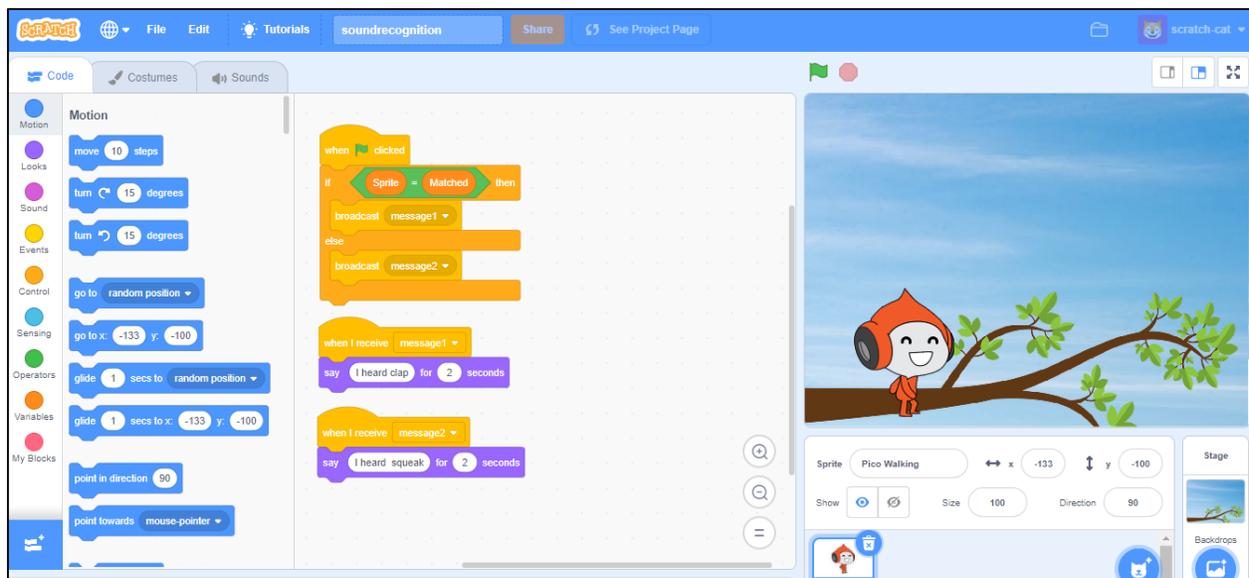


Texttospeech

In this project you will train the computer to understand an Pico language.

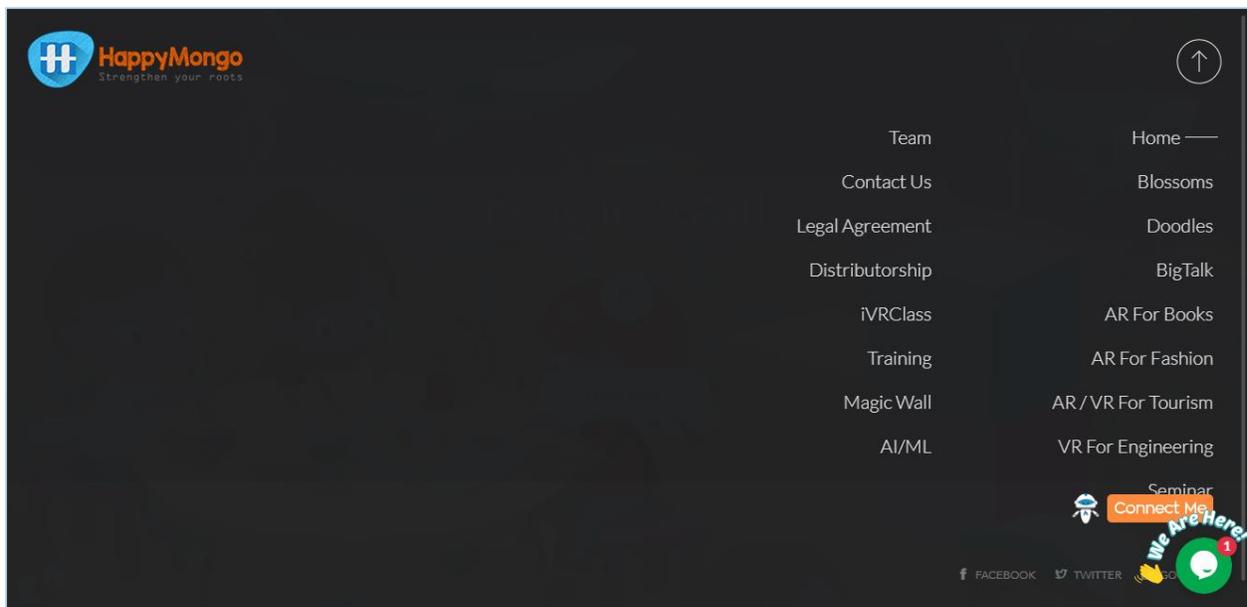
You will use that to control an pico character so that it can understand what you tell it to do.



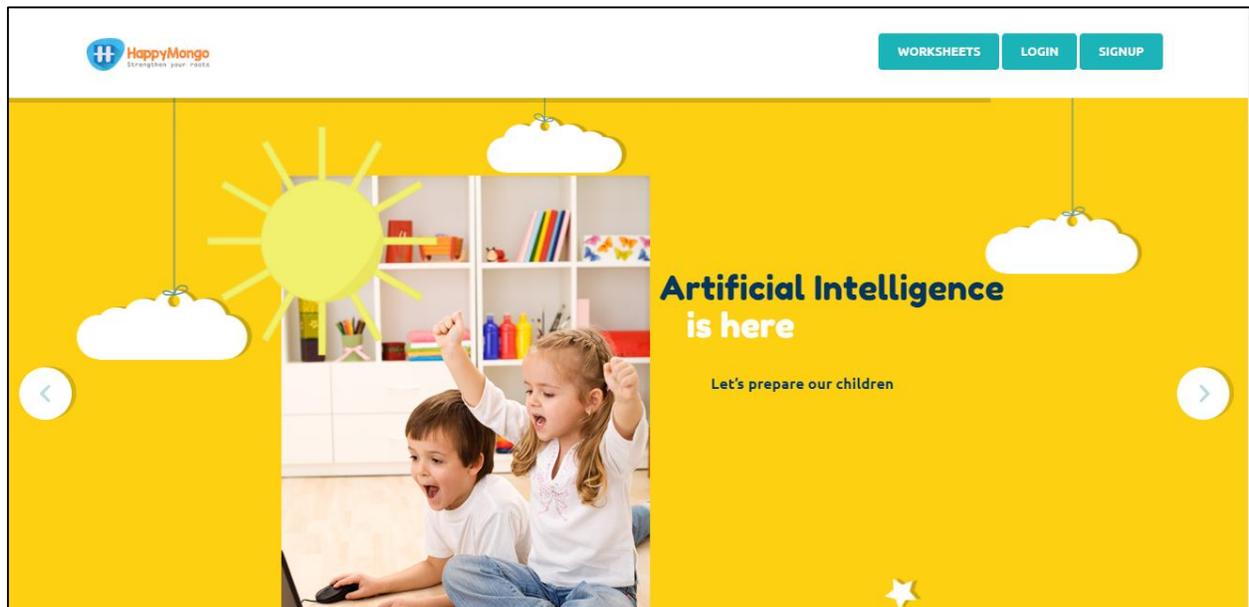
1. Go to <https://happymongo.com> in a web browser.
2. Click on the “menu” button.



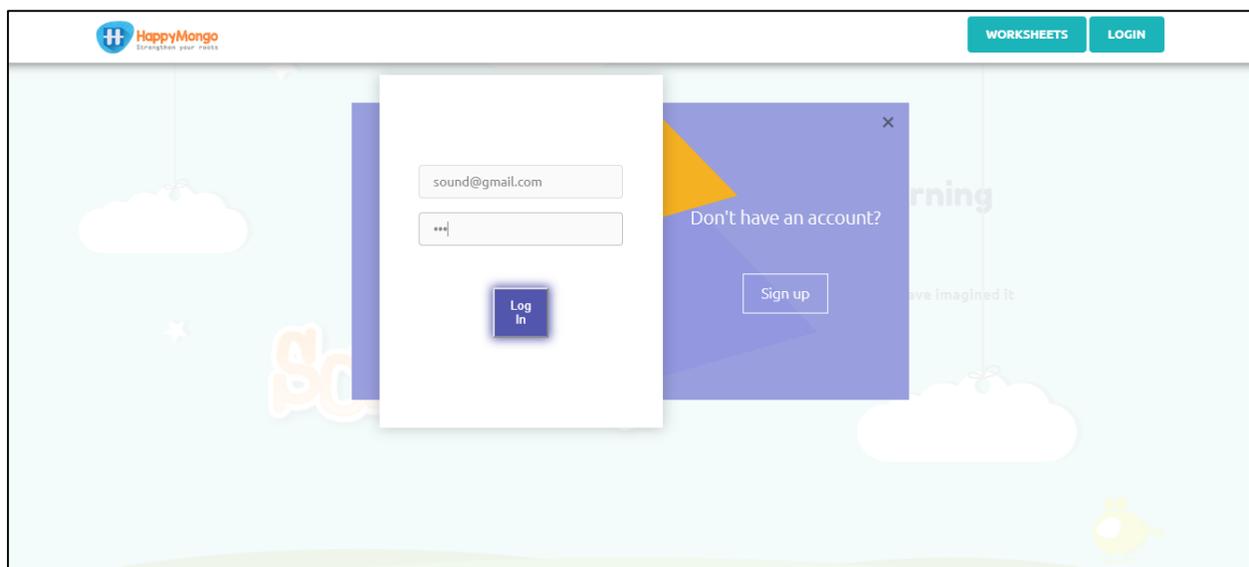
3. Click on “AI/ML” button.



4. Click on **“Signup”** button. Enter all your details. Click on **“Submit”** button.



5. Click on **“Login”** button and type in your email address and password. Click on **“Submit”** button.



6. Click on “**Start creating**” button on the menu bar.

HappyMongo
Strengthen your roots

LOGOUT ML APPLICATIONS START CREATING

Worksheets

Smart Classroom

Create a smart assistant in Scratch that lets you control virtual devices. Teach a computer to recognise the meaning of your commands

STUDENT TEACHER

Make me happy

Create a character in Scratch that smiles if you say nice things to it and cries if you say mean things to it. Teach a computer to recognise compliments and insults

STUDENT TEACHER

Snap!

Make a card game in Scratch that learns to recognise pictures of your card. Teach a computer to recognise what icons look like

STUDENT TEACHER

Chameleon

Make a chameleon in Scratch that changes colour to match its background. Teach a computer to recognise colours

