Code to Enhance Learning

Course 1: Lesson 4
Flying Helicopter
Objective:

We will make an application of a helicopter flying in the sky.
Thinking Questions:

1) What things we will need on the stage?
   1) A sprite “Helicopter”
   2) A backdrop which can help us see that helicopter is flying

2) What should happen on the stage?
   Helicopter will move left, right, up and down when the arrow keys are pressed on the keyboard.
Flying Helicopter: (Teacher models…)

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Flying Helicopter:

Mirror Image
A mirror image is exactly identical image formed opposite to the mirror and its revered.
Flying Helicopter: (Teacher work with kids…)

- What should I do first?
- What should I do next?
Quiz 1:

Talk to your partner:
Which of the following which shows the mirror image of the Helicopter?

Let’s share.
Quiz 2:

Talk to your partner:
Say Yes or No and give reason.
We want to make an application to make a helicopter fly of the stage. In the application, we want to write a program to make the helicopter move left when the left arrow key is pressed. Will the program below work?

Let’s share.
Flying Helicopter: (Kids work on their own...)
Assessment
Closing:

1. What did we do today?

2. What is one thing that you liked the most?

3. What did you learn?
Thank you