

Rainforest Coding Module 1 Activity Help Page

module 1

activity 1

Doctor Han's Robot Cat

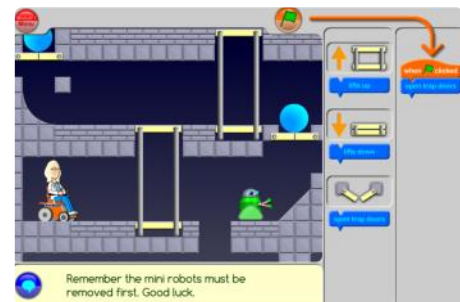
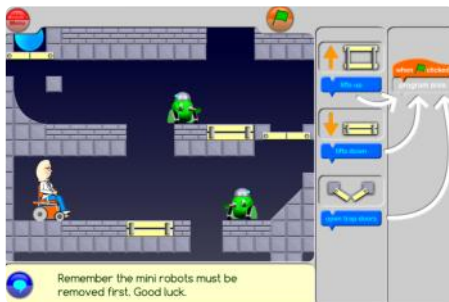


When you see a snake in the trees, drag the correct snake block to the program area and press the green flag button.

module 1

activity 2

The Temple Controls



Drag the temple blocks to the program area and press the green flag to move the lifts and open the trap doors. The robots must be removed. Doctor Han needs to reach the top floor of the temple.

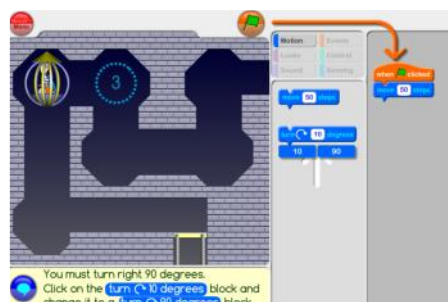
module 1

activity 3

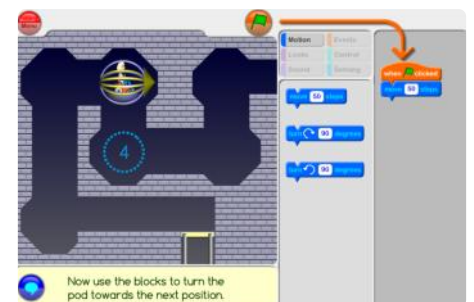
The Robot Moving Pod



Drag the **move 50 blocks** to the program line to move the robot moving pod.



Change the turn amount to **turn 90 degrees** by clicking on the number.



Use the move and turn blocks to move the pod through the temple rooms.

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activity 4

The Red Robots

Use the motion blocks to move the pink robot to a position so it can zap the red robots.



Click on the 'Events' button and drag this **when clicked** block to the program area.



Move the pink robot around the room by dragging the

turn 90 degrees

turn 30 degrees

move 80 steps

blocks to the program area and clicking on the green flag button.

move 10 steps

Change the values on the blocks by clicking on the numbers and selecting a value from the drop down menu.

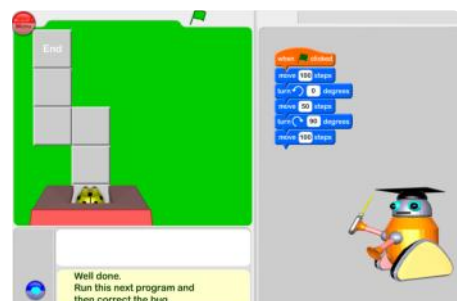
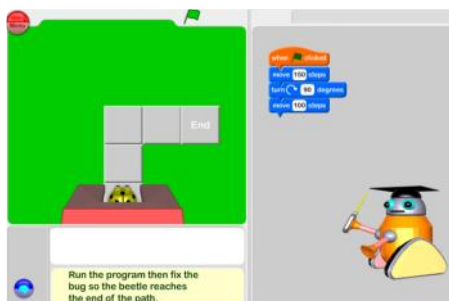


When two red robots have been stopped, click on 'Looks' button and drag a **say hello! for 2 secs** block to the program area.

module 1

activity 5

The Robot Beetle



The program needs to move the beetle along the path and stop on the last square. However, there is a bug in the program. **Click the green flag to run the program to see where the beetle goes wrong.** Then change a value in one of the blocks, so it stops on the last square.