

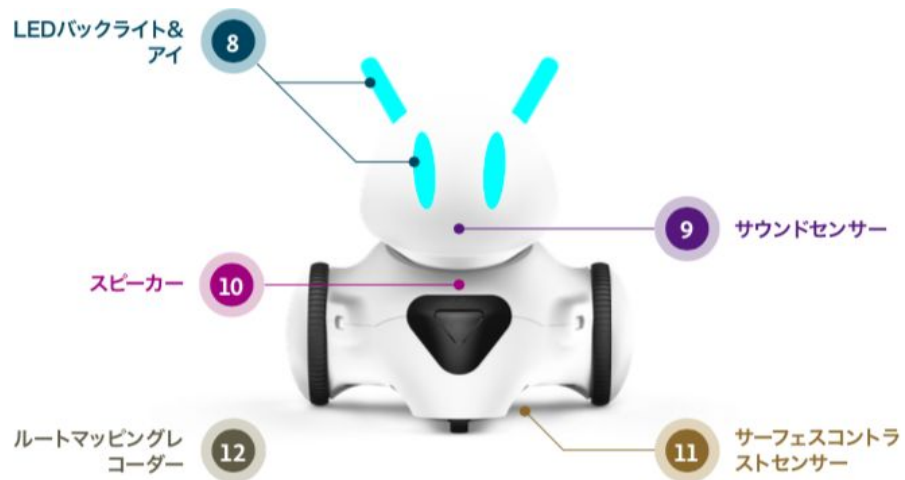
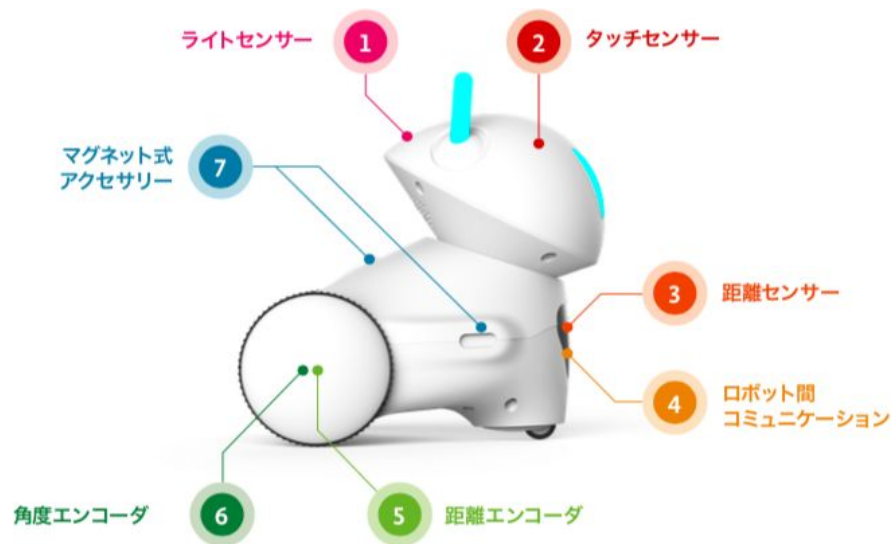


