Name: Date:
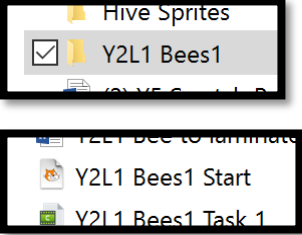
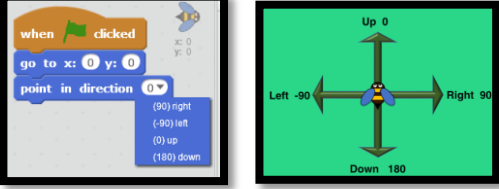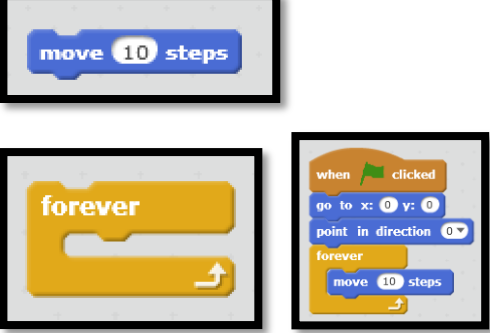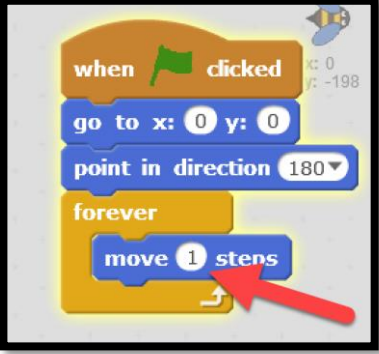# Year 2 Lesson 1-Bee1   ScRATCH   2.0

Resources – Scratch 2 application; Y2L1 Bees1 folder, which contains Y2L1 Bees1 Help Tutorial PR (hardcopy). It can be used for pupil evidence inside their Computing folder; pencil, to tick off each task on the Y2L1 Bees1 Help Tutorial PR, pupil videos (directed by the teacher). Tasks 1-4 for independent learning or odd numbered Tasks for Partner no 1 and even numbered Tasks for Partner no 2. A whiteboard/projector (to show videos Task 1-4 and for the teacher demonstration of the Scratch application) Vocabulary- Computing - Stage, Script Area, Thumbnail, sprite. Motion Palette-move 10 steps, go to x: y, point in the direction 90, when green flag clicked; Control Palette forever. Maths – half turn, quarter turn, anticlockwise, up, down, right and left.

Lesson Objective-To make a bee move up, down, left and right

	T1. Open the **Y2L1 Bees1 Folder** located in your personal folder on the network. Open **Y2L1 Bees Start.sb2** (Scratch File). Watch the video **Y2L1 Bees1 Task 1 (of 4)** Click File → Save .
	T2. Make the Bee Face Up Watch the video **Y2L1 Bees1 Task 2** On the **point in direction** drop down arrow select **0 UP** Click the **Green Flag** above the Stage. The bee will now turn a **quarter turn** and face up. The **Green Flag** starts the Scratch programming code in the Script area.
	T3.Make the Bee Move Up Watch the video Y2L1 Bees1 Task 3 From the **Motion Palette,** drag out a **move 10 steps** block. Attach it to the stack. Click the **Green Flag** above the stage. The bee will now move 10 steps up. From the **Control Palette**, drag out a **forever loop** and attach it to the stack. Now click the **Green Flag.** Select File **Save**
	T4 Make the bee move down, left and right Watch the video Y2L1 Bees1 Task 4 On the **point in direction** drop down arrow select **180 Down** Click the **Green Flag** above the stage. Change the number to 1 on the **move 10 steps** block to slow the bee down. To make the bee to move to the left go to the **point in direction** drop down arrow select **-90 left**. Test your code by clicking the **Green Flag** above the stage To make the bee to move to the right go to the **point in direction** drop down arrow select **90 right**. Test your code by clicking the **Green Flag** above the stage