



mondé

Tech



Quem somos

Mondé Tech é parte da empresa **Mondé Idiomas**, escola fundada em 2019 com cursos de idiomas, cursos de tecnologia e acompanhamento escolar bilíngue, com unidades no Sudoeste e Lago Sul.

O **Mondé Tech** é composto por uma equipe de professores experientes, especializados em ensino de programação utilizando tecnologia aliada à metodologias ativas de ensino.

Quem somos

Nosso objetivo é preparar nossos alunos para o mercado de trabalho do futuro.

Desenvolvemos junto de nossos alunos habilidades como fundamentos de programação, raciocínio lógico e soft skills essenciais como gestão de projetos.

Cursos

1.

2D Game Development

2.

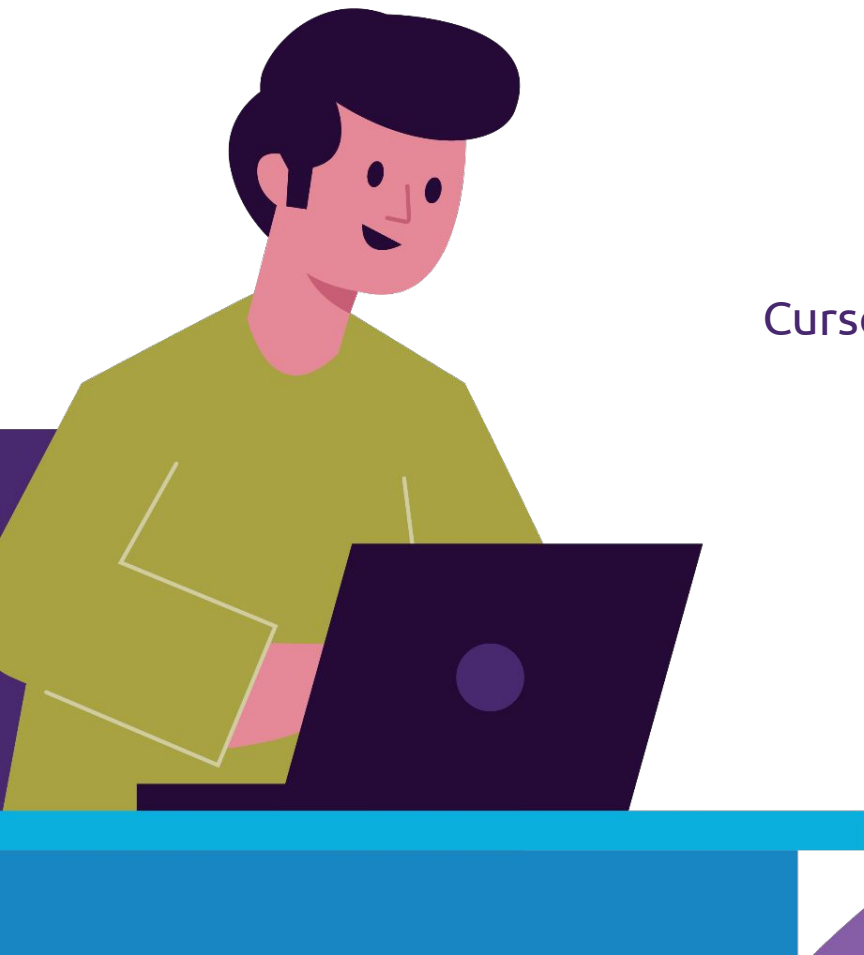
IoT Maker

3.

Robotics

2D Game Development

2D Game Development



Curso de introdução a programação e fundamentos de Game Design utilizando **Construct 3**



PROPERTIES

OBJECT TYPE PROPERTIES

Name Collectibles

COMMON

Position 1132.181, 118.53

Size 32 x 32

Angle 0°

Opacity 100%

Layer Backdrops

INSTANCE VARIABLES

Add / edit Instance variabl...