簡易マニュアル
2020年12月版

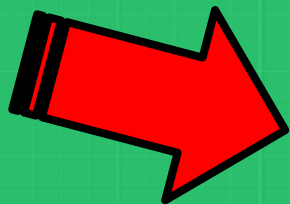
セカイセールスコンサルティング合同会社

Step1

フォトンを うごかして みよう



Photon Codingを ひらき、フォトンの でんげんを 入れて、 スタートを おします



Photon Coding



 フォトンの電源が入っていることを確認してください

他のアプリも確認してください



Photon Robot

200もの創意工夫された課題がそれぞれのストーリーにあります。家庭版のみ展開中



Photon Magic Bridge

フォトンを Scratch, MakeCode, JavaScript, Python でプログラミングして、多様に統合する方法を見つけてください

フォトンドローを せんたくします

プログラミング



プログラミング入門

 フォトンドロー >
レベル：初級

 フォトンバッジ >
レベル：中級

 フォトンプロット >
レベル：上級

 フォトンコード >
レベル：マスター

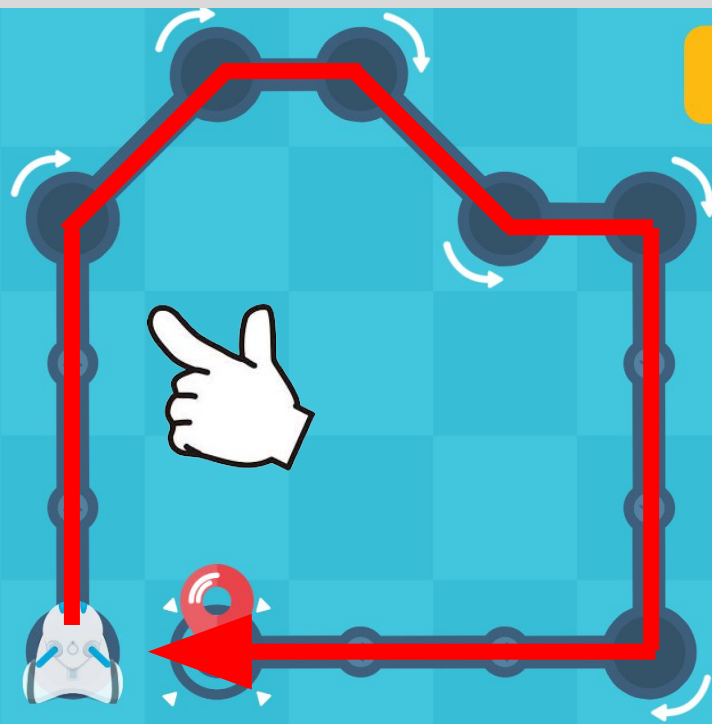
高度なプログラミング

 Scratch >
レベル：上級

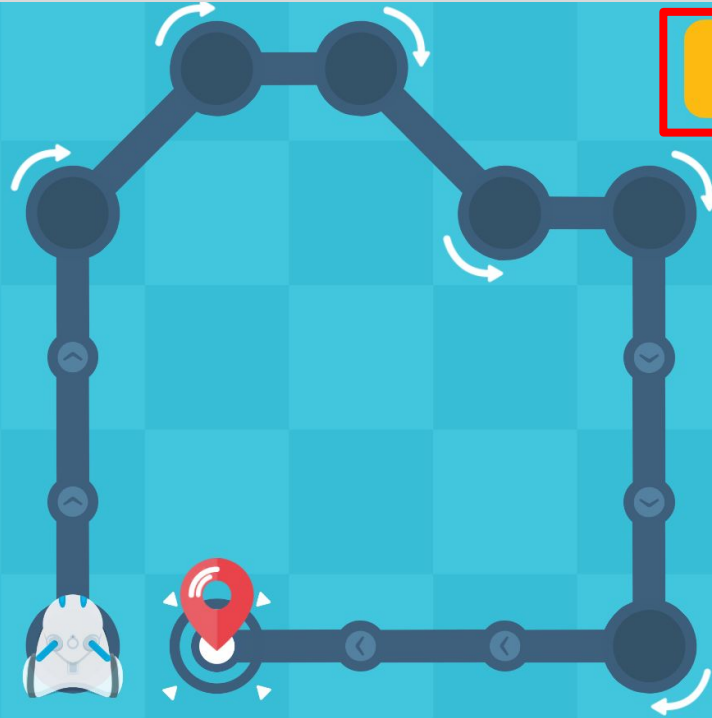
遊ぶ時間

 Joystick >
レベル：初級

がめんに うごかしたい ように せんを ひきます



じっこう ボタンをおします



がめんの フォトンと おなじように
じっさいの フォトンも うごくよ

うごかしてくれてあ
りがとう

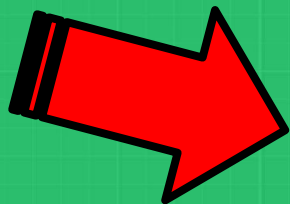
13

Step2

フォトンにプログラミングでめいれいをだそう

The image shows a programming interface for Photon. On the left, there is a vertical toolbar with icons for movement, light, music, settings, communication, and code. Next to it is a palette of light icons in various colors (yellow, orange, red, pink, purple, blue, green). The main workspace is divided into three function blocks: 'プログラム' (Program), '関数1' (Function 1), and '関数2' (Function 2). Each block contains a 2x4 grid of empty slots for code blocks. At the top right, there are control buttons: a play button, a refresh button, a timer set to 30, and a close button. The main stage is a blue checkered floor with a Photon character in the center. A rotation speed dial is visible in the bottom right corner of the stage.

Photon Codingを ひらき、フォトンの でんげんを 入れて、 スタートを おします



Photon Coding



 フォトンの電源が入っていることを確認してください

他のアプリも確認してください



Photon Robot

200もの創意工夫された課題がそれぞれのストーリーにあります。家庭版のみ展開中



Photon Magic Bridge

フォトンを Scratch, MakeCode, JavaScript, Python でプログラミングして、多様に統合する方法を見つけてください

フォトンバッジを せんたくします

プログラミング



プログラミング入門

 フォトンドロー
レベル：初級 >

 フォトンバッジ
レベル：中級 >

 フォトンプロツ
レベル：上級 >

 フォトンコード
レベル：マスター >

高度なプログラミング

 Scratch
レベル：上級 >

遊ぶ時間

 Joystick
レベル：初級 >

フォトンをうごかすには？

