Work with a partner
of same ability

Sequence & Inputs

COMPLETION

Most of the code has been connected together but one Scratch script is unconnected. Use the algorithm to help you put it together in the correct order.

Algorithm
Start on green flag
Wait until the ladybug is touching the tree
Hide the ladybug
Go to the start position x and y
Pause for 1 second
Show the ladybug

Now run your code and check if it is the same as the answer sheet.

Name

Sequence & Inputs

Work with a partner of same ability

Play the game a few times. Start it with the green flag. 🚩

USE (Run the programs lots of times but don't change the code)

Look at the code inside the Ladybug

Ladybug Sprite Questions
1, What **key** will point the ladybug 180 degrees?

2, What **key** will move the Ladybug 5 steps and change her costume?

3, What **direction** will the Ladybug point in when the **up arrow key** is pressed?
(up, down, right or left)

Look at the code inside the Apple

Apple Sprite Questions
4, What **size** (%) is the apple set to?

5, Which costume is run **first**?

6, What **code** makes the costume change from **applewhole** to **applehalf**?

7, For how many **seconds** does the program show the **applehalf** costume before hiding?   second(s)

Now mark your work using the answer sheep

Total   /7

Name

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Work with a partner
of same ability

Sequence & Inputs

MODIFY (Run the code and make small changes)

Ladybug Sprite Questions

1, Can you make the Ladybug **say its name** at the beginning of the game?
What did you change? *HINT Say block*

_____

_____

2, Can you make the Ladybug **move further** every time the space key is pressed?
What did you change?

_____

_____

3, Can you **stop** the Ladybug looking like it is wiggling its legs when it moves?
What did you change? *HINT Remove a block*

_____

_____

4, Can you make the Ladybug hide for longer once it touches the tree?
What did you change?

_____

_____

Apple Sprite Questions

5, Can you make the apple **larger**?
What did you change? *HINT %*

_____

_____

6, Can you make the **applehalf** costume stay on stage for a **longer time**?
What did you change?

_____

_____

Now mark this page using the answer sheep

Name _____

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**Ladybug Munch Game
COMPLETION Page 4**
You can share design ideas but must
plan and code separately

Work with a partner
of same ability but
record your own
planning

Sequence & Inputs

Create First

Add another sprite into the ladybug munch game. Can you make it move and steer using letter keys? *HINT When key pressed*

Create Second

Add another sprite into the game for your new sprite to touch. Can you make it disappear when your sprite touches it? *HINT Wait until touching*

DESIGN & CREATE Design and code your own game that uses inputs and sequences. You can adapt any ideas from the Ladybug game. You can either start from the Ladybug program or create a new Scratch file.

Idea Level *My game will...*

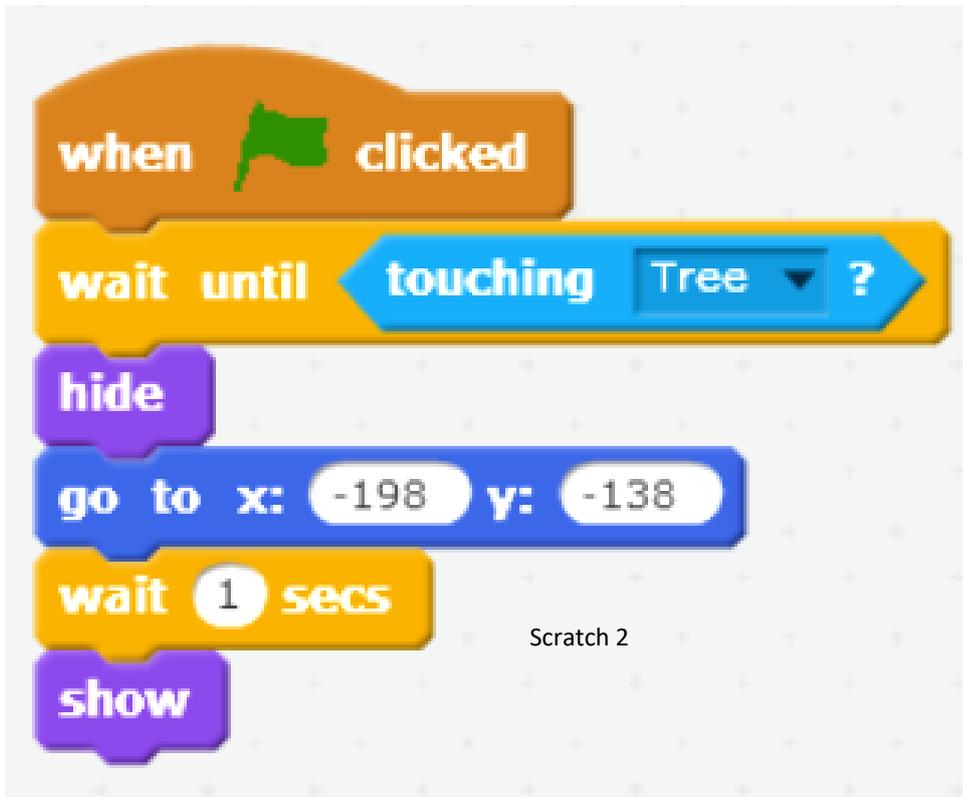**Design Level** Draw your game simply, What characters will you use? What will they do?