STUDENT TEACHER

<https://hmwebassets.s3.amazonaws.com/mlx/4/worksheet-chameleon.pdf>

7. Click on “**Add projects**” button.

HappyMongo
Strengthen your roots

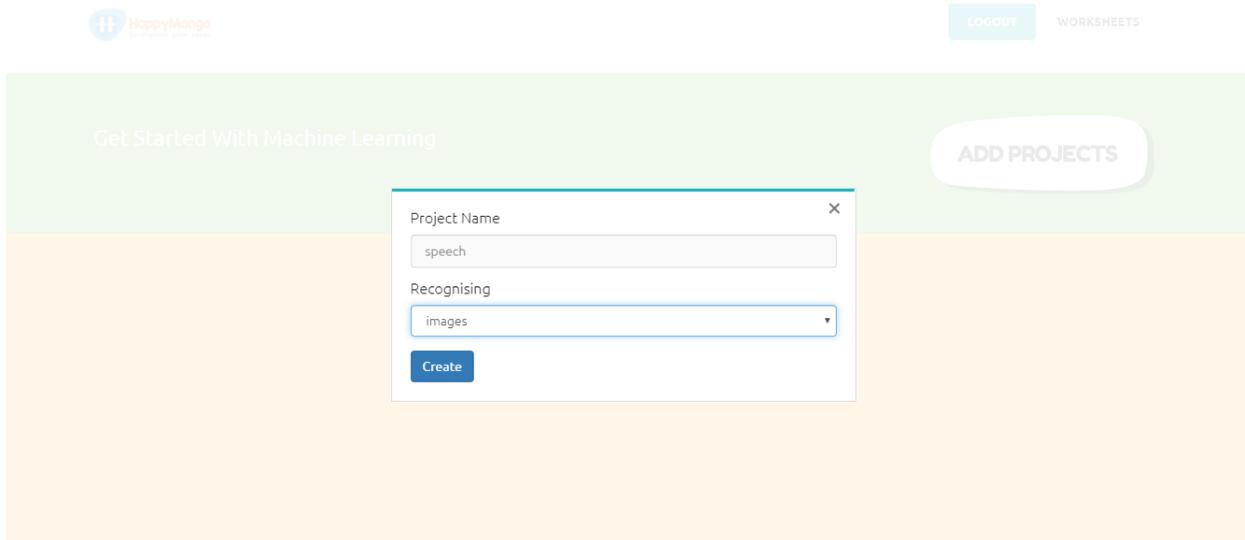
LOGOUT WORKSHEETS

Get Started With Machine Learning

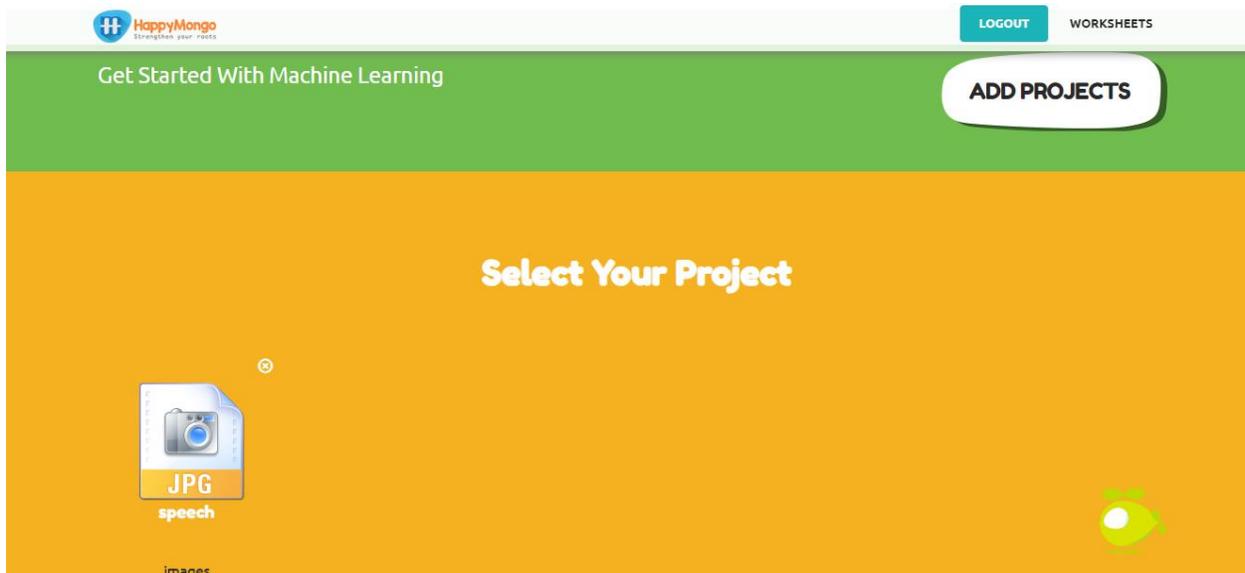
ADD PROJECTS

Select Your Project

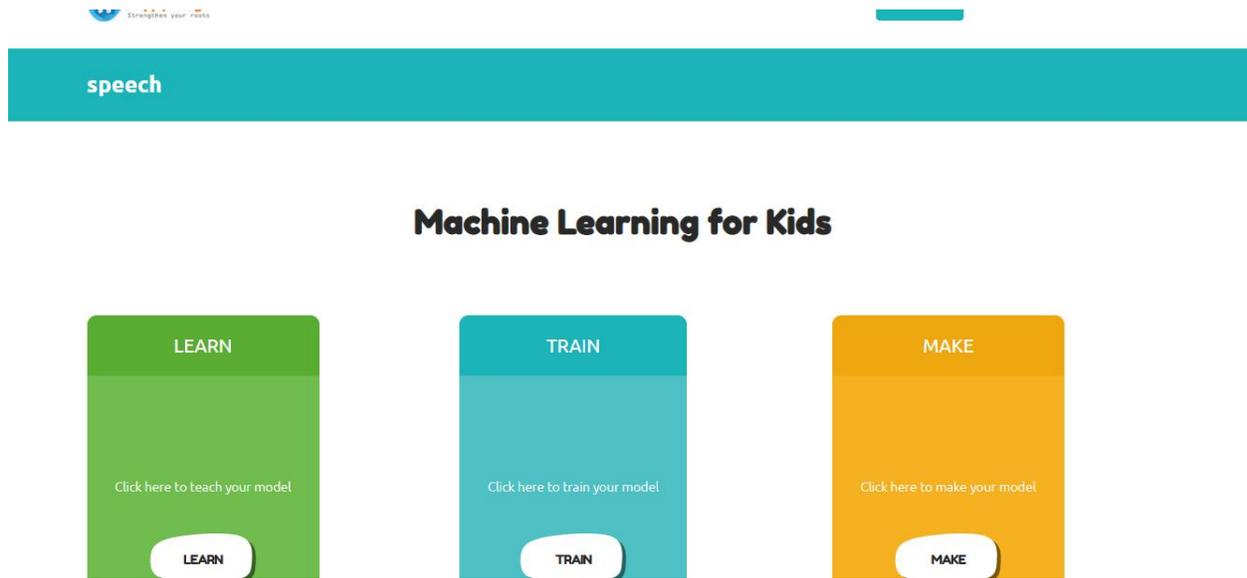
8. Name your project “speech” and set it to learn how to recognize “images” format. Click the “Create” button.