The image shows a programming environment for controlling a Photon character on a grid. On the left, there are two vertical toolbars. The first toolbar contains icons for movement (a four-way arrow), light (a sun), music (a musical note), settings (a gear), a character (a head with a brain), and a document. The second toolbar contains movement and action icons: a green up arrow, a yellow left arrow, a cyan right arrow, a pink down arrow, a green curved arrow, an orange curved arrow, and three empty slots. In the center, there are three function blocks: 'プログラム' (Program), '関数1' (Function 1), and '関数2' (Function 2). Each block has a 2x4 grid of empty slots for code blocks. At the top right, there are control buttons: a yellow play button, a blue refresh button, a blue ruler icon with the number '30', and a purple close button with an 'X'. The main workspace is a large blue grid with a Photon character (a white robot with orange accents) positioned in the center. A semi-transparent circular button with a play icon is located in the bottom right corner of the grid.

ひだりうえのじゅうじのアイコンをおします



まっすぐすすむにはこのボタンをおします

The image shows a programming interface with a vertical toolbar on the left containing icons for movement, light, music, settings, and communication. A second toolbar below it contains directional and action buttons. The top toolbar includes play, refresh, and a 30-second timer. The main workspace features a blue checkered floor with a robot icon in the center. Three code blocks are visible: 'プログラム' (Program), '関数1' (Function 1), and '関数2' (Function 2). The 'プログラム' block contains a green arrow button pointing up, which is highlighted with a red square.

プログラミング できたら じっこう ボタンをおそう

The image displays the Scratch programming environment. On the left, there is a vertical toolbar with icons for movement, appearance, sound, and programming. The programming section includes a 'Program' (プログラム) block, 'Function 1' (関数1), and 'Function 2' (関数2) blocks, each with a 4x4 grid of slots. Above the main workspace, there are three control buttons: a yellow play button (highlighted with a red box), a blue refresh button, and a blue timer button set to 30. The main workspace is a blue checkered grid with a Scratch cat character in the center. A purple close button (X) is in the top right corner.