Name

Ladybug Munch Game
COMPLETION ANSWERS
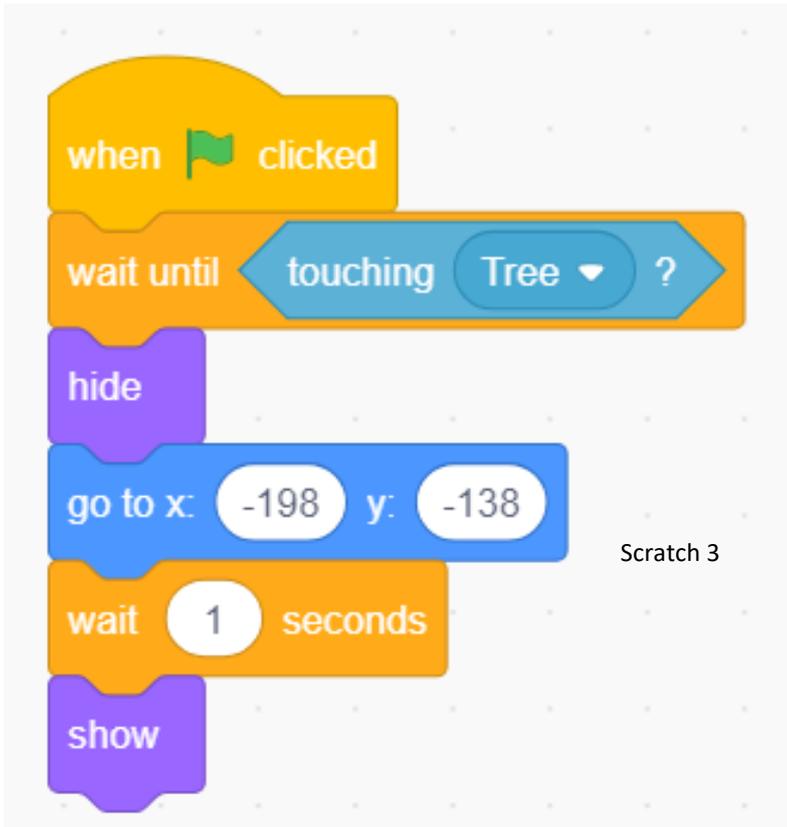
```
when [flag] clicked
wait until < touching Tree ? >
hide
go to x: -198 y: -138
wait 1 seconds
show
```

Scratch 3

```
when [flag] clicked
wait until < touching Tree ? >
hide
go to x: -198 y: -138
wait 1 secs
show
```

Scratch 2

Ladybug Game
COMPLETION USE Answer Sheet

Play the game a few times. Start it with the green flag. 🚩

USE (Run the programs lots of times but don't change the code)

Look at the code inside the Ladybug
Ladybug Sprite Questions
1, What **key** will point the ladybug 180 degrees?

down arrow

2, What **key** will move the Ladybug 5 steps and change her costume?

space

3, What **direction** will the Ladybug point in when the **up arrow key** is pressed?
(up, down, right or left)

up

Look at the code inside the Apple

Apple Sprite Questions
4, What **size** (%) is the apple set to?

50%

5, Which costume is run **first**?

applewhole

6, What **code** makes the costume change from **applewhole** to **applehalf**?

Wait until touching ladybug

7, For how many **seconds** does the program show the **applehalf** costume before hiding?

1   second(s)

1 mark for every correct answer

Ladybug Game
COMPLETION MODIFY Answer Sheep

Modify Answers

Ladybug Sprite Questions

1, Can you make the Ladybug say its name at the beginning of the game?
What did you change?
Either add text to say blocks or add a new say or think block (1 mark)

2, Can you make the Ladybug move further every time the space key is pressed?
What did you change?
Change move 5 steps to a higher number or add another move so many steps underneath the first one (1 mark)

3, Can you stop the Ladybug looking like it is wiggling its legs when it moves ? What did you change?
Remove the next costume block (1 mark)

4, Can you make the Ladybug hide for longer once it touches the tree? What did you change?
Change wait 1 second to a higher number (1 mark)

Apple Sprite Questions

5, Can you make the apple larger? What did you change?
Change set size to a higher number than 50% (1 mark)

6, Can you make the applehalf costume stay on stage for longer? What did you change?
Change wait 1 second to a higher number (1 mark)