

Notes:

This program is similar to lesson 2, but instead of using **when key pressed event blocks** to steer all the code in is one longer loop. **If key pressed blocks** are used to check when jeys are pressed. This shows pupils a different way to code, but more importantly responds more quickly to the inputs than using event blocks, making a better game.

To check whether a crater has been hit, the code checks if the buggy is touching dark grey. If it is touching it moves the buggy backwards by using a negative value in a **move** block.

Teaching:

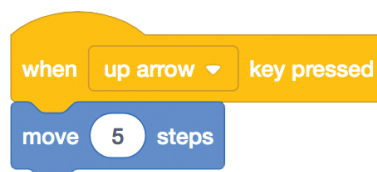
Show pupils the finished program.

Ask them what they think are the rules that make the program work - the algorithm behind it.

Get them to complete the following sentences orally / or to note them down.

- all the time the buggy moves... (forward).
- if the key is pressed then the buggy turns .. (left, anti-clockwise).
- if the key is pressed then the buggy turns .. (right, clockwise).
- if the buggy hits a ... then it ... (crater, stops).

Making the buggy go faster:
(pupils could choose other keys or other values larger than 1).



Making the buggy reverse:
(pupils could choose other keys or other negative values).