みぎにまがるにはこのボタンをおします

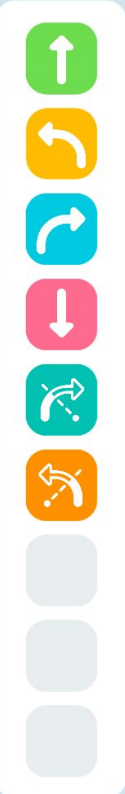


みぎななめに まがる には この ボタンを おします



ミッション1

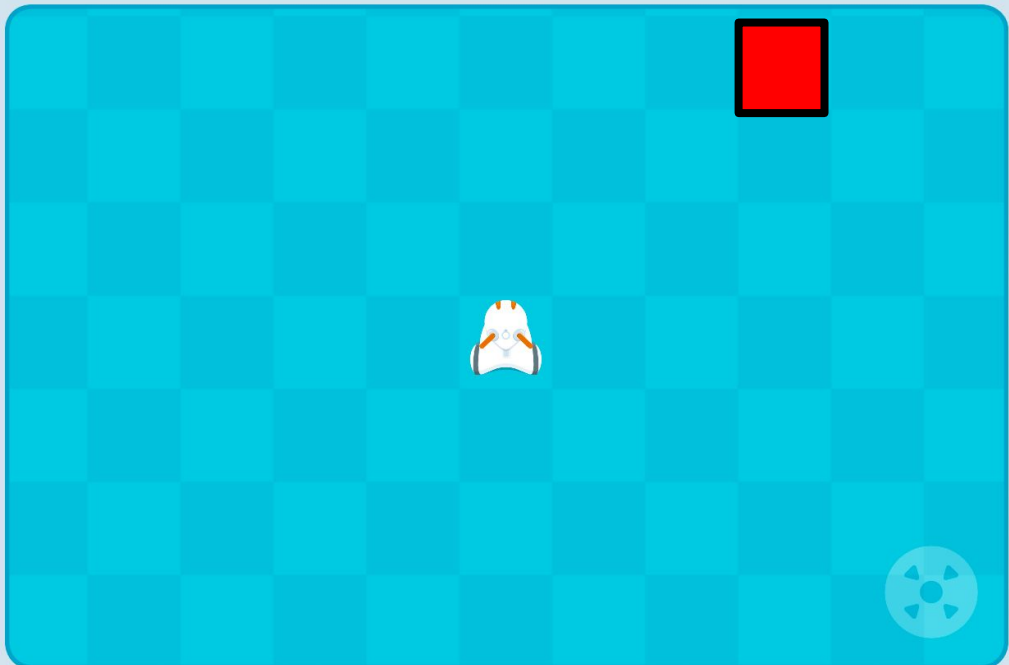
あかい マスの ところまで フォトン を うごかそう



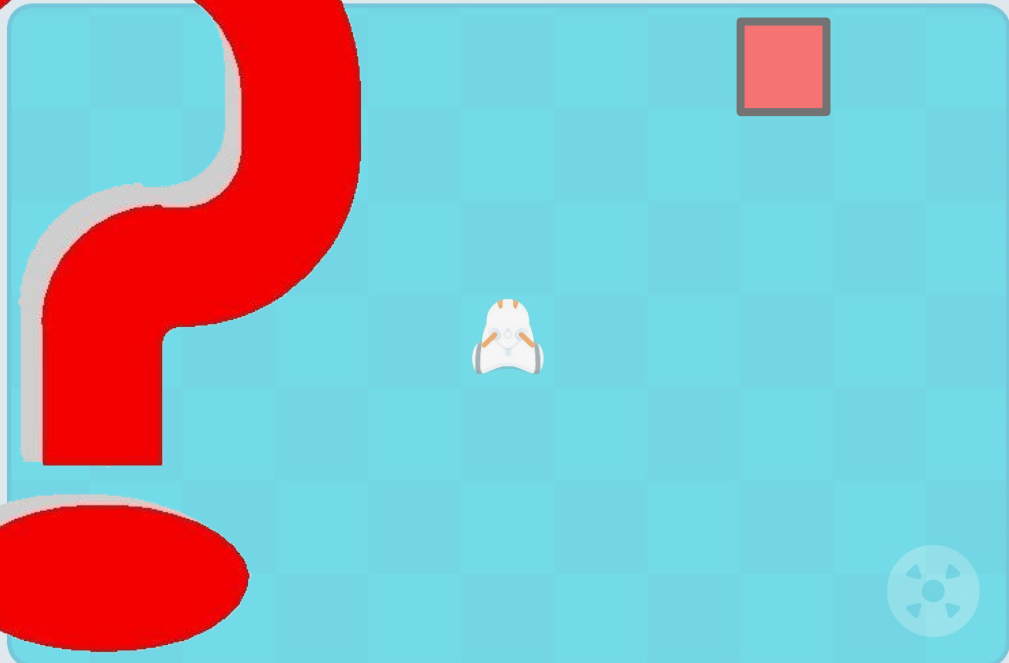
プログラム

関数1

関数2



どんなふうにうごかしたらいいかな？



せいかい せいかいはひとつじゃないよ！！

The image shows a programming interface with a central workspace and a block palette on the left. The workspace has a blue and white checkerboard background with a small white robot character in the center. The block palette contains various icons for movement, sound, and logic. A specific sequence of five movement blocks is highlighted with a red box:

- Block 1: Green arrow pointing up.
- Block 2: Yellow arrow pointing up and right.
- Block 3: Cyan arrow pointing up and right.
- Block 4: Cyan arrow pointing up and right.
- Block 5: Green arrow pointing up.

Below the highlighted blocks are two function blocks labeled "関数1" and "関数2". At the top right of the workspace, there are control buttons: a red stop button, a blue refresh button, a blue ruler icon with the number "30", and a purple close button with an "X" icon.

フォトンをはからせるには？

The image shows a programming environment interface. On the left, there are two vertical toolbars. The first toolbar contains icons for movement, speech, music, settings, and a document. The second toolbar contains a vertical stack of lightbulb icons in various colors (yellow, orange, red, pink, purple, blue, green). In the center, there are three script monitors labeled "プログラム", "関数1", and "関数2", each with a 2x4 grid of empty slots. To the right of the monitors are three control buttons: a yellow play button, a white refresh button, and a white button with a ruler icon and the number "30". On the far right is a dark blue close button with a white "X". The main stage area is a large blue checkered grid with a Photon character in the center. A semi-transparent radiation symbol is visible in the bottom right corner of the stage.

ランプのアイコンをおします

