


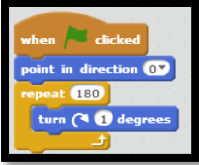
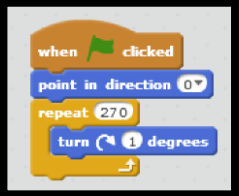
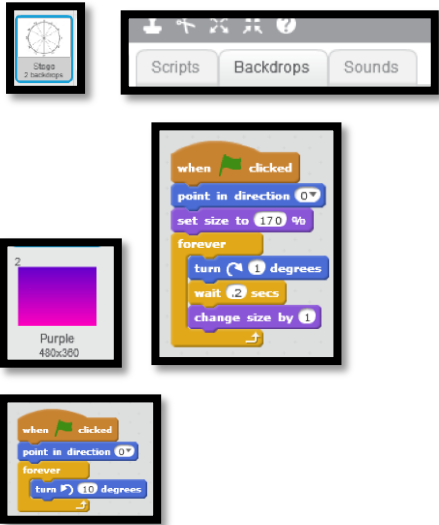
Year 2 Lesson 3-Bees3

SCRATCH 2.0

Resources - Scratch 2 application; Y2L3 Bees3 folder, which contains Y2L3 Bees3 Help Tutorial PR (hardcopy). It can be used for pupil evidence inside their Computing folder; pencil, to tick off each task on the Y2L3 Bees3 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, reuse code - 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: turn 1 degree when green flag clicked; Control Palette forever. repeat block, Geography: the compass -north, south, east and west

Lesson Objective-To program insects to turn 90° 180° 270° and 360°

	<p>T1. To turn the insects 90 degrees clockwise or a quarter turn clockwise Open the Y2L3 Bees3 Folder located in your personal folder on the network. Open Y2L3 Bees3 Start.sb2 (Scratch File). Watch the video Y2L3 Bees3 Task 1 Select the Ladybug. From the Events Palette → When green flag clicked block. From the Motion Palette → point in the direction 0 From the Control Palette → drag out a repeat block Type 90 in the repeat block From the Motion Palette → turn 1 degree Copy the stack to the bees</p>
	<p>T2. To turn the insects 180 degrees clockwise or a half turn clockwise Watch the video Y2L3 Bees3 Task 2. We need to program all the insects to complete a half turn clockwise On the repeat block change the number to 180 on all the insects File and Save</p>
	<p>T3. To turn the insects 270 degrees clockwise or a three-quarter turn clockwise Watch the video Y2L3 Bees3 Task 3 We need to program all the insects to complete a three-quarter turn clockwise On the repeat block change the number to 270 on all the insects File and Save</p>
	<p>T4 Make the insects spin Watch the video Y2L3 Bees3 Task 4 Change the backdrop to purple Select the Stage → Backdrops → Purple Select the Scripts tab → Select the Ladybug Program the ladybug to turn and grow Change the repeat block and replace it with a forever block From the Control Palette → drag out a wait block change the time to .2 Program the bees - Select the yellow bee Change the repeat block and replace it with a forever block Change the turn 1 degree to turn 10 degrees anticlockwise Select File → Save Delete the code from the Blue, Red and Green Bee Now copy the code from the Yellow Bee to the other bees Select File → Save</p>