Name: **Date:**

Year 2 Lesson 6-Panda2   SCRATCH   2.0

*Resources – Scratch 2 application; **Y2L6 Panda2 folder**, which contains **Y2L6 Panda2 Help Tutorial PR (hardcopy)**. It can be used for pupil evidence inside their Computing folder; **pencil**, to tick off each task on the Y2L6 Panda2 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, if then block **Looks Palette -** go to front, **Sensing Palette:** touching **Geography** – habitats and food source*

Lesson Objective-To find the magic biscuits part 2

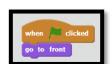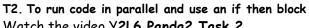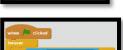|	
	T1. To make the bees fly in different directions Open the **Y2L6 Panda2 Folder** located in your personal folder on the network. Open **Y2L6 Panda2 Start.sb2** (Scratch File). Watch the video **Y2L6 Panda2 Task 1**. Did anyone realise that all the bees are on top of each other and all flying in the same direction – hence we couldn't see them. Select **Bee2 thumbnail** and choose a number between **0 and 180**. It must be in the 10s and must not be number 90 (Bee1 is number 90). Now change the direction of Bee3, Bee4, Bee5 and Bee6 Click File → **Save**. Click the **Green Flag** above the stage
	T2. To run code in parallel and use an if then block Watch the video **Y2L6 Panda2 Task 2**. We need the bees to go inside the hive so we need to bring the hive forward. Select the **Blue Hive** thumbnail. From the **Events Palette**, drag out a **when green flag is clicked** From the **Looks Palette**, drag out a **go to front** Select **Bee1** thumbnail **Parallelism -** From the **Events Palette**, drag out a **when green flag is clicked** From the **Control Palette**, drag out a **forever** loop. From the **Control Palette**, drag out an **if then block**
	T3. To use Sensing Palette Watch the video **Y2L5 Panda1 Task 3** From the **Sensing Palette** drag out the **touching** block Select Panda Bear Biscuits at the drop-down arrow Slot the block into the **if then block** Select **File Save** From the **Looks Palette**, drag out a **change colour effect by 25** This is the magic block. Wait until you see the magic.
	T4. To copy the code from bee1 to all the other bees Watch the video **Y2L5 Panda1 Task 4**. Select **Bee1 thumbnail**. Drag the **second stack** and place it over **Bee2**. You have now copied the code from Bee1 to Bee2. Repeat this for all **6 bees**. Save and click the green flag above the stage. **Use your logical reasoning and** tell me why Bee1 never changes colour. Finally select the baby pandas and click show. Mum has found her babies.