The image shows a programming interface for a robot. On the left, there is a vertical toolbar with several icons: a directional pad, a lamp icon (highlighted with a red box), a music note, a gear, a Wi-Fi symbol, and a document. To the right of the toolbar is a vertical stack of colored lamp icons (yellow, orange, red, purple, blue, green) with a menu icon to their right. The main workspace is divided into three sections: 'プログラム' (Program) with a 2x2 grid, '関数1' (Function 1) with a 2x4 grid, and '関数2' (Function 2) with a 2x4 grid. At the top right, there are control buttons: a play button, a refresh button, a timer set to 30, and a close button (X). The central area is a large blue checkered grid with a small robot icon in the center. A circular arrow icon is visible in the bottom right corner of the grid.

ひからせたい いろの ボタンをおします

The image shows a programming environment for a robot. On the left, there is a vertical toolbar with several icons: a crosshair, a green speech bubble with a sun, a music note, a gear, a Wi-Fi symbol, and a document. To the right of the toolbar is a vertical stack of colored sun icons: yellow, orange, red (highlighted with a red box), purple, purple, blue, blue, green, and green. The main workspace contains three function blocks: 'プログラム' (Program), '関数1' (Function 1), and '関数2' (Function 2). Each block has a 2x2 grid of slots. The 'プログラム' block has a red sun icon in the top-left slot. Above the workspace are control buttons: a yellow play button, a blue refresh button, a blue ruler icon with the number '30', and a purple close button with an 'X'. The stage on the right is a large blue checkered area with a robot icon in the center and a circular navigation pad in the bottom right corner.

じっこうしたら ひかりました

The image shows a programming environment interface. On the left, there is a vertical sidebar with icons for navigation, light, music, settings, and a document. Next to it is a vertical strip of light icons in various colors (yellow, orange, red, purple, blue, green). The main workspace is divided into three sections: 'プログラム' (Program), '関数1' (Function 1), and '関数2' (Function 2). Each section contains a grid of empty slots. A red square button with a white square inside is highlighted in the top toolbar. To its right are a refresh icon and a timer icon showing '30'. In the top right corner, there is a close button with an 'X' icon. The right workspace features a blue checkered floor with a small robot character in the center.

