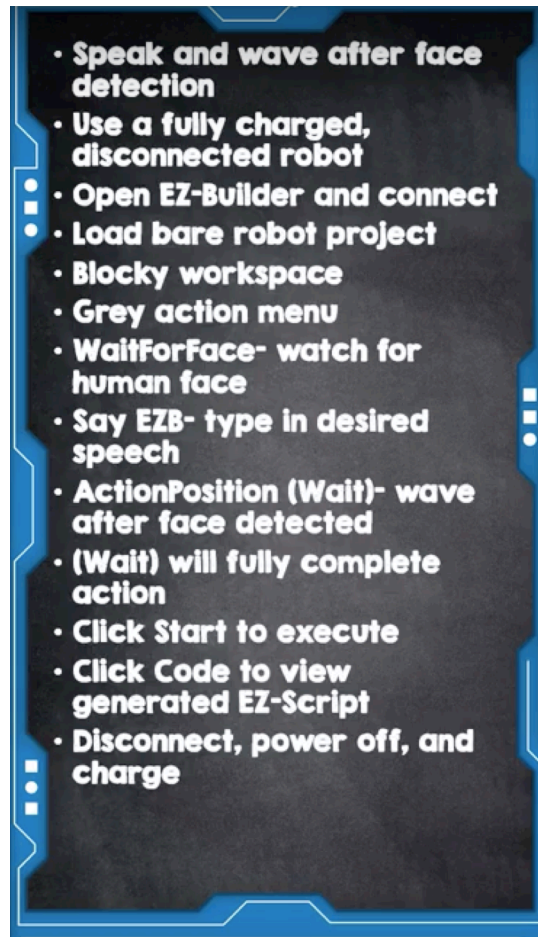7. Show your teacher when done.

On your own…

Using Blockly, try to make JD to the following:
1. Wait for Colour
2. Wait for Glyph (you will need to use the Glyph's provided by your teacher)
3. Wait for Speech

Your turn…

Let's see what you can create in Blockly. Get as complex as you like! Remember, if you don't get stuck, it's too easy!

Here is how to make JD complete facial recognition:

- Speak and wave after face detection
- Use a fully charged, disconnected robot
- Open EZ-Builder and connect
- Load bare robot project
- Blocky workspace
- Grey action menu
- WaitForFace- watch for human face
- Say EZB- type in desired speech
- ActionPosition (Wait)- wave after face detected
- (Wait) will fully complete action
- Click Start to execute
- Click Code to view generated EZ-Script
- Disconnect, power off, and charge

Your turn, let's see what you can create in blockly. Get as complex as you like! Remember, if you don't get stuck, it's too easy!