

Lesson 2 - Starter Activity



Put all of my programming instructions in order so I can carry out the tasks listed.

Task	WHEN	DO
1 Control the character with left stick on the gamepad.		
2 Eat an apple with character touches it.		
3 Shoot blips when the spacebar is pressed on the keyboard.		
4 Jump when user presses the X button on the gamepad.		
5 Look happy when character sees a star.		

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Note for teacher: Cut out each of the instructions to give out with the front sheet:

