

## module 4

## activity 12

## The Robot Recycling Area

The sorting bot will move pen bot back unless it has different coloured costumes.



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

**move 2 steps**

Drag a move block to the program so when the space key is pressed pen bot will move.



Pen bot needs two extra costumes. Click on the costumes button and duplicate pen bots costume twice.

You need to create a new blue and green costume.



Add 'key pressed' blocks so you can change to any one of pen bots costumes.

**when a key pressed**

**switch costumes to costume 1**

**when b key pressed**

**switch costumes to costume 2**

**when c key pressed**

**switch costumes to costume 3**

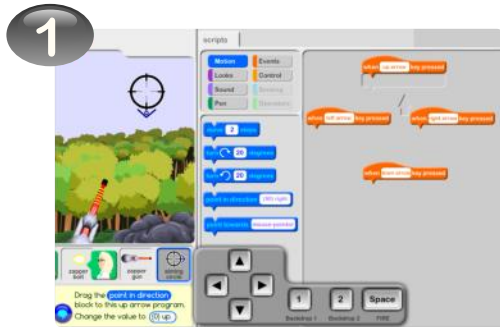
# Rainforest Coding **Module 4** Activity Help Page

## module 4

## activity 13

## The Giant Zapper Guns

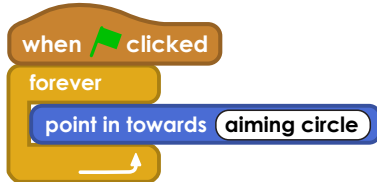
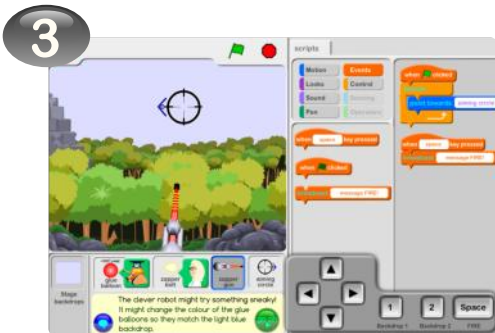
The grey robot needs to move through the laser scanners with a special program.



Use 4 **when left arrow key pressed** blocks to move the aiming circle around the screen.



Add these blocks to each 'key pressed' block.



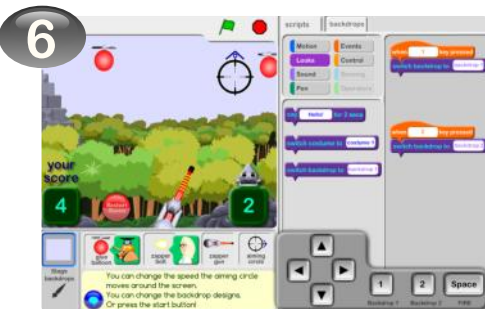
Click on the zapper gun sprite. Add these code structures so the zapper gun follows the aiming circle.



This block sends a message to Doctor Han's zapper bolt sprite to fire the zapper bolt.



Click on the new backdrop button and create a new backdrop.



Add these coding blocks to the Stage backdrop so the backdrop is changed when a key is pressed.

