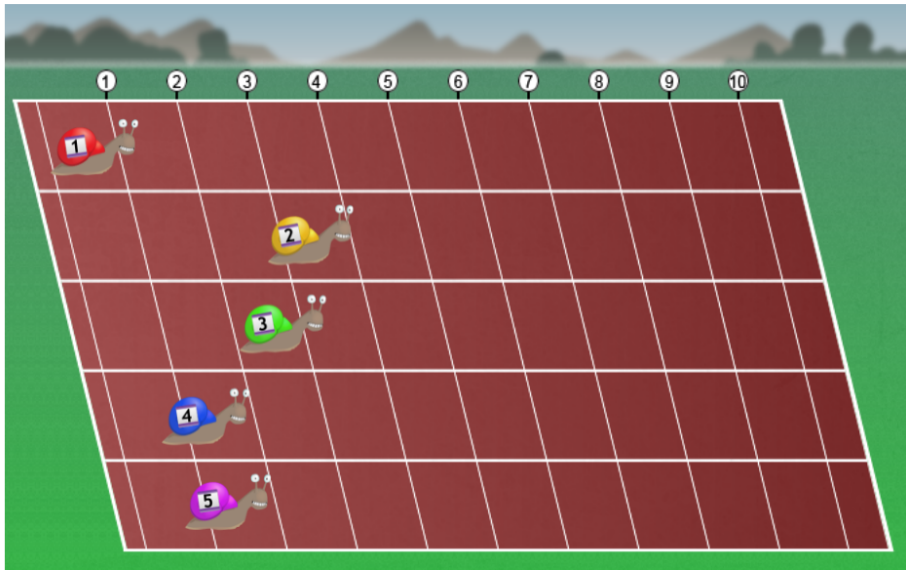


Year 1 - 2go chimp

Hashim 1ML



Challenge: Make the snails move a random number of steps between 1-10.



when clicked snail1

snail1 forward random (From 1 To 10) steps



snail2 forward random (From 1 To 10) steps

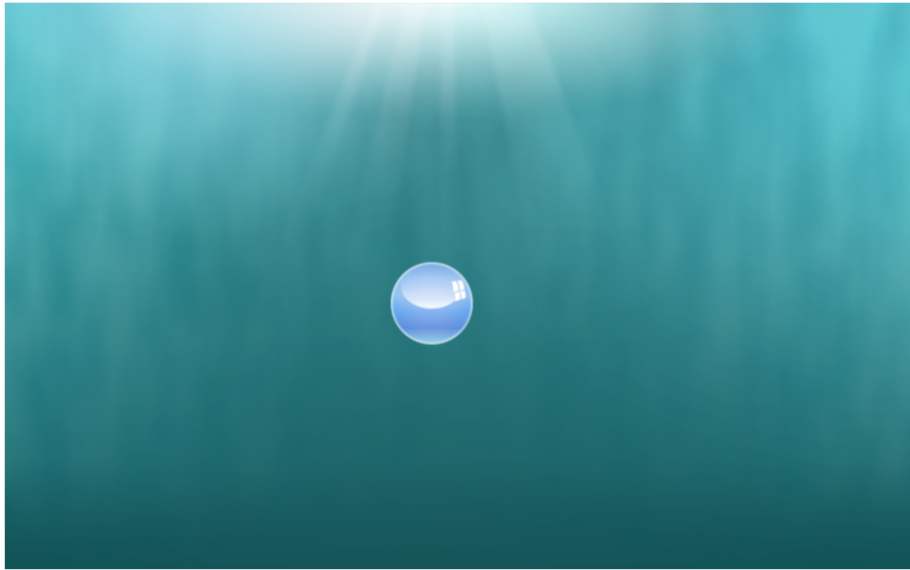
snail3 forward random (From 1 To 10) steps

snail4 forward random (From 1 To 10) steps

snail5 forward random (From 1 To 10) steps





Challenge: When you click the bubble, make it disappear.  