BEHAVIORS

SINE

Move... Vertical

Wave Sine

Period 1.5

Magni... 3

Enabled

Preview

Add / edit Behaviors

PROPERTIES

Animations Edit



PROJECT








- KiwiStory
 - Layouts
 - ObjectBank
 - Opening
 - TitleScreen
 - Options
 - 0_Intro
 - 1_Forest
 - 2_Cave
 - 3_Temple
 - Credits
 - GlobalLayers
 - Event sheets
 - eCamera
 - eCredits
 - eEffects










LAYERS - 1_FOREST









8	Transition	<input type="checkbox"/>	<input type="checkbox"/>
7	HUD	<input type="checkbox"/>	<input type="checkbox"/>
6	CameraZones	<input type="checkbox"/>	<input type="checkbox"/>
5	Backdrops	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
4	Objects	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3	Collisions	<input type="checkbox"/>	<input type="checkbox"/>
2	Tilemaps	<input type="checkbox"/>	<input checked="" type="checkbox"/>
1	PC 1	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Layers - 1_F... x Tilemap

Global boolean **InBossFight** = false

 System	Every 5 seconds	 System	Create object  Monster on layer 0 at $(random(LayoutWidth), random(LayoutHeight))$
		 Monster	Set speed to $random(10, 20)$
		 Monster	Set movingAngle to $random(360)$
		 Monster	Set health to $random(50, 150)$
		 Monster	Set state to $choose("attack", "neutral", "defend")$
		Add action	Add...

  Player	On collision with  InvisibleTrap	 System	Create object  Monster on layer 0 at $(random(LayoutWidth), random(LayoutHeight))$
		 Monster	Set speed to $random(10, 20)$
		 Monster	Set movingAngle to $random(360)$
		 Monster	Set health to $random(50, 150)$
		 Monster	Set state to $choose("attack", "neutral", "defend")$
		Add action	Add...

 System	Is InBossFight	 System	Create object  Monster on layer 0 at $(random(LayoutWidth), random(LayoutHeight))$
 System	Every 4 seconds	 Monster	Set speed to $random(10, 20)$
		 Monster	Set movingAngle to $random(360)$
		 Monster	Set health to $random(50, 150)$
		 Monster	Set state to $choose("attack", "neutral", "defend")$
		Add action	Add...



ASK GAMEDEV

7 GAMES MADE WITH CONSTRUCT

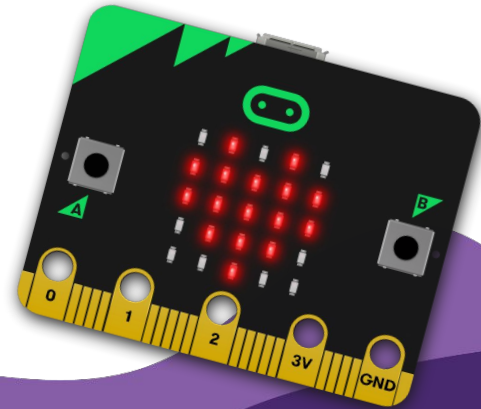


IoT Maker

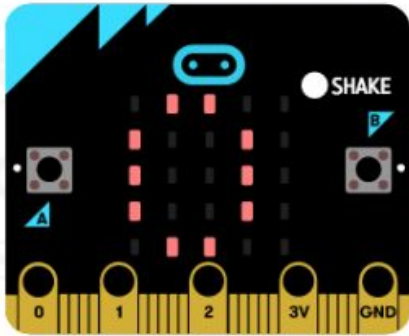
IoT Maker



Curso de fundamentos de programação envolvendo atividades STEAM e crafts, com o **Micro:Bit** como equipamento principal a automação nas aulas de Maker







Search...



- Basic
- Input
- Music
- Led
- Radio
- Loops
- Logic
- Variables
- Math
- Advanced

Getting Started

on start

show string "Hello!"

show number 0

on shake

clear screen

if (Random = 2)

then show string "YES"

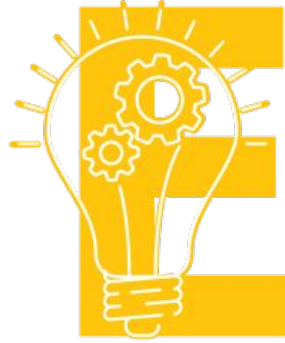
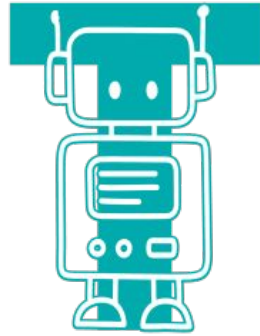
else if (Random = 1)

then show string "NO"

else show string "I DON'T KNOW"