9. Now you can see “speech” listed in your projects. Click on it.



10. Now you can see the project name “**speech**” on the title bar.



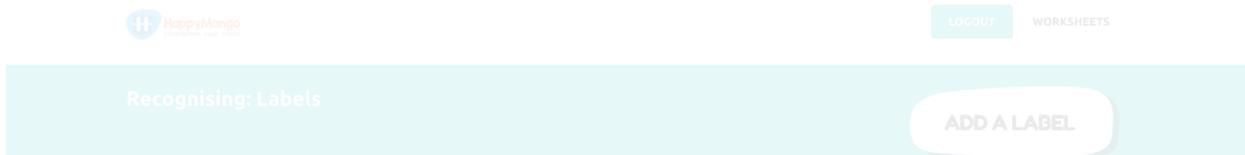
11. Click on “**Learn**” button.



12. Click on **“Add a Label”** button.



13. Enter the label name in the text box and click on **“Add”** button.



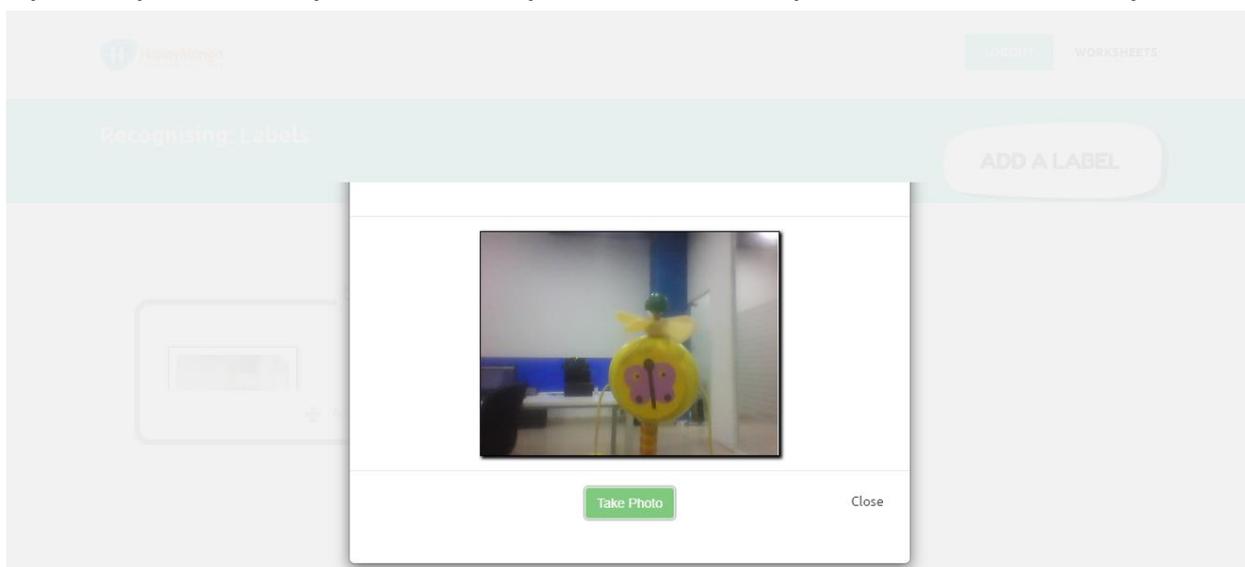
A modal dialog box titled 'Label Name' with a close button (X) in the top right corner. It contains a text input field with the text 'toy' and a blue 'ADD' button below it.

