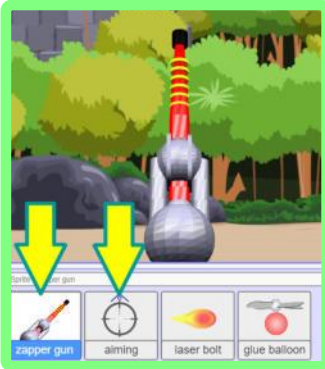


Rainforest Coding Activity Help Sheets

module 4

activity 12

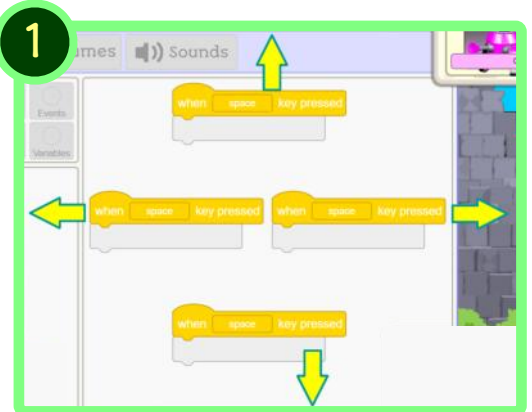
The Giant Zapper Guns



One of the giant zapper gun programs need to be finished. You need to finish the zapper gun and aiming sprite code.

Click on the aiming sprite.

1) These 4 short programs move the aiming sprite. Change the values on the key pressed block to match the arrows.



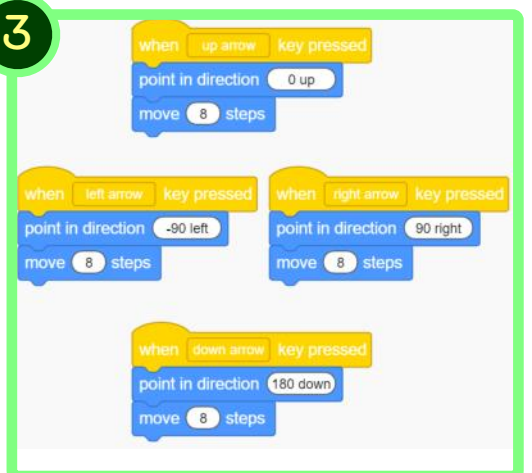
2



2) Add a motion block 'point in direction' to each mini program. Change the values on these blocks to match the arrow keys pressed.

3) Add a move block to each program. Change these move block values so the aiming sprite moves quickly and smoothly.

3



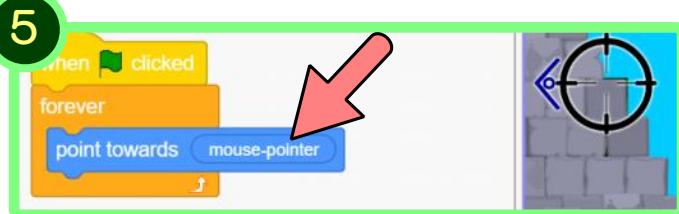
4



4) Click on the zapper gun sprite.

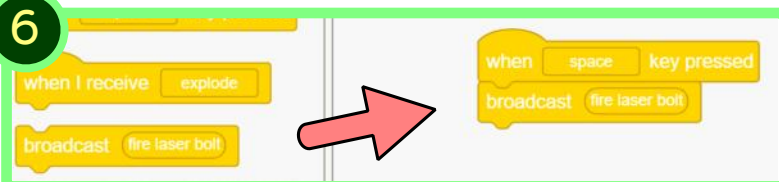
5) Add a 'when green flag' clicked block. Then add a forever block. Inside the forever block add a point towards (mouse pointer) block.

5



Change the point towards value to (aiming sprite).

6



6) Finally add a broadcast block to the when space key pressed block.

