

Rainforest Coding

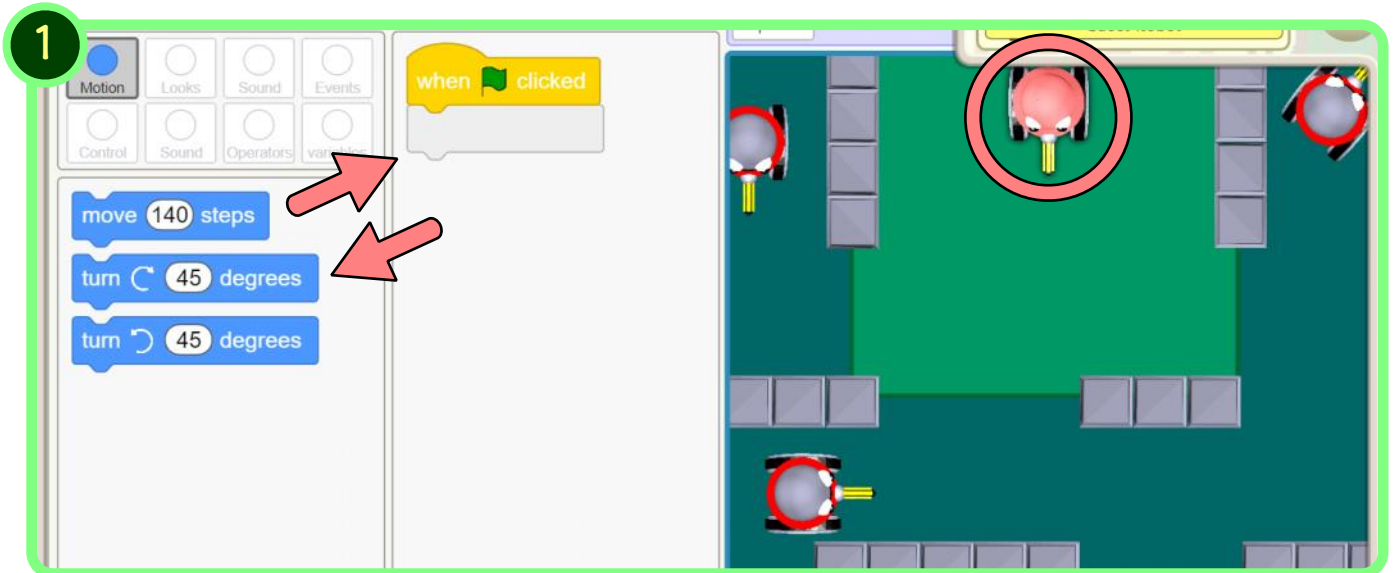
Activity Help Sheets

module 1

activity 3

The Red Robots

1

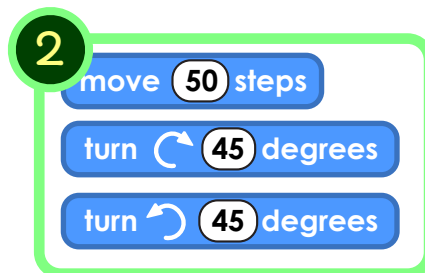


The image shows the Scratch code editor interface. On the left, the 'Motion' category is selected. A yellow 'when green flag clicked' block is at the top of the code area. Below it are three blue motion blocks: 'move 140 steps', 'turn 45 degrees', and 'turn 45 degrees'. Two red arrows point from the 'move' and the first 'turn' blocks towards the code line. On the right, the stage shows a green field with grey walls. A pink robot is at the top center, circled in red. Two red robots are positioned on the right side of the stage.

1) Move these motion blocks to the code line and the back from the code line to move the pink robot to point towards the red robots.

2) Change the values on the blocks to help the pink robot point towards the red robots.

2

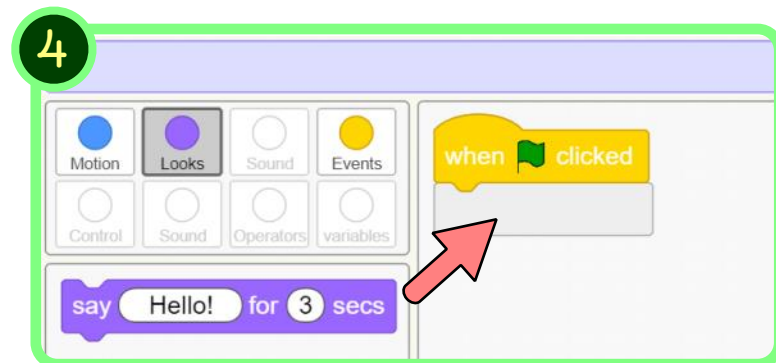


The image shows the Scratch code editor with three blue motion blocks: 'move 50 steps', 'turn 45 degrees', and 'turn 45 degrees'. The 'move' block has a value of 50, and both 'turn' blocks have a value of 45. The blocks are highlighted with a green border.



3) When the pink robot is pointing towards a red robot press the zapper gun.

4



The image shows the Scratch code editor. The 'Looks' category is selected. A yellow 'when green flag clicked' block is at the top. Below it is a purple 'say Hello! for 3 secs' block. A red arrow points from the 'say' block towards the code line.

4) When two robots have been stopped, you need to add a 'looks block'.

say **hello!** for 2 secs

to the time line and press the green flag button.