 bubble  up

 when clicked  bubble

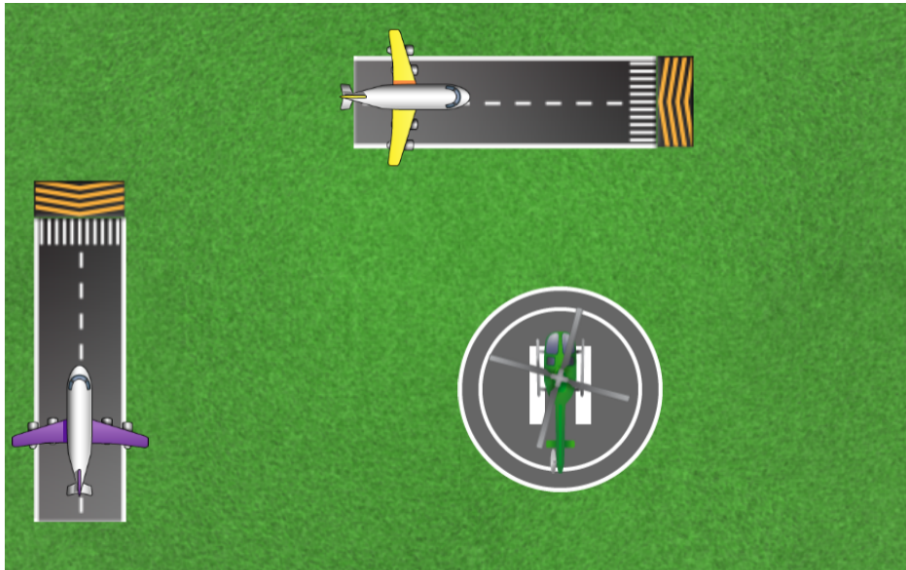
 bubble  hide

Year 2 - 2go chimp 2

Nour 2LF



Activity: Make your own airport. Use design mode to add more planes and runways. Then program the planes to move.



when clicked plane

plane up

when clicked yellowPlane

yellowPlane right

Activity: You could try making some of the cars controllable. You could also try to make the program play a sound when the vehicles collide.



when clicked car
car speed = set to 23

when clicked racer
racer speed = set to 11

when clicked buggy
buggy speed = set to 7

when clicked lorry
lorry Speak 'let's go!' for 3 seconds

INFO: Create a 'when clicked' block for racer
INFO: Create a 'when clicked' block for buggy
INFO: Create a 'when clicked' block for lorry
INFO: Set the speed of the variable racer
INFO: Set the speed of the variable buggy

Fast

Year 3 - 2go Gibbon 1

Maryam 3JE



Activity: You could try using the timer command to make changes happen after a time period. Or try moving the characters in different directions.



when clicked princess

frog left

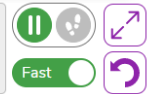
timer after random (From 1 To 10) seconds

princess up

princess stop

frog stop

INFO: Create a 'when clicked' block for princess
INFO: Stop frog





Challenge: The monkey thinks the frog should turn the princess into an ape, can you fix the program for him?



when clicked frog

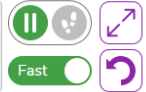
frog left

when frog collides with princess

frog stop

princess image set to

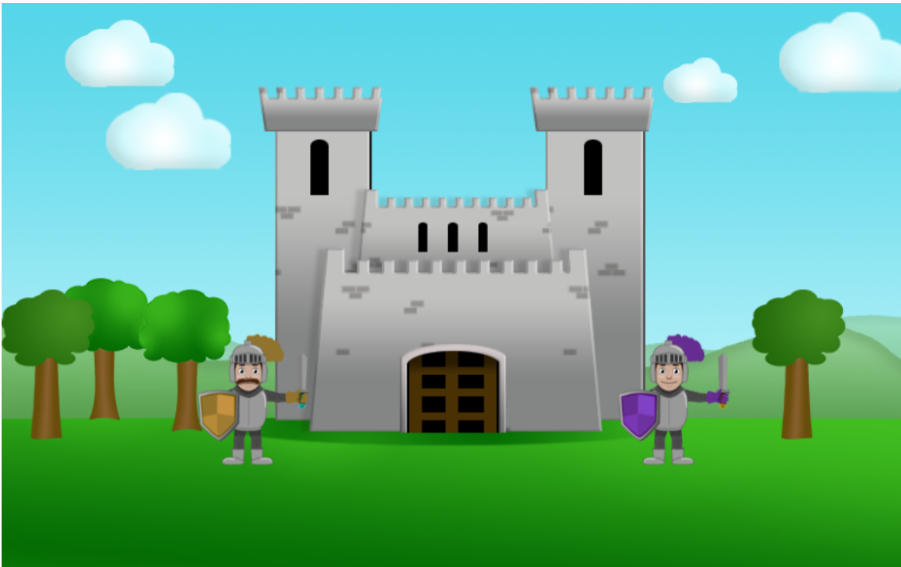
INFO: You've changed some code - I'm restarting the program
INFO: Create a 'when clicked' block for frog
INFO: Create 'collision detection' block for when frog bumps into princess



