Name:

## Year 2 Lesson 2-Bees2

Resources - Scratch 2 application; Y2L2 Bees folder, which contains Y2L2 Bees2 Help Tutorial PR (hardcopy). It can be used for pupil evidence inside their Computing folder; pencil, to tick off each task on the Y2L2 Bees2 Help Tutorial PR, pupil videos (directed by the teacher). Tasks 1-4 if working individually on a computer 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 , glide 1 secs to $x$ : $y$ : when green flag clicked; Control Palette forever. Geography: the compass -north, south, east and west

Lesson Objective-To program insects to glide to the North, South, West and East

|  | T1. The points of a compass Open the Y2L2 Bees2 Folder located in your personal folder on the network. <br> Open Y2L2 Bees2 Start.sb2 (Scratch File). <br> Watch the video Y2L2 Bees2 Task 1 |
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| ge to x <br> $\mathrm{y}=0$ | T2. Insert a sprite ladybug and make it point North Watch the video Y2L2 Bees2 Task 2. <br> The stage shows the points of a compass. <br> Select the New Sprite from library $\rightarrow$ animals $\rightarrow$ ladybug <br> From the Events Palette $\rightarrow$ When green flag clicked block. <br> From the Motion Palette, drag out a go to $x: 0$ and $y: 0$ <br> From the Motion Palette $\rightarrow$ point in the direction 0 <br> Click the Green Flag to test your code <br> Click File $\rightarrow$ Save |
| $\text { glide (1) secs to x: }-4 \text { y: } 115$ <br> when $/ \mathrm{click}$ ed <br> go to $x: 0 \mathrm{y}: 0$ <br> point in direction 07 <br> glife 5 secs to $x:-4 \mathrm{y}: 115$ | T3. Make the Ladybug glide North <br> Watch the video Y2L2 Bees2 Task 3 <br> Select the ladybug on the stage and position it just under the word <br> North <br> From the Motion Palette drag out a glide 1 secs to $x$ : $y$ : <br> Change the 1 sec to 5 secs <br> Select the New Sprite from library $\rightarrow$ animals $\rightarrow$ beetle <br> From the Events Palette $\rightarrow$ When green flag clicked block. <br> From the Motion Palette, drag out a go to $x: 0$ and $y: 0$ <br> From the Motion Palette $\rightarrow$ point in the direction 180 to face South. <br> Click the Green Flag to test your code <br> Select the beetle on the stage and position it just above the word South. |
|  | T4 Make the red bee glide east and the blue bee glide west Watch the video Y2L2 Bees2 Task 4 <br> Red bee: - from the Events Palette $\rightarrow$ When green flag clicked block. <br> From the Motion Palette, drag out a go to $x: 0$ and $y$ : 0 <br> From the Motion Palette $\rightarrow$ point in the direction 90 to face East. <br> Click the Green Flag to test your code <br> Select the red bee on the stage and position it to the left of the word <br> East. From the Motion Palette drag out a glide 1 secs to $x$ : $y$ : <br> Change the 1 sec to 5 secs <br> Blue bee: - From the Events Palette $\rightarrow$ When green flag clicked block. From the Motion Palette, drag out a go to $x: 0$ and $y$ : 0 . From the Motion Palette $\rightarrow$ point in the direction -90 to face West. Click the Green Flag to test your code <br> Select the blue bee on the stage and position it just to the right of the word West. From the Motion Palette drag out a glide 1 secs to $x$ : $y$ : Change the 1 sec to 5 secs. Save your work |