show number 8

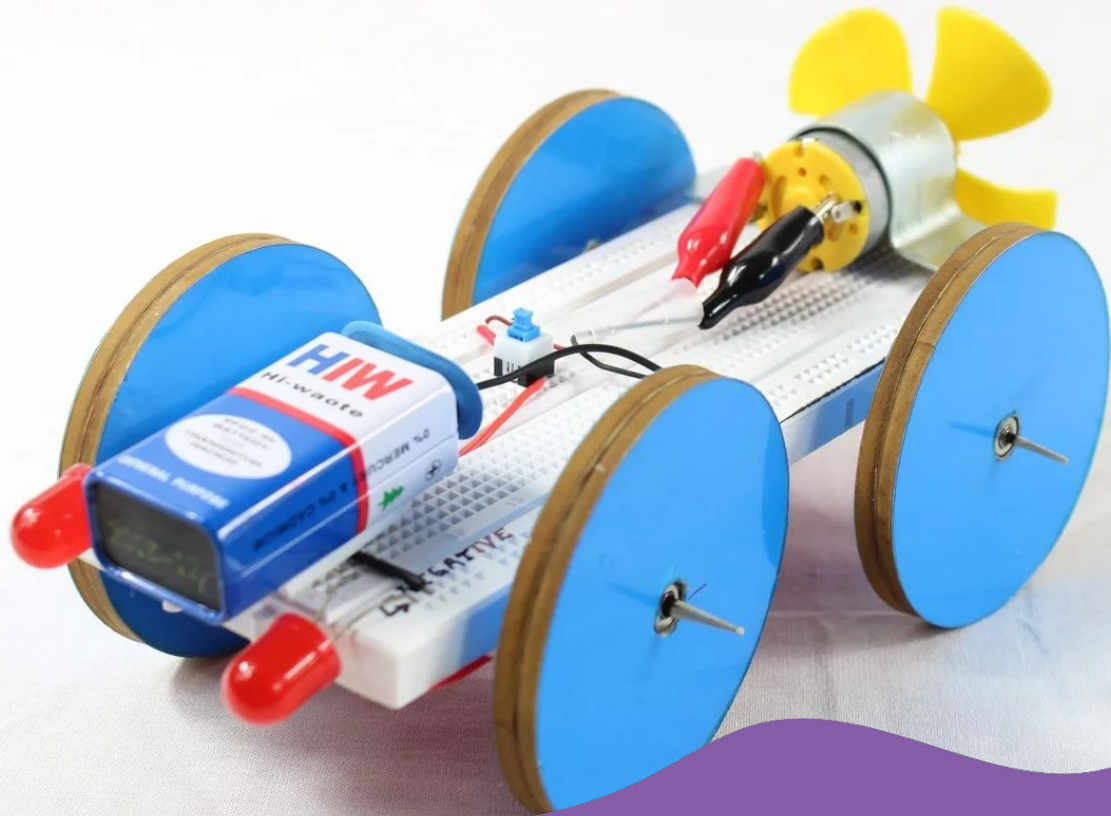




Science • Technology • Engineering • Arts • Mathematics







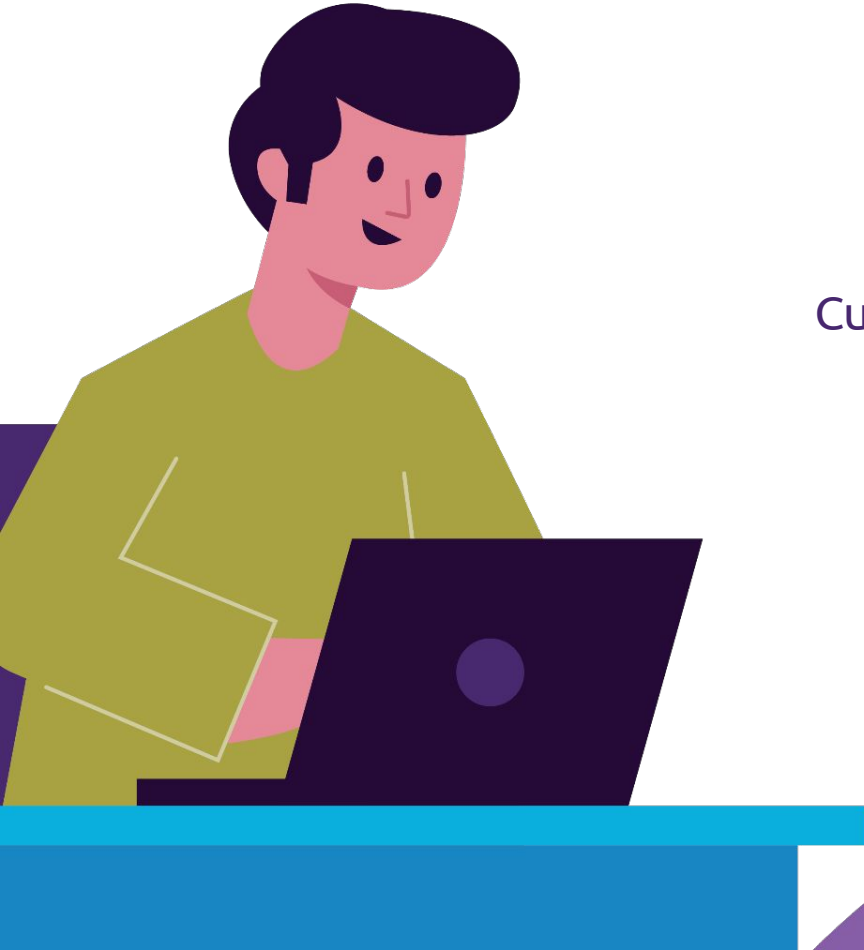
STARK



MC
Kook

Robotics

Robotics



Curso de introdução a programação através de
atividades de robótica













- Drive
- Data
- Sensing
- LEDs
- Events
- Operators
- Sound
- Control
- Comment

forwards for 1 cm at speed 5

backwards for 1 cm at speed 5

spin left for 1 degrees at speed 5

spin right for 1 degrees at speed 5

forwards until at speed 5

backwards until at speed 5

spin left until at speed 5