フォトンでおとをならすには？

The image shows the Photon programming environment interface. On the left, there are two vertical toolbars. The first toolbar contains icons for movement (a cross), light (a sun), music (a musical note), settings (gears), a speaker, and a document. The second toolbar contains icons for various animals: a cow, a dog, a pig, a chicken, a rabbit, a turtle, a bird, a cat, a dog, and a chicken. In the center, there are three function blocks labeled "プログラム" (Program), "関数1" (Function 1), and "関数2" (Function 2). Each block has a 2x4 grid of empty slots for programming blocks. To the right of the function blocks are three control buttons: a yellow play button, a white refresh button, and a white button with a ruler icon and the number "30". In the top right corner, there is a purple button with a white "X" icon. The main workspace on the right is a large blue checkered grid with a small white robot icon in the center. A circular button with a play icon is located in the bottom right corner of the workspace.

おんぷのアイコンをおします

The screenshot displays the Onpu programming environment. On the left, a vertical toolbar contains various icons: a crosshair, a sun, a music note (highlighted with a red box), a gear, a speaker, and a document. To the right of the toolbar is a vertical list of animal icons: a cow, a dog, a pig, a chicken, a rabbit, a turtle, a sheep, a bird, a cat, and a chicken. The main workspace is divided into three sections: 'プログラム' (Program) with a blue dot, '関数1' (Function 1) with a grey dot, and '関数2' (Function 2) with a grey dot. Each section contains a 2x4 grid of empty slots. At the top right, there are control buttons: a yellow play button, a white refresh button, a white ruler icon with the number '30', and a purple close button with a white 'X'. The main workspace is a large blue checkered grid with a small white robot icon in the center. A semi-transparent circular button with a play icon is located in the bottom right corner of the workspace.

ならしたい おとの アイコンをおします

The image shows a programming environment for a robot. On the left, there is a vertical toolbar with several icons: a crosshair, a sun, a music note, a gear, a speaker, and a document. To the right of the toolbar is a vertical strip of animal icons: a cow, a dog (highlighted with a red box), a pig, a chicken, a rabbit, a turtle, a sheep, a bird, a cat, and a chicken. The main workspace contains three function blocks: 'プログラム' (Program), '関数1' (Function 1), and '関数2' (Function 2). Each block has a grid of slots for adding code blocks. At the top right, there are control buttons: a play button, a refresh button, a timer set to 30, and a close button (X). The stage is a large blue checkered area with a robot icon in the center.