14. Click on **“Add snapshots”**. If your web browser asks permission to use your webcam, you will need to click **“Allow”** in the pop-up window. Then a preview window will show the current view of your webcam.



TRAIN MODEL

15. Capture a snapshot of your face by clicking on **“Take photo”** to take a picture of it. Make sure you have parental or teacher’s permission to upload photos of your face. If you don’t have permission use a toy.



16. Repeat until you have got at least 5 snapshots of your face.
Take pictures with different backgrounds, angles, focuses, and distance from the webcam. The more variation the computer has to learn from, the better.



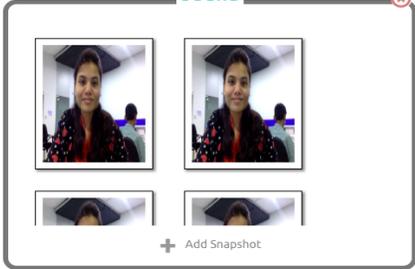
HappyMango
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Recognising: Labels

LOGOUT WORKSHEETS

ADD A LABEL

sudha



TRAIN MODEL

17. Click on “Train model” button.



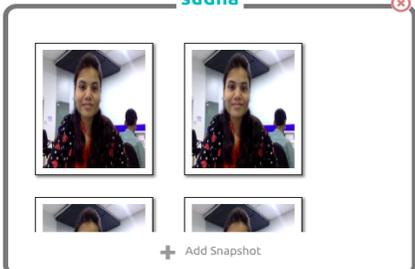
HappyMango
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Recognising: Labels