spin right until at speed 5

LoopCount < 6

play a whole C -

Start

forwards for 3 cm at speed 7

beep

wait until line tracker on reflective surface

repeat 10

turn left LED on

turn left LED off

turn right LED on

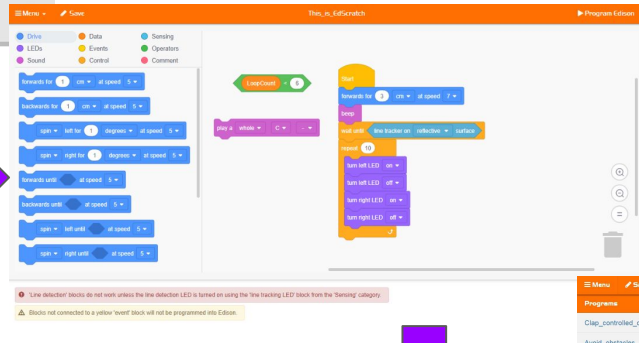
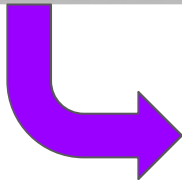
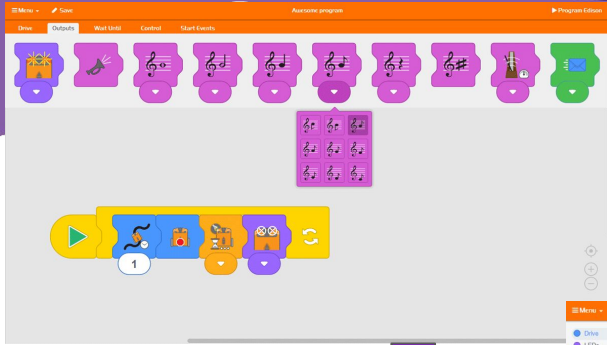
turn right LED off

! Line detection blocks do not work unless the line detection LED is turned on using the 'line tracking LED' block from the 'Sensing' category.

! Blocks not connected to a yellow 'event' block will not be programmed into Edison.

