INSTRUCTIONS:

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Goal of the Project:

In Class 1, you learned to create a new sprite, add a background and add a click event to the sprite.

In this project, you will apply what you have learnt in the class to achieve the following goals.

Main Goal	● Add a new sprite and add a wandering behavior to the sprite.

If you want additional challenges, you can also attempt the following goals.

| Additional Goal 1	● Add a second sprite and add a patrolling behavior to it.
Additional Goal 2	● Add a third sprite, set the size of that sprite and add a jittering behavior to it.

Story:

It is a bright and sunny day! A young bee called Cloud Bee is looking for nectar from a flower. The bee found a park, but did not know how to search for a flower.

Use your coding superpowers to help her wander and find the nectar.
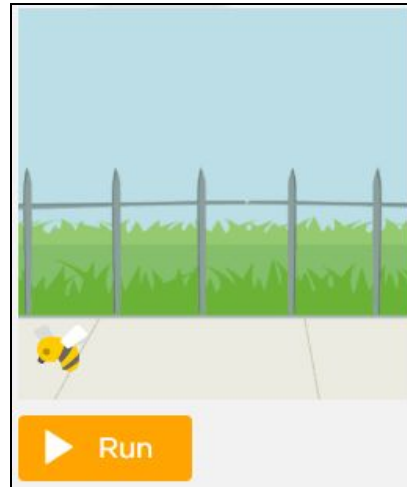
*This is just for your reference. We expect you to apply your own creativity in the project.

Getting Started:

1. Login to code.org
2. Click the following link: Project Template
3. Click the **How It Works** button.
4. Click the **Remix** button.
5. Rename the project to **Project 1** and click the **Save** button.

Specific Tasks to Achieve the Main Goal:

1. Create a **background** of the **park view**.
2. Create a **Bee sprite** at the **left bottom corner**.
3. Add code for the following event:
   - When the **Bee sprite** is **clicked**, the **Bee** should **wander**.
4. Click the **Run** button to check if the code is working.

*Refer to the images given above.

*Remember your bee can wander anywhere on the screen. The image above is just one example.

Submitting the Project:

1. **SAVE** all the changes made to the project.
2. Click the **Share** button to generate a shareable link.
3. Copy this link and submit it in the Student Dashboard Projects panel against the correct class number.
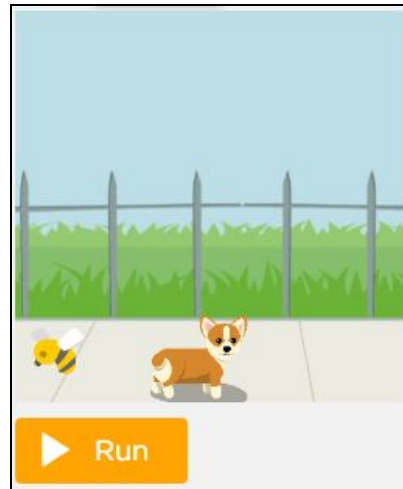
Hints for the Main Goal:

1. Use the **wandering** block from the **Behaviors** section to the **Sprite begins** block.
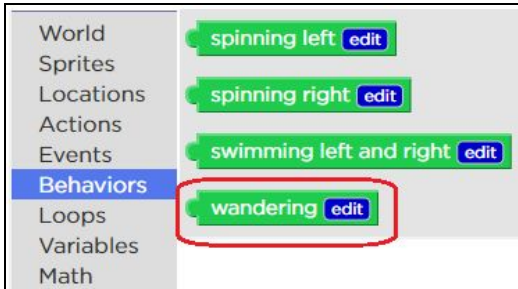
Additional Goal 1:

A puppy came to the park to run around and play.

Can you add him to the park scene as well?

Specific Tasks to Achieve Additional Goal 1:

1. Create a **Puppy** Sprite at the **bottom center** of the screen.
2. Add code for the following event:
    - When the **Puppy sprite** is clicked, the **Puppy** should start **patrolling**.
3. Click the **Run** button to check if the code is working.

*SAVE** all the changes made to the project and **SUBMIT** the shareable link in the Student Dashboard Projects panel against the correct class number.
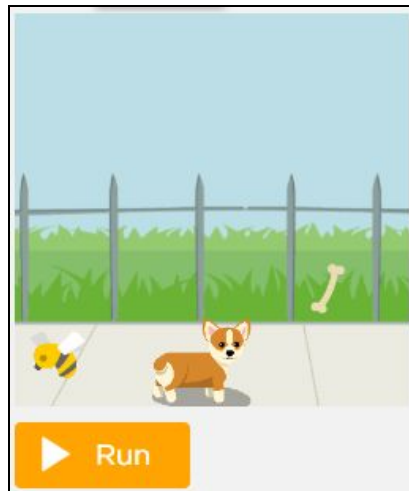
Hints for the Additional Goal 1:

1. Attach the new sprite block below the sprite creation block of the bee.

Additional Goal 2:

The puppy was running around the park and suddenly he saw a toy bone lying in the grass.

Let's add that bone to the scene as well.

Specific Tasks to Achieve Additional Goal 2:

1. Create a **bone toy sprite** and place it on the grass.
2. Set the **size** of bone sprite to 50.
3. Add code for the following event:
   ● When the **bone toy sprite** is **clicked**, the **bone** should start **jittering**.
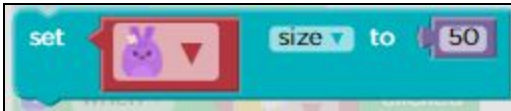4. Click the **Run** button to check if the code is working.

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*SAVE all the changes made to the project and **SUBMIT** the shareable link in the Student Dashboard Projects panel against the correct class number.

Hints for Additional Goal 2:

1. Use the **set size** block from **Actions** section to change the size of a sprite.

*After running the code, the output should be similar to this.

REMEMBER... Every step is an opportunity towards success!!!
After submitting your project your teacher will send you feedback on your work.

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