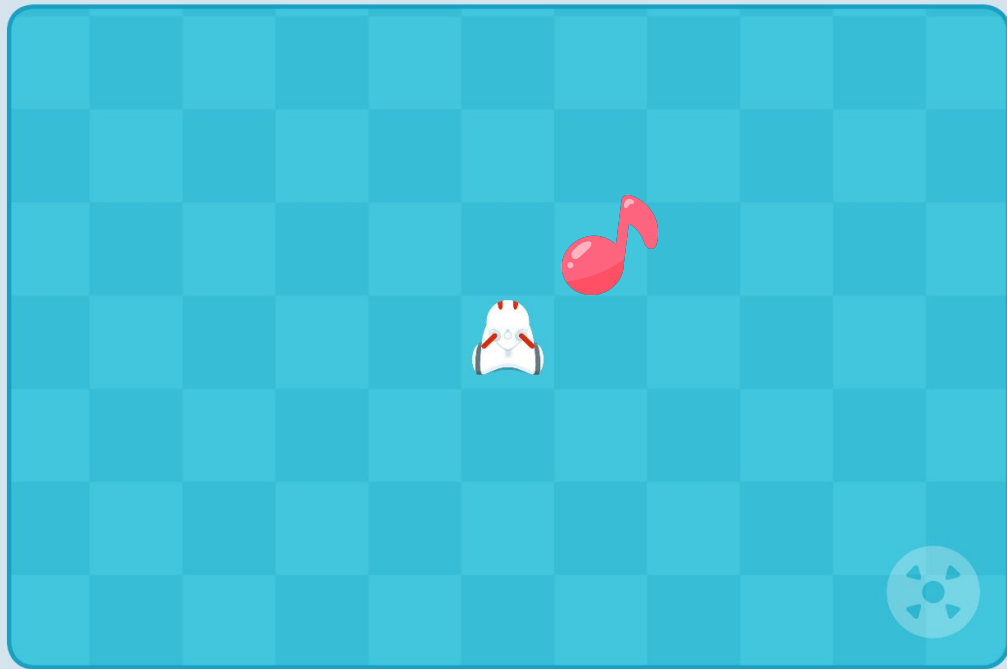
じっこうしたら おとが になりました



プログラム

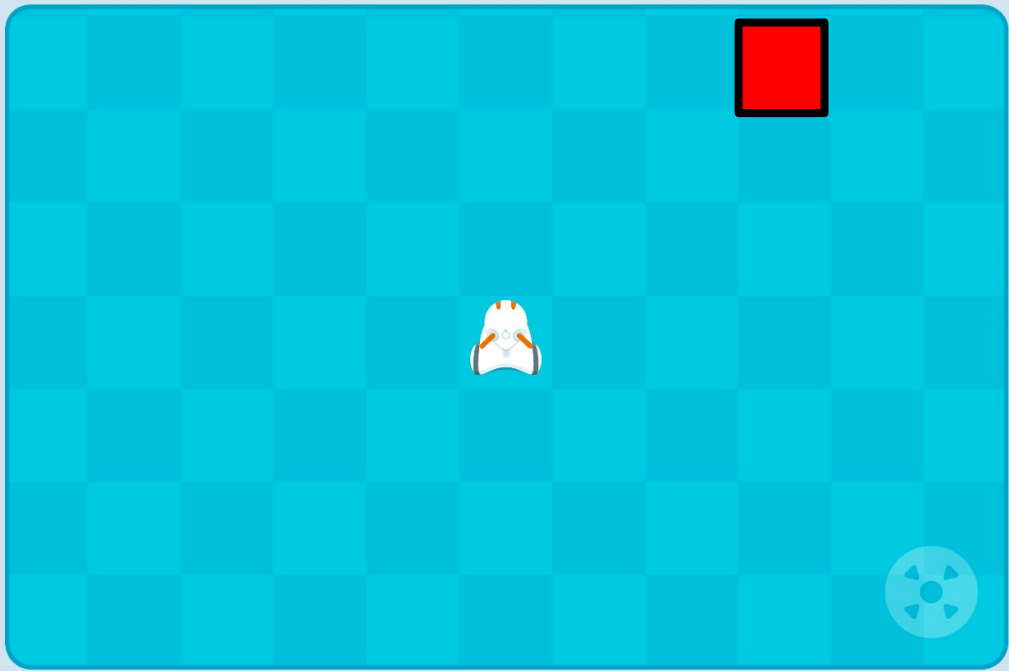
関数1

関数2



ミッション2

あかい マスまで うごかして から あかく ひからせよう



どんなふうにプログラミングしたらいいかな？



せいかい せいかいはひとつじゃないよ！！

The image shows a programming interface with a 'プログラム' (Program) block containing a sequence of blocks: three '前進' (Move Forward) blocks, a '右に90度回転' (Turn Right 90 Degrees) block, and another '前進' (Move Forward) block. A red box highlights this entire sequence. Below the program block are two '関数' (Function) blocks, '関数1' and '関数2', each with a 2x5 grid of empty slots. On the right, a blue checkered stage contains a white robot character. The interface includes a top bar with a stop button, a refresh button, and a 30-second timer, and a bottom right corner with a close button and a joystick icon.

おつかれさまでした！
ぼくとあそんでみて
たのしかったかな？

いま やった いが いにも
ぼくには たくさん
できる こと が ある から
いろいろ さが して みて ね