☰ Menu
💾 Save
Test_Program
✓ Check Code
▶ Program Edison

Programs	Test_Program x Untitled Progr... x	Documentation
<div style="display: flex; justify-content: space-between; align-items: center; padding: 5px;"> Clap_controlled_driving 🗑️ </div> <div style="display: flex; justify-content: space-between; align-items: center; padding: 5px;"> Avoid_obstacles 🗑️ </div> <div style="display: flex; justify-content: space-between; align-items: center; padding: 5px;"> Follow_torch 🗑️ </div> <div style="display: flex; justify-content: space-between; align-items: center; padding: 5px;"> Line_tracking 🗑️ </div> <div style="display: flex; justify-content: space-between; align-items: center; padding: 5px;"> Bounce_in_borders 🗑️ </div> <div style="display: flex; justify-content: space-between; align-items: center; padding: 5px;"> Sumo_wrestle 🗑️ </div> <div style="display: flex; justify-content: space-between; align-items: center; padding: 5px;"> Drive_square 🗑️ </div> <div style="display: flex; justify-content: space-between; align-items: center; padding: 5px;"> ✓ Test_Program 🗑️ </div> <div style="display: flex; justify-content: space-between; align-items: center; padding: 5px;"> Global_variable_test 🗑️ </div> <div style="display: flex; justify-content: space-between; align-items: center; padding: 5px;"> Vampire 🗑️ </div> <div style="display: flex; justify-content: space-between; align-items: center; padding: 5px;"> LineTracker_Event_exa... 🗑️ </div>	<pre> 1 2 #-----Setup----- 3 4 import Ed 5 6 Ed.EdisonVersion = Ed.V2 7 8 Ed.DistanceUnits = Ed.TIME 9 Ed.Tempo = Ed.TEMPO_MEDIUM 10 11 #-----Your code below----- 12 13 while True: 14 Ed.PlayBeep() 15 Ed.LeftLed(Ed.OFF) 16 Ed.RightLed(Ed.ON) 17 Ed.Drive(Ed.SPIN_RIGHT, 5, 350) 18 Ed.TimeWait(20, Ed.TIME_MILLISECONDS) 19 Ed.PlayBeep() 20 Ed.LeftLed(Ed.ON) 21 Ed.RightLed(Ed.OFF) 22 Ed.Drive(Ed.SPIN_LEFT, 5, 350) 23 Ed.TimeWait(20, Ed.TIME_MILLISECONDS) 24 </pre>	<div style="padding: 5px;"> <p>Search documentation...</p> <hr/> <p>Ed.List()</p> <hr/> <p>Ed.LeftLed()</p> <hr/> <p>Ed.RightLed()</p> <hr/> <p>Ed.ObstacleDetectionBeam()</p> <hr/> <p>Ed.LineTrackerLed()</p> <hr/> <p>Ed.SendIRData()</p> <hr/> <p>Ed.StartCountDown()</p> <hr/> <p>Ed.TimeWait()</p> <hr/> <p>Ed.RegisterEventHandler()</p> <hr/> <p>Ed.PlayBeep()</p> <hr/> <p>Ed.PlayMyBeep()</p> </div>
<div style="display: flex; justify-content: space-between; align-items: center; padding: 5px;"> Recently Opened </div> <div style="padding: 5px;"> <p>Test_Program</p> </div>	<div style="display: flex; justify-content: space-between; align-items: center; padding: 5px;"> 📘 Compiler Output </div> <div style="padding: 5px;"> <p>There are no errors in your code.</p> </div>	<div style="display: flex; justify-content: space-between; align-items: center; padding: 5px;"> 📘 Line Help </div> <div style="padding: 5px;"> <p>No help text for this line.</p> </div>
<div style="display: flex; justify-content: space-between; align-items: center; padding: 5px;"> Examples </div> <div style="padding: 5px;"> <p>Clap_controlled_driving</p> <p>Avoid_obstacles</p> </div>		



Line detector blocks do not work unless the line detector LED is turned on using the 'line tracking LED' block from the 'Sensing' category.

Blocks not connected to a yellow 'event' block will not be programmed into Edison.

Programs	Test_Program X	Untitled Progr... X	Documentation
Clap_controlled_driving	1	-----Setup-----	Search documentation...
Avoid_obstacles	2	4 report Ed	Ed Left()
Follow_torch	5	Ed.EdisonVersion = Ed.V2	Ed LeftLed()
Line_tracking	8	Ed.DistanceUnits = Ed.TIME	Ed RightLed()
Bounce_in_borders	9	Ed.Tempo = Ed.TEMPO_MEDIUM	
Sumo_create	10	-----Your code below-----	Ed ObstacleDetectorBeam()
Drive_square	11	13 while True	Ed LineTrackerLed()
	12	14 Ed.PlayBeep()	
	15	15 Ed.LeftLed(Ed.OFF)	
	16	16 Ed.RightLed(Ed.ON)	Ed SendRData()
	17	17 Ed.Drive(Ed.SPIN_RIGHT, 5, 350)	
	18	18 Ed.TimerWait(Ed.TIME_HLLISECONDS)	Ed StartCountDown()
	19	19 Ed.PlayBeep()	
	20	20 Ed.LeftLed(Ed.ON)	Ed TimeWait()
	21	21 Ed.RightLed(Ed.OFF)	
	22	22 Ed.Drive(Ed.SPIN_LEFT, 5, 350)	
	23	23 Ed.TimerWait(Ed.TIME_HLLISECONDS)	
	24		
LineTracker_Event_ava...			Ed RegisterEventHandler()
LineTracker_Event_ava...			Ed PlayBeep()
LineTracker_Event_ava...			Ed PlayMyBeep()
Test_Program			
Example			
Clap_controlled_driving			
Avoid_obstacles			

Compiler Output

There are no errors in your code.

Line Help

No help text for this line.



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