

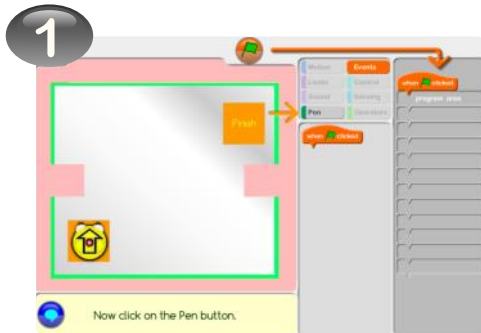
Rainforest Coding **Module 2** Activity Help Page

module 2

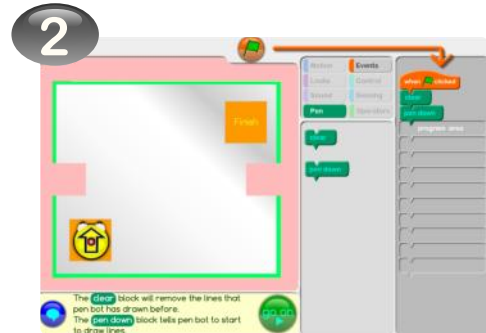
activity 6

Programming a Pen Bot

Create a program so pen bot draws a line from the start square to the finish square.



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



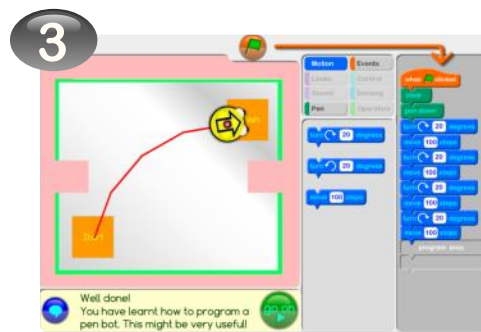
Add the

clear

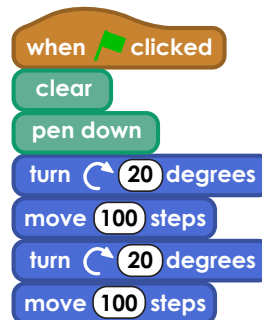
and

pen down

blocks.



Add blocks to move the pen bot so it draws a line to the the finish square.



This code is the start of one possible solution. Can you finish the code?

Rainforest Coding Module 2 Activity Help Page

module 2

activity 7

Removing the Yellow Robot

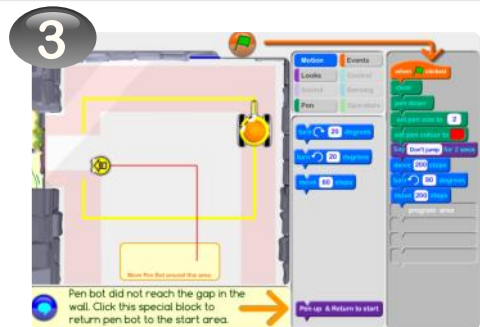
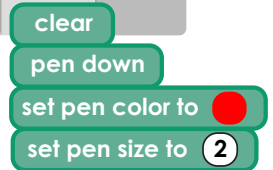
Use the pen and motion blocks to draw a line to the gap in the wall.



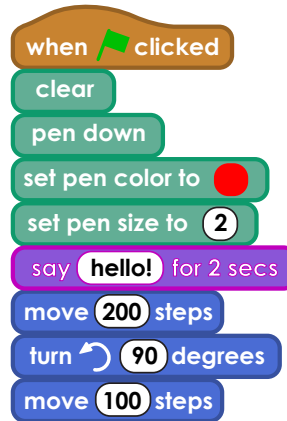
Click on the Events button and drag a **when green flag clicked** block to the program area.



Add these pen blocks



Add a **say hello! for 2 secs** block. Then add the turn and move blocks to move pen bot to the gap in the wall.

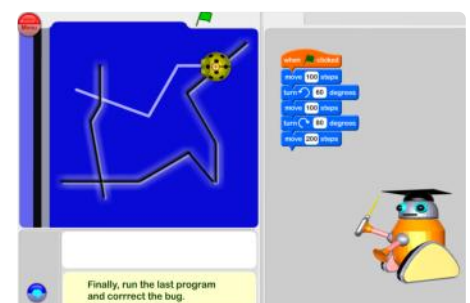
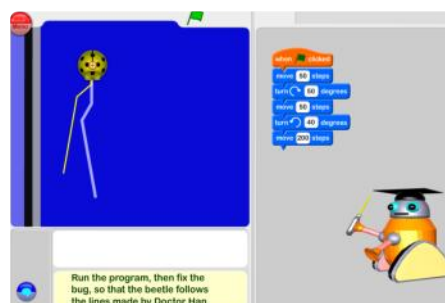
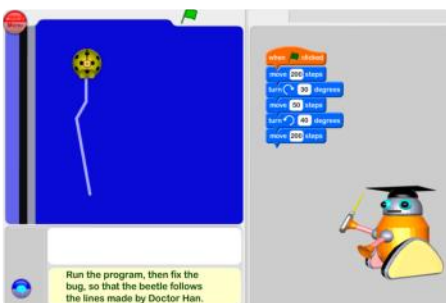


You can change the values on these blocks so the pen bot will draw a line to the gap in the wall.

module 2

activity 8

The Robot Beetle



The program needs to move the beetle along the blue line drawn by Doctor Han. 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 follows the line.