

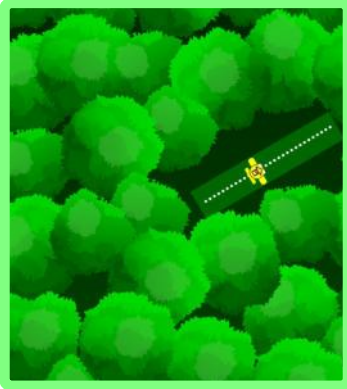
Rainforest Coding

Activity Help Sheets

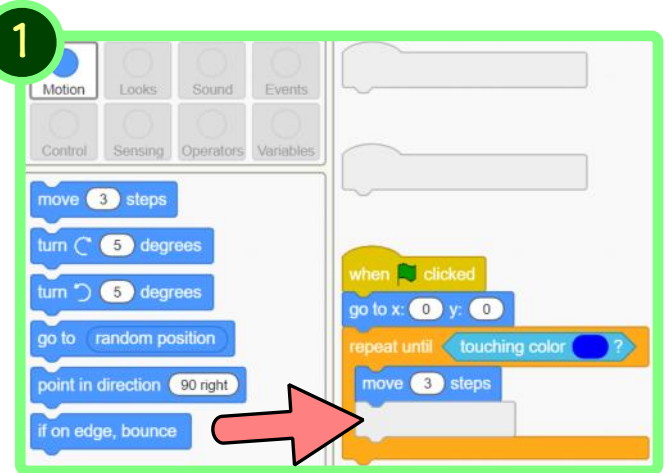
module 6

activity 18

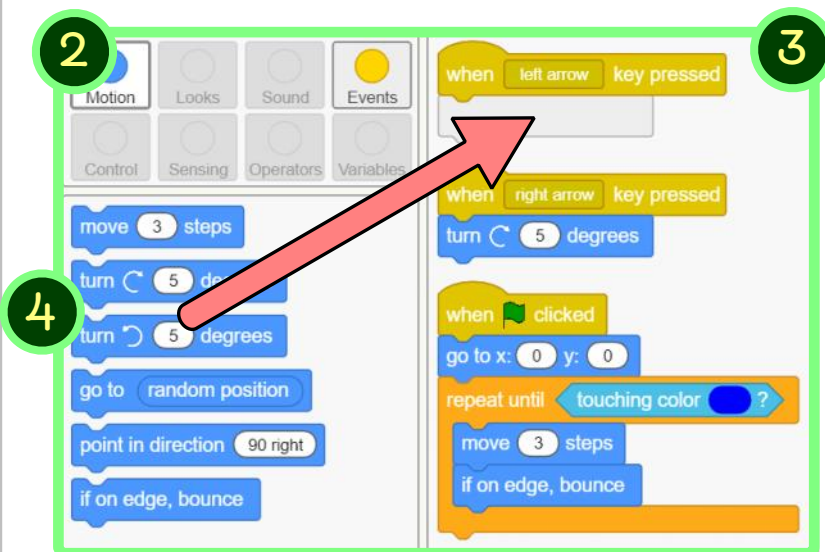
The Flying Pen Bot



1) Add an 'if on edge, bounce' to the simple flying program.



2) Add two 'when key pressed' blocks to start two new short programs.



3) Change the key that starts the mini programs to the right and left arrow keys.

4) Add the correct turn blocks under the two new programs.