

Rainforest Coding

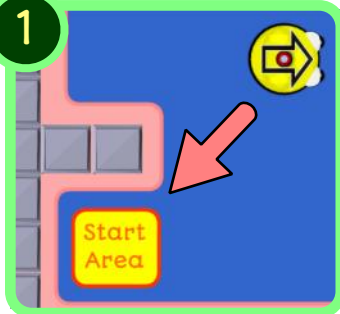
Activity Help Sheets

module 2

activity 5

Programing a Pen Bot

1



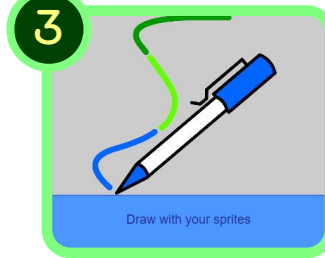
1) Move the pen bot to the start area.

2



2) Click on the extra button at the bottom left of the screen.

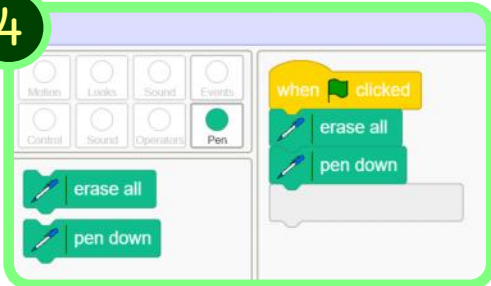
3



3) Then click on the 'draw with your sprites' button.

4) Drag the pen blocks 'erase all' and 'pen down' blocks to the code line.

4



5) Then add motion blocks to move the pen bot to the finish area.

5

