

# Rainforest Coding **Module 5** Activity Help Page

module 5

activity 15

The Mine

You need to move the boxes of equipment to the grey robot.



In Level 1 there is one  block. For level 2 there are three of these blocks.

Drag the special blocks inside the 'if touching color' block.

Change the colour of the background squares by clicking on them.

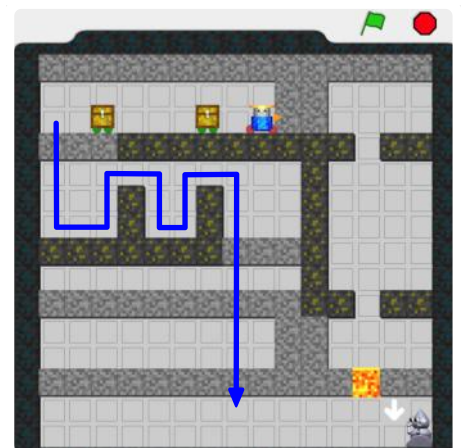
If the mine robot touches a colour it will carry out the instructions on the block



module 5

activity 15

The Level 2 Mine Screens - Possible solutions



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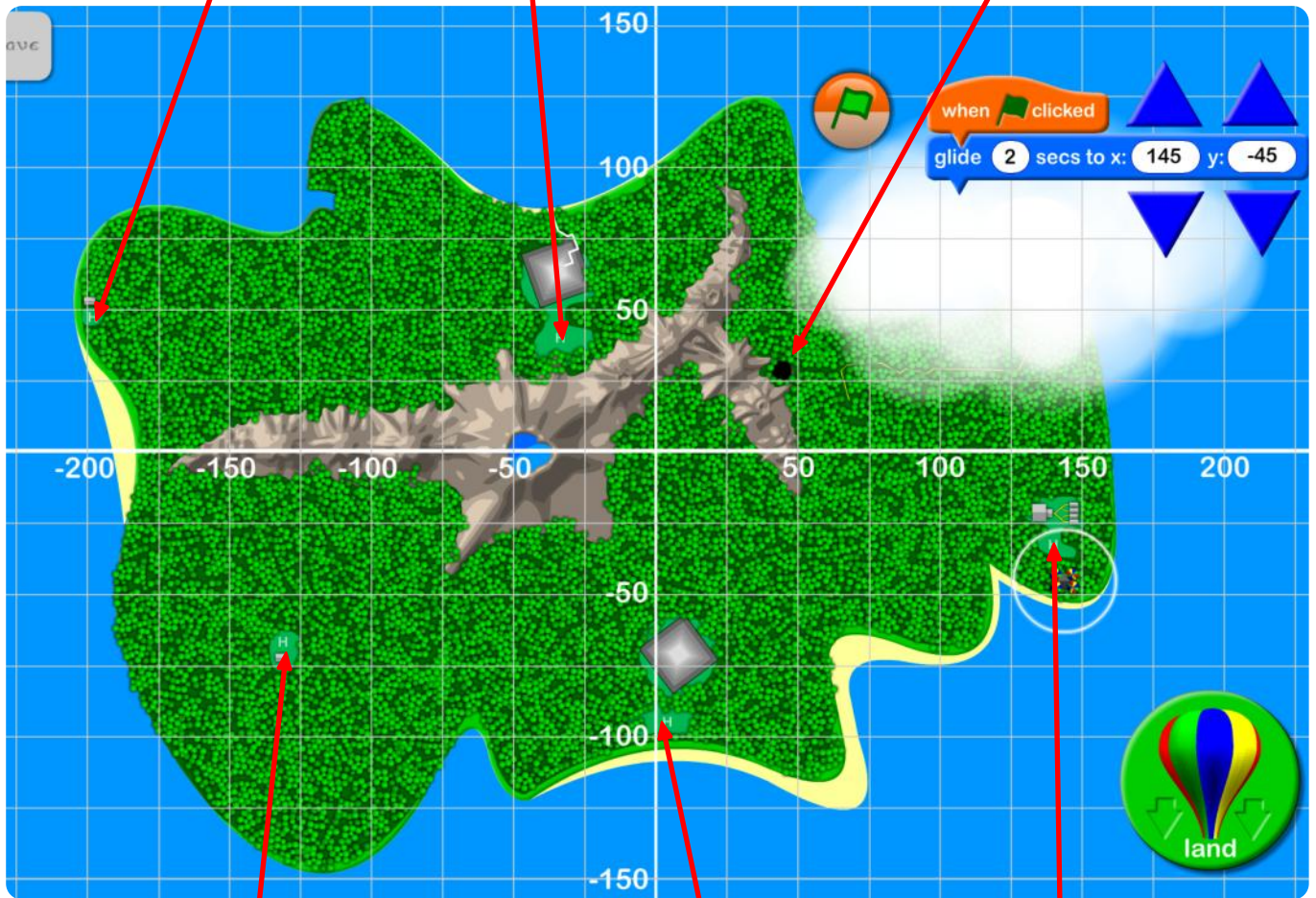
activity 16

The Map

x: -195 y: 45

x: -35 y: 40

x: 45 y: 30



x: -130 y: -65

x: 5 y: -95

x: 140 y: -30



# Rainforest Coding **Module 5** Activity Help Page

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## activity 17

## Recsue the Baby Pen Bot from the Temple Top

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

1



```

when green flag clicked
  repeat until touching color purple
    move 2 steps
  say hello! for 2 secs
  
```

Add this code so the pen bot moves forward until it touches purple.

