

Espresso Coding: Unit 5B

In computing this week, we would like you to continue practicing your coding skills on Discovery: Espresso coding

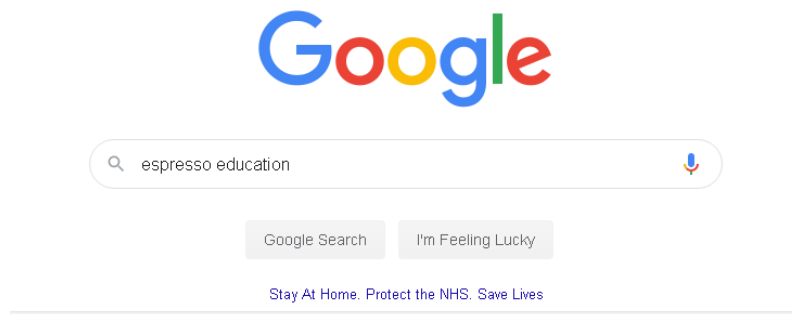
<http://central.espresso.co.uk/espresso/coding/>

Username – student2240

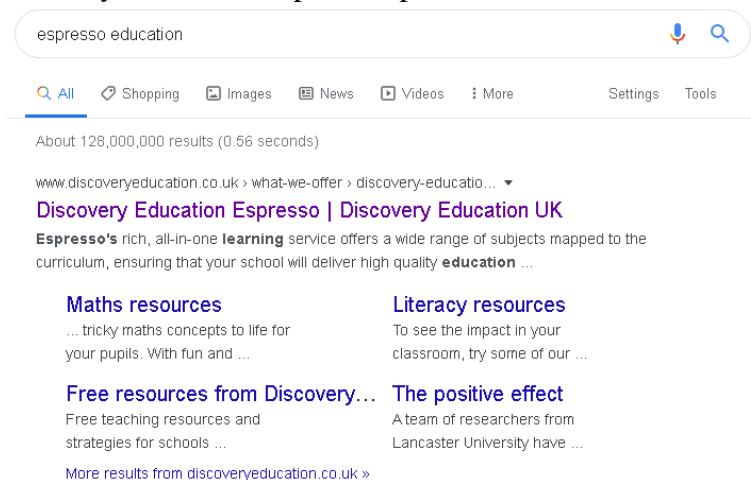
Password – junior

If the link does not work, please follow these steps.

1. Go onto the internet and type ‘espresso education’ into google.



2. Then, click onto the Discovery Education Espresso option, as shown below.



3. Once the home page has loaded, go to the top right hand corner and click the login tab. Then, click on coding from the drop down menu.

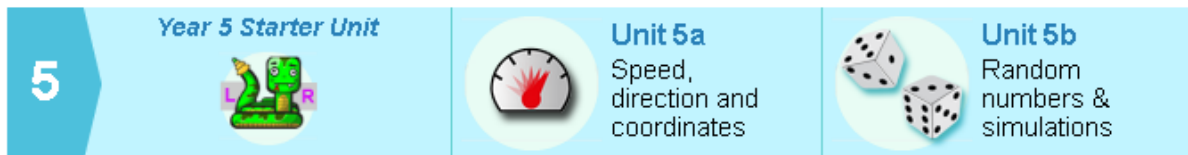


4. Now, you can log in using the username and password above.

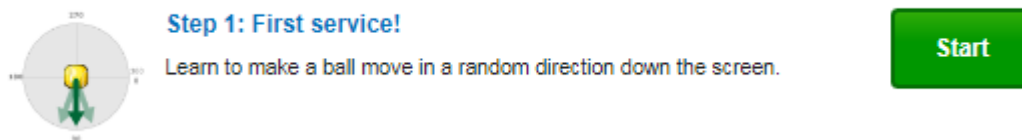
Lesson Instructions

If you have not completed the starter unit or Unit 5a please complete these before moving on to unit 5b.

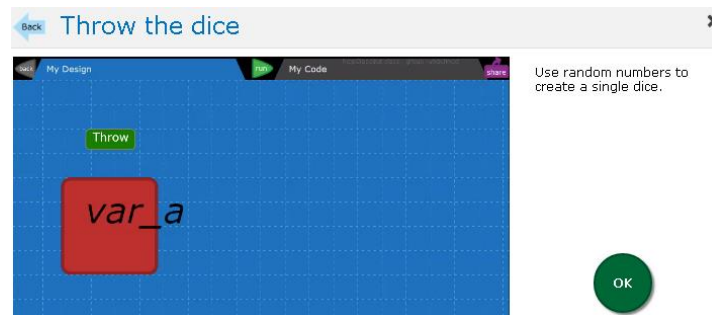
- 1) Select unit 5b.



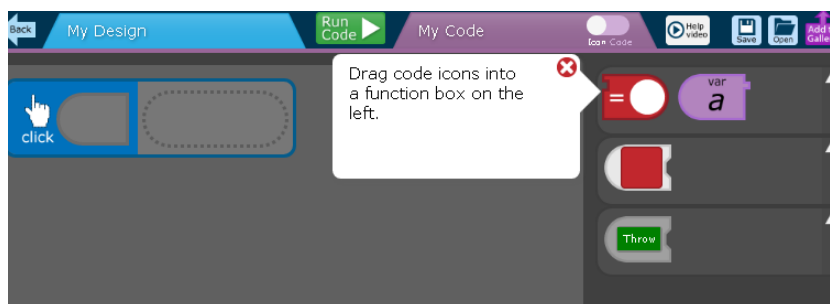
- 2) This week, you only need to complete **Lesson 4: Ping pong** Start with step **1: First service!**



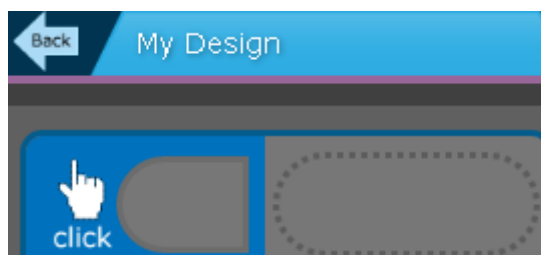
- 3) Watch the tutorial video which will give you step-by-step guides on how to complete that task.



- 4) Once you have watched the video, select '**My code**' on the top right on the page. Have a go at completing the task independently. Press **run code**. Did you meet the objective? If you find it tricky, re-watch the video to help you.



- 5) When you have completed the objective, press the **back** button to go back to the other steps.



6) Repeat this process for each of the steps:

	Step 2: Move your bat Learn to make a bat move left and right when the mouse moves.	Start
	Step 3: Return the shot Combine what you have learnt to make the bat and ball both move. Make the ball bounce off the bat	Start
	Step 4: Top bounce Check if the ball has hit the top of the screen. If it has make the ball bounce off the wall.	Start
	Step 5: Left bounce Check if the ball has hit the left side of the screen. If it has make the ball bounce off the wall.	Start
	Step 6: Right bounce Make the ball bounce off the right side of the screen too. If it hits the bottom make the game stop.	Start

If you complete steps 1 – 5, consider designing your background for the game.

Challenge someone in your family to play your game.

Perhaps you could ‘bug’ your game with an issue and ask a family member to spot what is wrong with the game.