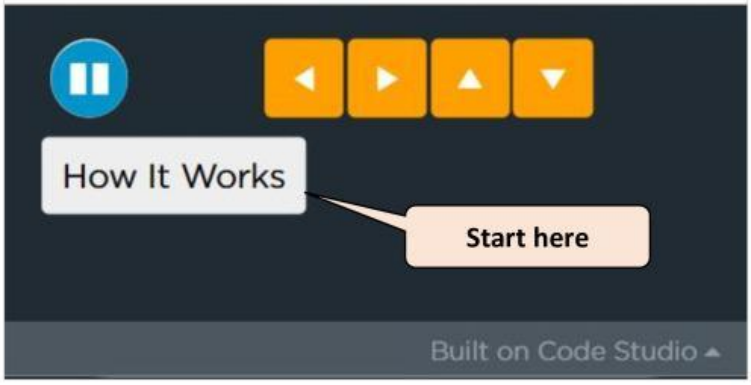
Homework Assignment



DP EDUCATION

Coding School



LIVEWORKSHEETS

Home work for project 29 - Home work for the 29th project

Lizards looking for food

- You have got a screen with a background of little insects moving around



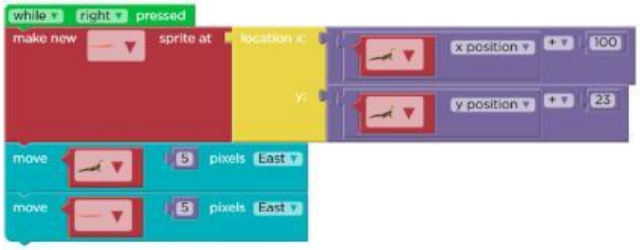
- This block 

has got you moving insects with background screen.

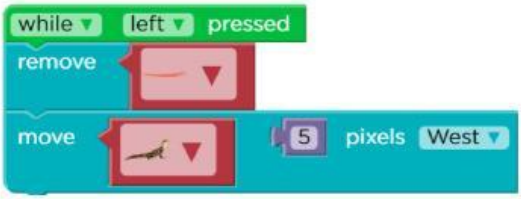
- Get an image of a lizard with Make new sprite and adjust its size to 150.



- While clicking the right arrow key, a tongue sprite should be added so that the lizard sticks its tongue out, and with the right arrow key, the lizard should move 5 pixels to the east with the tongue..



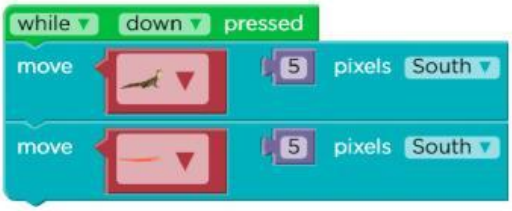
- While clicking the left arrow key, the lizard's tongue should be removed and the lizard should move 5 pixels in the western direction.



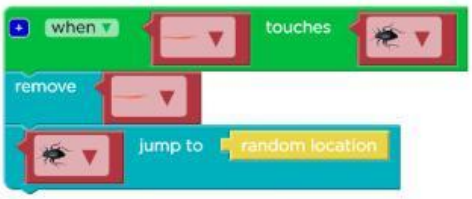
- While clicking the Up arrow key, the lizard should move 5 pixels in the north direction with its tongue. While clicking the Down arrow key, the lizard should move 5 pixels in the right direction with its tongue.

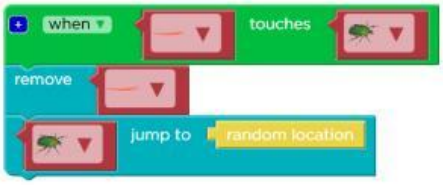
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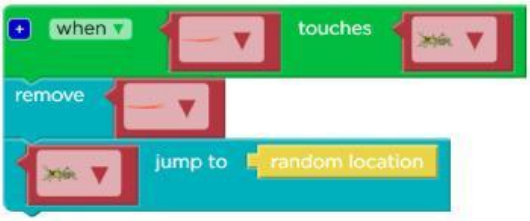




❖ Use blocks to make the tongue disappear when the tongue touches the various insects given to you and the touched insect jumps to a random location







Select the correct answer

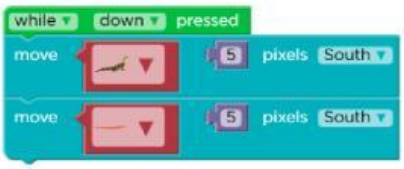
1. If you have to block the movement of the lizard at the edges of the screen, what blocks do you use for that?







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2. 

What does this mean?

When the down arrow key is clicked, the lizard will move 5 pixels to the right with its tongue.

While clicking the Down arrow key, the lizard moves 5 pixels in the right direction with its tongue.

When the down arrow key is clicked, the lizard moves in the right direction and the tongue moves 5 pixels in the north direction.

3. What blocks have you used for the movement of the grasshopper in the project you have created?







4. By which set of blocks does the beetle keep moving westward?







5. What blocks are used to remove the tongue sprite?







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