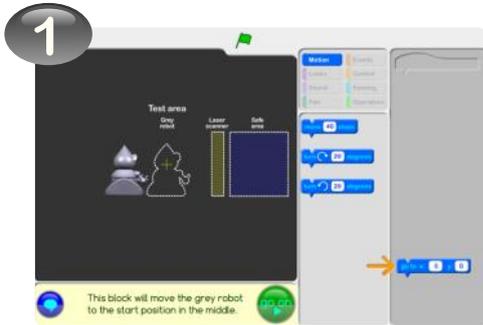


module 3

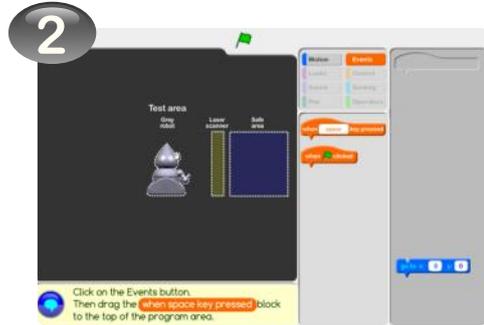
activity 9

The Laser Scanners

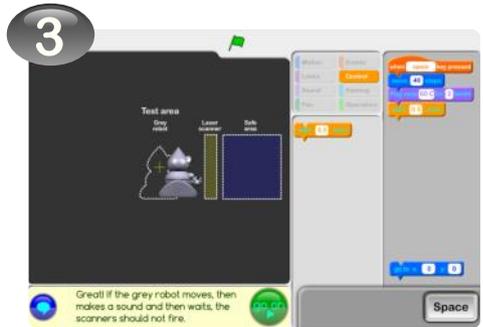
The grey robot needs to move through the laser scanners with a special program.



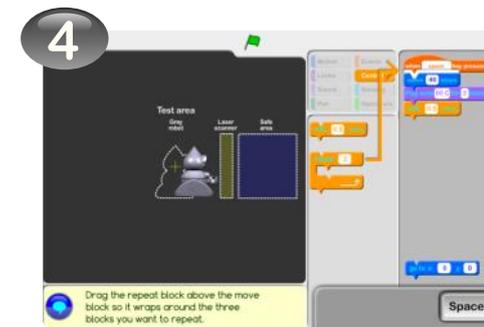
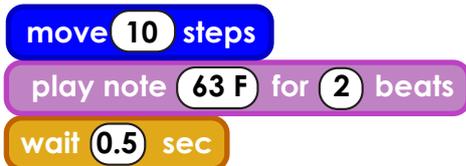
Use the **go to x: 0 y: 0** block to move the grey robot back to the middle of the screen



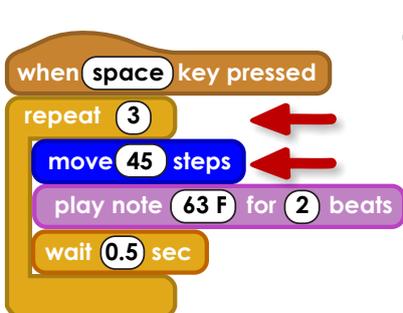
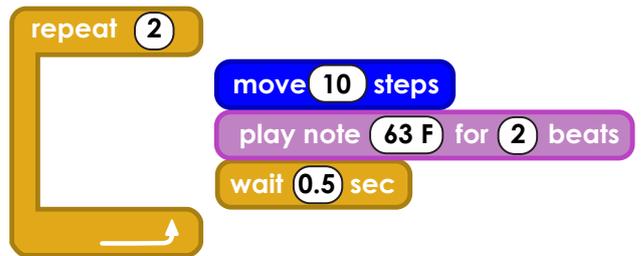
Click on the Events button and drag a **when space key pressed** block to the program area.



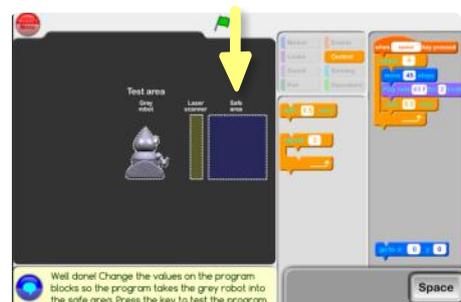
Drag these blocks to the program area.



Drag a repeat block around these 3 blocks.



5 Change the values on the blocks so the grey robot finishes in the safe area.



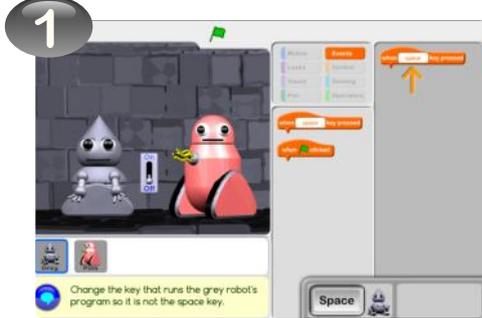
Rainforest Coding Module 3 Activity Help Page

module 3

activity 10

Removing the Dino Bot

You need to create music so the dino bot will dance and move out of the way.



Drag the **when space key pressed** to the program area. Click the 'space' text to change the key that starts the program.



forever Add the forever block to the program area.



Add sound blocks inside the forever block.

play note 63 F for 2 beats

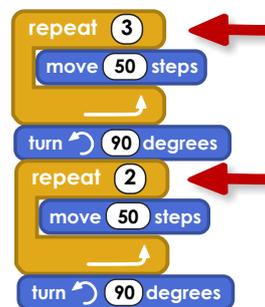
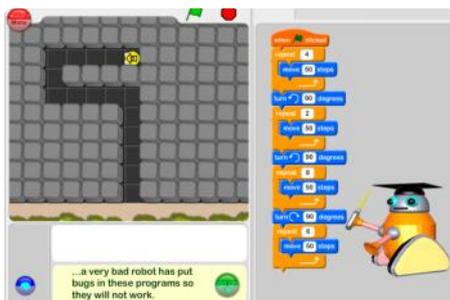


Click on the pink robot and add the sound blocks to make the pink robot's music.

module 3

activity 11

Rescuing the Pen Bots from the temple



In the adventure and level one of this challenge you will just need to change the repeat amounts to rescue the Pen Bots.

The program needs to rescue the pen bot from the temple.

However, there is a bug in the program. **Click the green flag to run the program to see where the pen bot goes wrong.** Then change a value in one of the blocks, so it escapes the temple.