

Rainforest Coding

Activity Help Sheets

module 6

activity 20

Volcano Lake Ink Bubbles (part 1)

The Ink Bubble's Program

1) You need to control the ink bubbles on the volcano lake.

2) This is the start of the ink bubble code. It creates a clone of the ink bubble every two seconds.



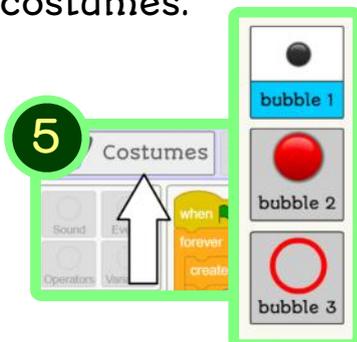
3) When a clone is created it will run the code under the

When I start as a clone block.



4) The 'go to (random position)' block moves the cloned ink bubble to a random screen position.

5) Click on the costumes button. There are three bubble costumes.



6) Add six blocks to the clone code to change the bubble costume so the flying pen bot can collect the inky goo.



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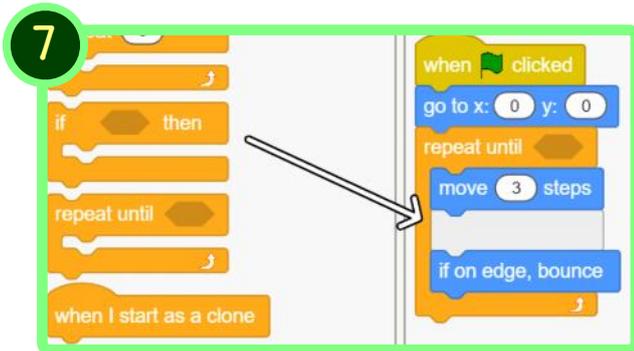
module 6

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Volcano Lake Ink Bubbles (part 2)

The Flying Pen Bot's Program

7) Add an 'if then' block inside the flying pen bot's code.



8) Add a 'touching (mouse pointer) ?' block to this 'if then' block.

Change the (mouse pointer) value to (ink bubble).



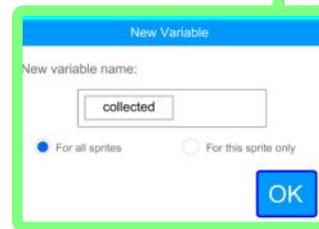
9) Inside the 'if then' block add a bubble sound and a 'wait 6' seconds block.

The flying pen bot needs to stop collecting ink bubbles when it collects 6 bubbles.



10) Click on the variables blocks button and then the 'Make a Variable' button.

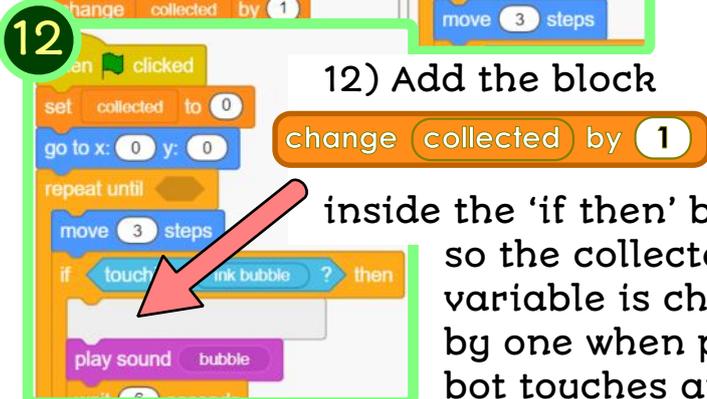
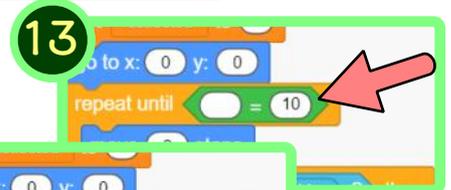
Then create a new variable 'collected' to count the bubbles collected.



11) Add a 'set collected to 0' block to the beginning of the pen bot code.



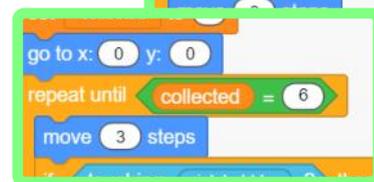
13) Add an operators block equals to 10 to the repeat until block.



12) Add the block

change collected by 1

inside the 'if then' block so the collected variable is changed by one when pen bot touches an ink bubble.



Finally add the variable block collected to the equals block and change the operator block so collected = 6.