LOGOUT WORKSHEETS

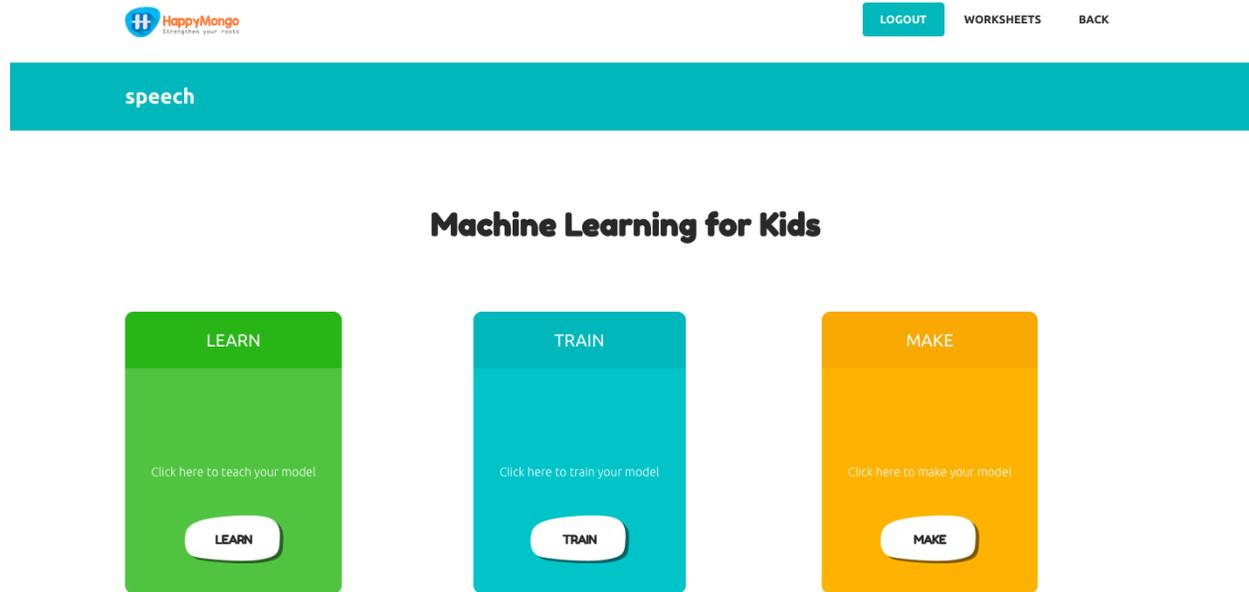
ADD A LABEL

sudha



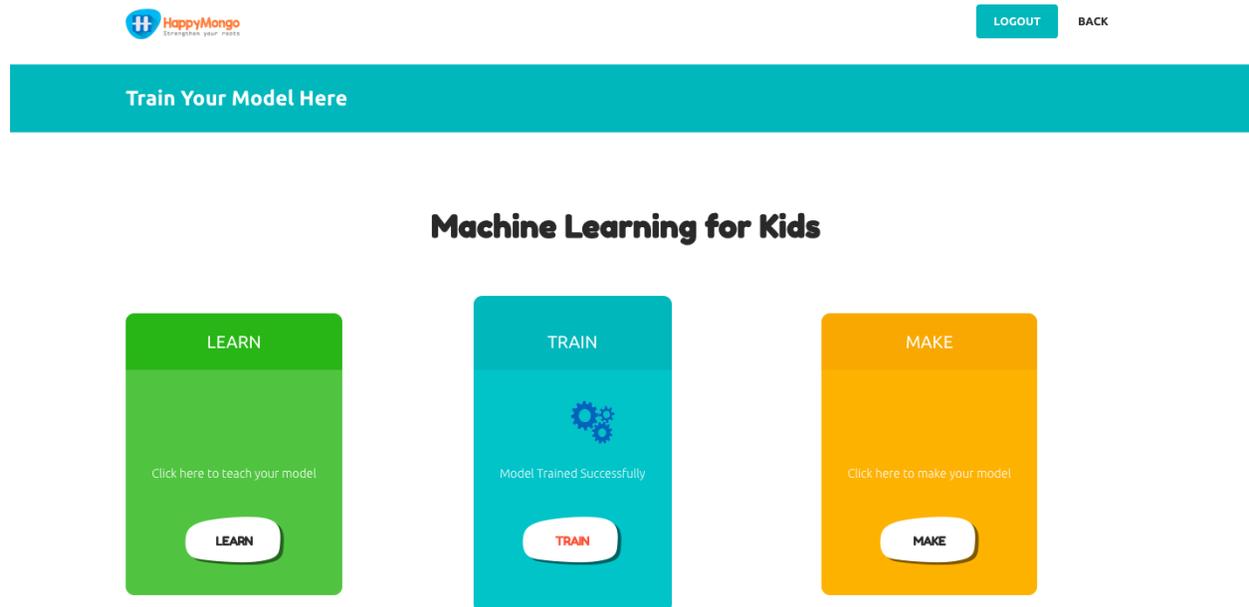
TRAIN MODEL

18. Click the “Train your model” button.

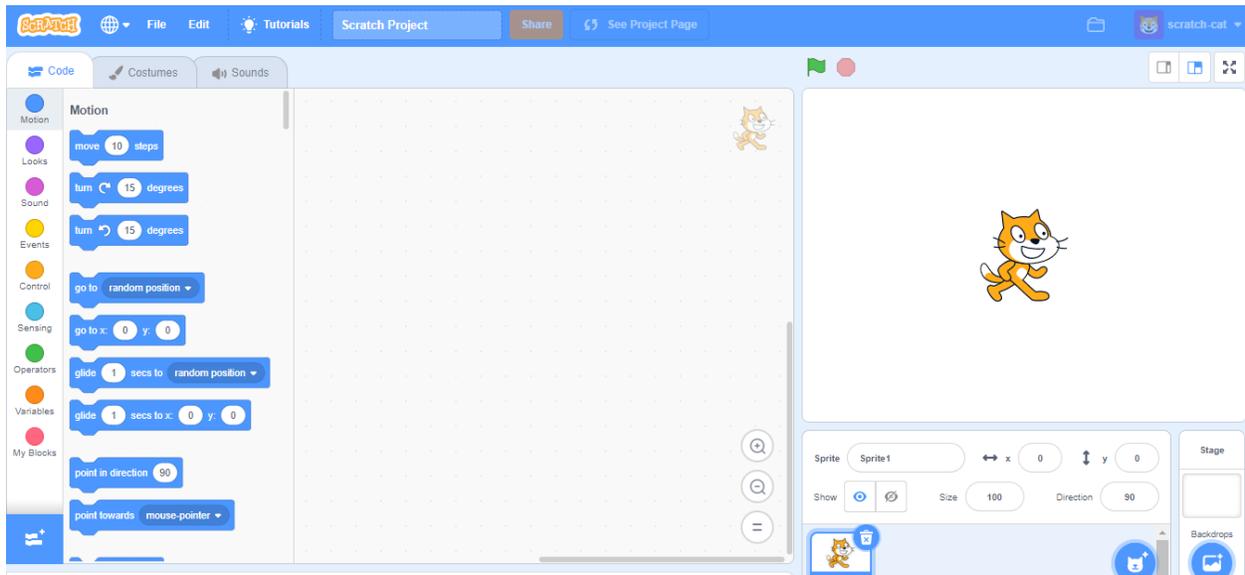


19. Wait for the training to complete.

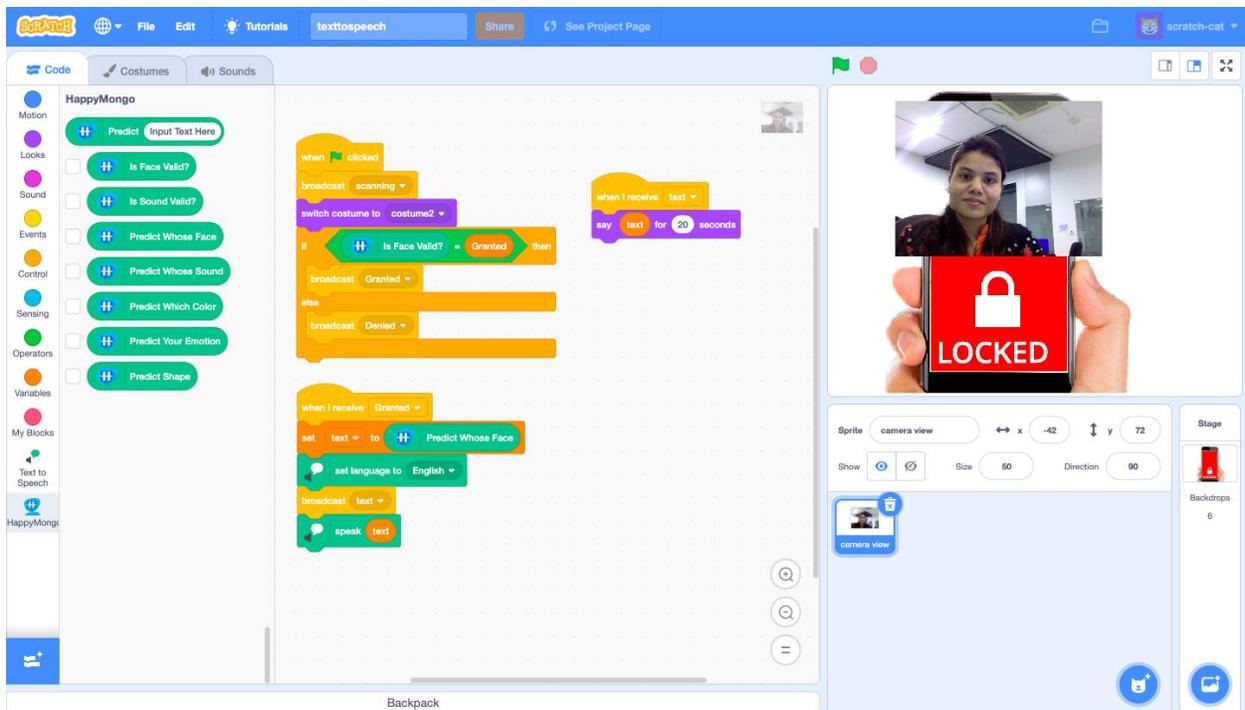
20. Click on “Make” button.



21. The “Scratch editor” will open.



22. Click the “code” tab and enter the following script.



23. Save your project. Click on **File** -> **Save to your computer** to save the project to a file.

24. Click the **“green flag”** to test.

