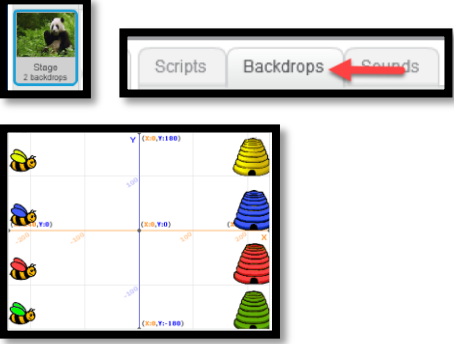





Resources - Scratch 2 application; Y2L4 Bees4 folder, which contains Y2L4 Bees4 Help Tutorial PR (hardcopy). It can be used for pupil evidence inside their Computing folder; pencil, to tick off each task on the Y2L4 Bees4 Help Tutorial PR, pupil videos (directed by the teacher). Tasks 1-4 for independent 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 - duplicate and reuse code, Stage, Script Area, Thumbnail, sprite, duplicate stamp. **Motion Palette-** if on edge bounce, set rotation style left, move 10 steps, go to x: y, point in the direction 90, when green flag clicked; **Control Palette** forever. **Geography -** habitats and food source

**Lesson Objective-To use R,Y,B and G key as inputs**

	<p><b>T1. To position the bees on the grid</b>          Open the Y2L4 Bees4 Folder located in your personal folder on the network.          Open Y2L4 Bees4 Start.sb2 (Scratch File).          Watch the video Y2L4 Bees4 Task.          Select the Stage thumbnail → select the Backdrops tab → select the grid.          Place the bees just above the lines on the x axis.          Select the Panda eating backdrop.  <b>File → Save</b></p>
	<p><b>T2. To set the absolute position of the bees</b>          Watch the video Y2L4 Bees4 Task 2           Select the Yellow bee thumbnail in the Sprite Area          Make sure the Scripts Tab is selected          Drag out a when green flag clicked block from the Event Palette          From the Motion Palette, drag out a go to x: y: block  <b>Your coordinates will be slightly different to mine</b>          Repeat this for the Red Bee, Green Bee and Blue Bee.          Click File Save.</p>
	<p><b>T3. To code the arrow key as input</b>          Watch the video Y2L4 Bees4 Task 3          Drag out a when space key pressed block from the Event Palette          At the drop down arrow, change it to right arrow.          From the Motion Palette, drag out a move 10 steps block          Place it under the stack.          Copy the code from the Yellow Bee to the Blue Bee          Drag the stack on top of the Blue Bee in the Sprite Area.          Drag the stack on top of the Red Bee in the Sprite Area.          Drag the stack on top of the Green Bee in the Sprite Area          Change the number in the move 10 steps block for each bee.          The number must be bigger than 10 and less than 100. For example 20,30,40,50,60,70,80,90 (the bold are the ones I have selected)          Click File Save.          Click the Green Flag to test your code          Make sure the pupils don't copy the code to the hive. The hive will move.          To delete the code just drag it to the side.</p>
	<p><b>T4. To code the R,Y,B and G key as inputs</b>          Watch the video Y2L4 Bees4 Task 4.          Change the Input Key for the Yellow Bee on the Keyboard. On the when space key pressed, Select the letter Y (for yellow)          R for Red Bee -          B for Blue Bee -          G for Green B          Test your code and Save → Click the Green Flag</p>