

Resources - Scratch 2 application; Y2L5 Panda1 folder, which contains Y2L5 Panda1 Help Tutorial PR (hardcopy). It can be used for pupil evidence inside their Computing folder; pencil, to tick off each task on the Y2L5 Panda1 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, 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 find the magic biscuits

	<p>T1. Open the Y2L5 Panda1 Folder located in your personal folder on the network.</p> <p>Open Y2L5 Panda1 Start.sb2 (Scratch File).</p> <p>Watch the video Y2L5 Panda1 Task. The video tells a story Click File → Save</p>
	<p>T2. To make the bee start from the hive Y2L5 Panda1 Task 2</p> <p>Select the Bee1 thumbnail in the Sprite Area. Select the Bee1 on the stage and drag it to the bee hive. Drag out a when green flag clicked block from the Event Palette. Drag out a go to x: y: block from the Motion Palette (Your coordinates will be different to mine) and attach it to the stack. Drag out a go to x: y: block from the Motion Palette Drag out a move 10 steps block and change it to 2. File Save</p>
	<p>T3. To make the bee bounce and keep it upright Watch the video Y2L5 Panda1 Task 3</p> <p>From the Control Palette drag out a forever loop. Save your work and click the green flag From the Motion Palette, drag out a if on edge bounce. Slot it inside the forever loop. Click the Green Flag. There is a problem, the bee can't fly upside down. We need to make him stay upright and we do this by using the Set rotation style left - right from the Motion Palette. Slot the block inside the forever loop</p>
	<p>T4. To create 6 bees Watch the video Y2L5 Panda1 Task 4.</p> <p>Click on the Bee1 thumbnail in the Sprite Area. Click on the Stamp Tool - this will duplicate the Bee1 and call it Bee2. Repeat this procedure until you have 6 bees. Click the green flag above the stage. Select File Save Use your logical reasoning to find out why we can only see one bee. How can we put this right? Find out in Y2L6 Panda2 Lesson 6. Science discuss -would we really find a bee hive in the Qinling mountains of China?</p>