Year 4 - 2code Gibbon 2

Rayyan 4YK

Challenge: The instructions to the knights have been mixed up. Can you fix it?



knight → right

knight2 ← left

timer every 1 seconds

if knight ← x greater 15 then

knight ← left

if knight ← x less 5 then

knight → right

if knight2 ← x greater 15 then

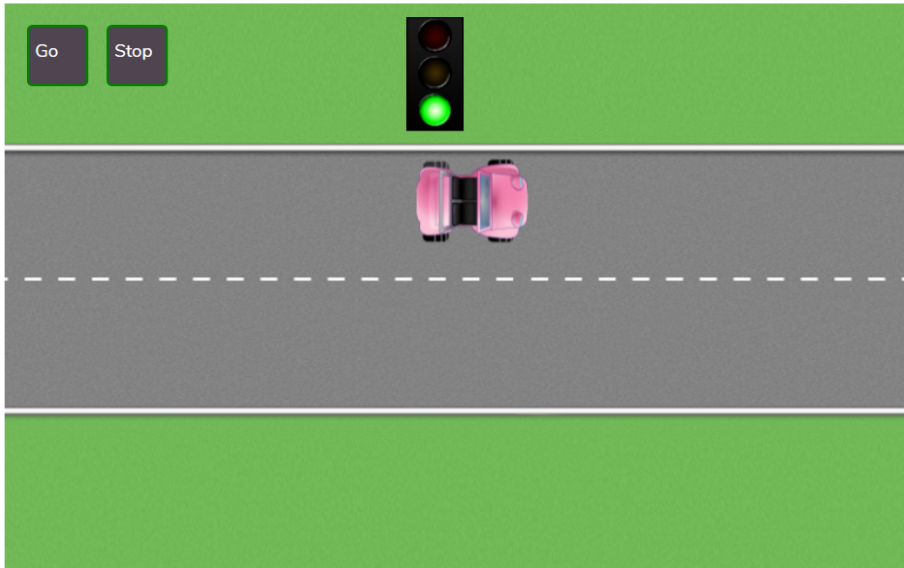
knight2 ← left

if knight2 ← x less 5 then

knight2 → right

Harveen 4TA

Challenge: When the user clicks 'stop' set the traffic light to amber. Then after a second set it to 'red' and stop the car.