When it touches purple it stops and says hello!

2



```

when green flag clicked
  repeat until touching color purple
    move 2 steps
  say hello! for 2 secs
  if touching color yellow then
    turn anticlockwise 90 degrees
  
```

Inside the repeat until block, add a turn anticlockwise 90 degrees block if touching color block. Change the if touching color to yellow. Add a turn anticlockwise 90 degrees block.

3



```

when green flag clicked
  repeat until touching color purple
    move 2 steps
    if touching color yellow then
      turn anticlockwise 90 degrees
    if touching color blue then
      turn clockwise 90 degrees
  say hello! for 2 secs
  
```

Add another if touching color blocks. Then place the coloured discs around the track.

4



```

when green flag clicked
  repeat until touching color purple
    move 2 steps
    if touching color yellow then
      turn anticlockwise 90 degrees
    if touching color blue then
      turn clockwise 90 degrees
    if touching color orange then
      turn clockwise 90 degrees
  say hello! for 2 secs
  
```

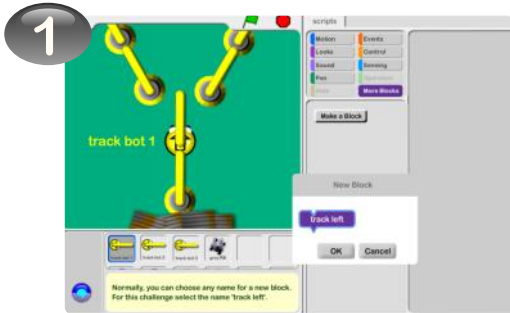
Add another if touching color block. Then place the coloured discs on the ramp.

## module 5

## activity 18

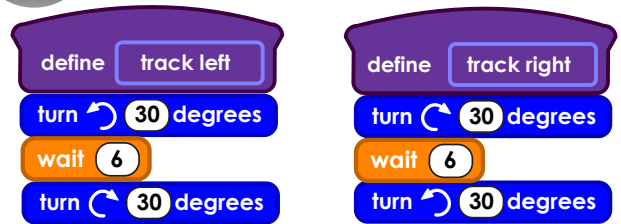
## The Robot Factory

This is the new **track bot's** code.



To start the challenge you need to make your own blocks to turn the track left and right.

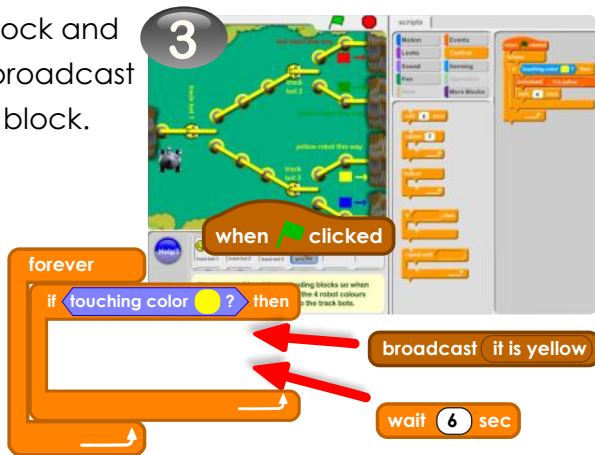
This is the **track bot's** code.



These are the new define blocks. They turn the tracks left and right.

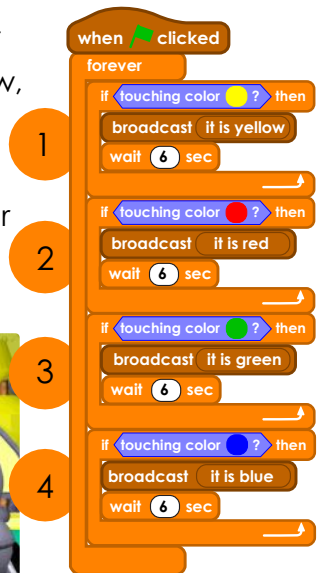
This is the **grey robot's** code.

**The Plan!** When the grey robot touches a robot body it needs to tell the track bots what colour it is. To do this use an 'if touching color' block and a broadcast block.



You must use 4 'if touching color' structures to broadcast 4 messages.

When the grey robot touches either a yellow, red, green or blue robot body it must broadcast that colour to the track bots.



5



Add a 'when I receive' block to the track bot to receive a broadcast message.

when I receive it is yellow

turn right

when I receive it is red

turn left

when I receive it is green

turn right

when I receive it is blue

turn left

Add a 'turn left' or 'turn right' block to the 'when I receive' blocks so the robot bodies are sent to the shed marked with arrows. Click the green flag and test your code.