

Rainforest Coding

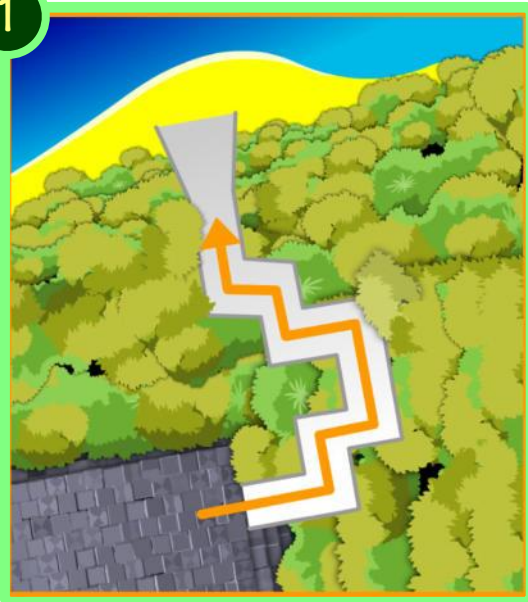
Activity Help Sheets

module 5

activity 16

The Trapped Pen Bots (part 1)

1



1) The pen bots need to be programmed to be able to travel down the temple ramp.



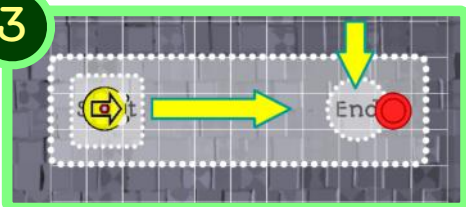
2) This is the start of the program. It will move pen bot forward until it touches the yellow colour.

2

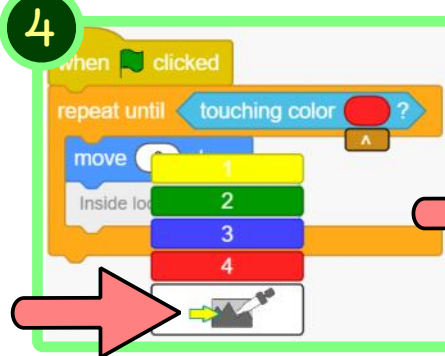


3) In this test area pen bot needs to stop when it touches the red colour.

3

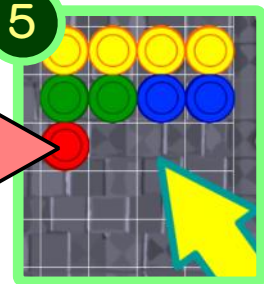


4



4) To change the colour on the 'touching color' block, click on the touching color area and then on the pipet icon.

5



5) Then click on an object on the screen to select that colour.

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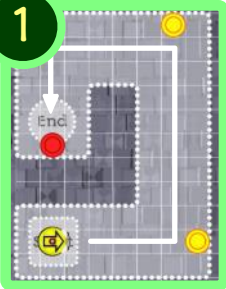
Activity Help Sheets

module 5

activity 16

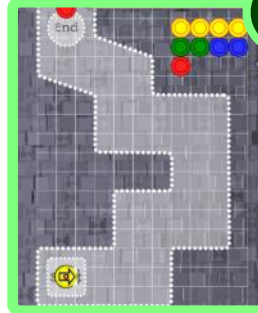
The Trapped Pen Bots (part 2)

1

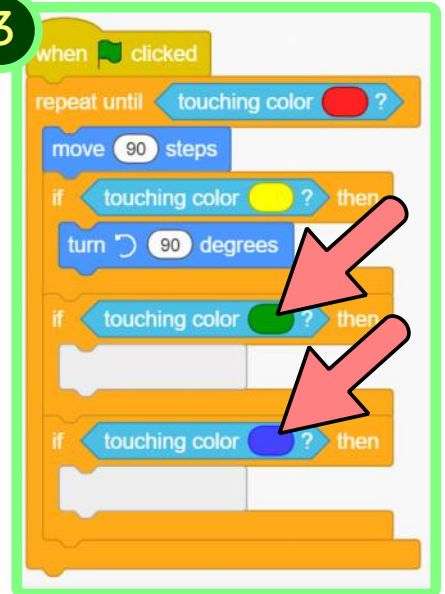


1) To complete the next test track.
2) Add an 'if touching color' block and a turn left 90 degrees block.

2



3

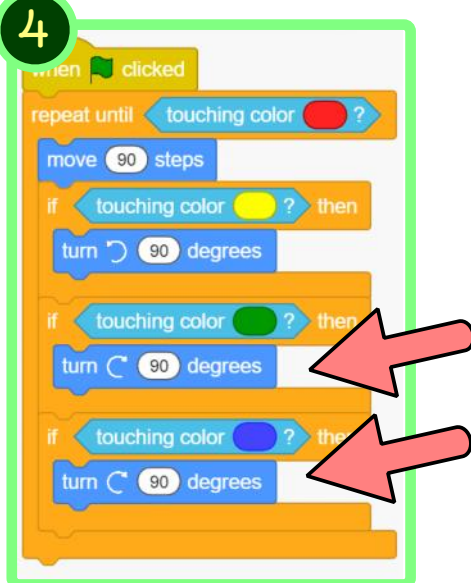


3) To complete the ramp shaped test track you need two more 'if touching color' blocks. Set the touching colours to green and blue.

4) Add turn blocks inside the 'if touching color' blocks.

5) Place the coloured disks on the track so the pen bot reaches the end circle.

4



5