when clicked **b** go

trafficlight = set to **amber**

timer after 1 seconds

car → right

trafficlight = set to **green**

when clicked **b** stop

trafficlight = set to **amber**

timer after 1 seconds

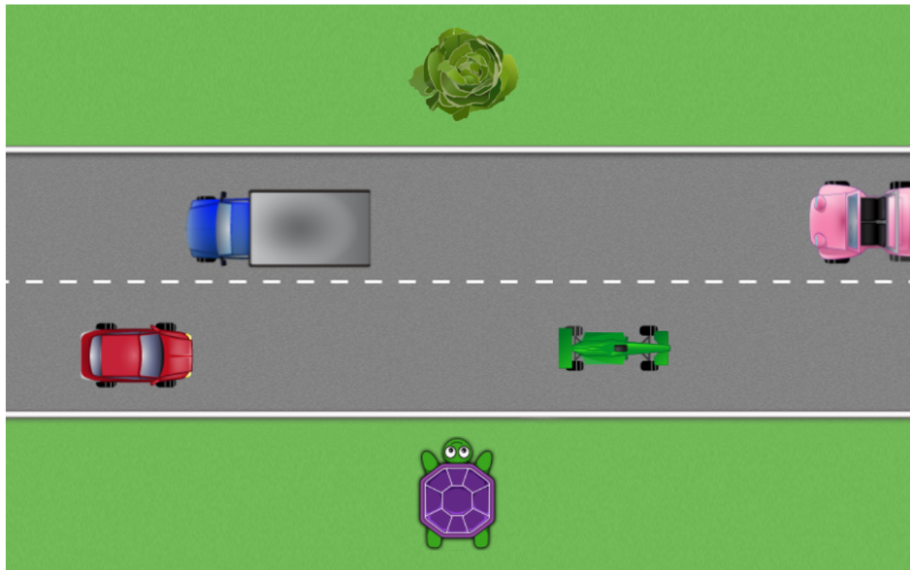
trafficlight = set to **red**

car **stop**

Year 5 - 2code Gorilla 1

Aman 5KB

Challenge: When the turtle collides with the food, play a sound and hide the food.



```
car speed = set to 1
racer speed = set to 1
lorry speed = set to 1
buggy speed = set to 1

when key ↑
  turtle ↑ up

when key ↓
  turtle ↓ down

when key →
  turtle → right

when key ←
  turtle ← left

when turtle collides with Any car
  restart

when turtle collides with food
  food hide
  sound 1 times
```

Adshayan - 5TF

Challenge: When the catcher collides a food item, hide the food that got hit. Use the change variable command.



2



```
when key ←
  catcher ← left

when key →
  catcher → right

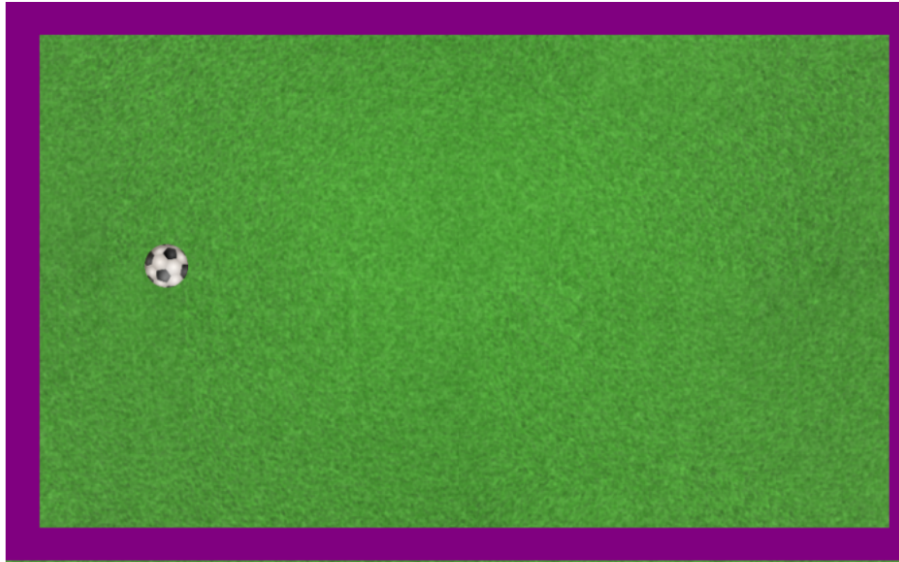
when catcher collides with Any avoidable
  sound 1 times
  restart

when catcher collides with Any catchable
  sound 1 times
  score add 1
  _collided_catchable hide
```

Year 6- 2code Gorilla 2

M. Ibrahim - 6KH

Challenge: Create a function to reset the ball to its starting speed and x and y position. Call this function when the ball hits the walls.



when swiped football any

football speed = set to swipe speed

football friction member = set to 70

football angle = set to swipe angle

create function resetBall

football speed = set to 0

football x = set to 3

football y = set to 8


when football collides with walls

resetBall call

Challenge: Can you fix the program so it correctly checks for a duck?



Is it a duck ?



Prompt

Does it swim (yes or no)?

Ok

```
prompt 'Does it swim (yes or no)?'  
VAR create b o c e string swims = Input  
prompt 'Does it have feathers (yes or no)?'  
VAR create b o c e string hasFeathers = Input  
IF if swims equals 'yes' AND hasFeathers equals 'yes' then  
  alert 'It is a duck'  
Else  
  alert 'It is not a duck'
```

INFO: You've changed some code - I'm restarting the program
INFO: Create an input prompt, waiting for user to enter some input

