



# Sequence &

# Inputs

Write near the Ladybug code what you predict it will do when it is run.

**Code Block 1:**  
 when space key pressed  
 move 5 steps  
 next costume

**Code Block 2:**  
 when clicked  
 go to x: -198 y: -138  
 say Hello! for 2 seconds  
 say I am very hungry for 3 seconds  
 say Steer me to the apples using the arrow and space keys for 5 seconds

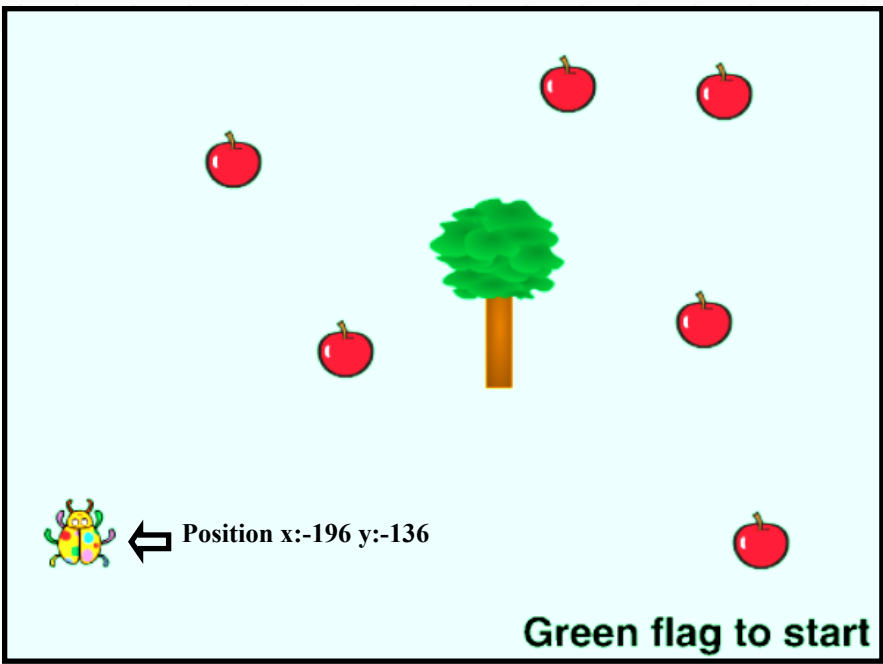
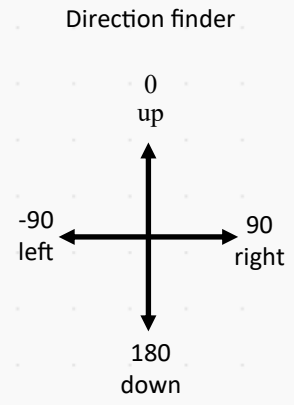
**Code Block 3:**  
 when up arrow key pressed  
 point in direction 0

**Code Block 4:**  
 when clicked  
 wait until touching Tree ?  
 hide  
 go to x: -198 y: -138  
 wait 1 seconds  
 show

**Code Block 5:**  
 when down arrow key pressed  
 point in direction 180

**Code Block 6:**  
 when right arrow key pressed  
 point in direction 90

**Code Block 7:**  
 when left arrow key pressed  
 point in direction -90



Now start Scratch, load the Ladybug program and **run** the code to see if you were right.

Mark your predictions above.

Name

Ladybug Munch Game  
USE MODIFY CREATE Page 1

Start Scratch and load  
ladybugmunch



# Sequence &

# Inputs

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 

 Total /7

Name



# 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*

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

What did you change?

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3, Can you **stop** the Ladybug looking like it is wiggling its legs when it moves?

What did you change? *HINT Remove a block*

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

What did you change?

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## Apple Sprite Questions



5, Can you make the apple **larger**?

What did you change? *HINT %*

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

What did you change?

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Now mark this page using the answer **sheep**



Name

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 Game

USE MODIFY CREATE Answer **Sheep**



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

USE **MODIFY** **CREATE** 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)