

bitsbox

EARLY BIRD GETS THE WORM



How to get started:

- STEP 1** Go to this website: www.bitsbox.com/code
- STEP 2** Click the yellow **GET STARTED** button then the **LET'S GO** button.
- STEP 3** Follow the on-screen instructions to code *Food Fight*.
- STEP 4** When you're finished, click the **HOME** button.
- STEP 5** Click the **NEW APP** star. Choose **YES** when asked if you have a Bitsbox card with you.
- STEP 6** When asked for an app number, enter **4946** to code *Early Bird Gets the Worm!*

Psssst! If you already have a Bitsbox coding account, follow **Step 1**, sign-in, and skip to **Steps 5 & 6!**

PART A

Stamp a turkey and a worm on the screen. Set the speed to 10!

Type lines 1-5 then click **Play**. Line 4 won't run until Part B is written. **Keep going!**

```
1 fill('fallforest2')
2 worm = stamp('worm2',700,200,120)
3 turkey = stamp('turkey5',200,800,250)
4 speed = 10
5 song('run')
```

PART B

Use a loop function to move the worm across the screen. If your turkey hits the worm, a message appears!

Type this section of code then click **Play**. The turkey won't move until Part C is written. **Keep going!**

```
6
7 function loop() {
8   worm.move(LEFT,speed)
9   worm.wrap()
10  if (turkey.hits(worm)) {
11    turkey.change('turkey4')
12    turkey.size(500,1000)
13    stamp('sign5',610,910,750)
14    message = text('Happy Thanksgiving!',600,650,25,CENTER,'white')
15    message.rotate(-10)
16  }
17 }
```

PART C

Make the turkey jump when you tap the screen. Every time you tap, the worm moves a little faster!

Type in this section of code, then click the **Play** button to run your app!

```
18
19 function tap() {
20   turkey.move(UP,400)
21   turkey.move(200,800,2000)
22   speed = speed + 1
23 }
```

CHALLENGES!

- 1 Can you change the message on line 14?
- 2 Can you change the background?
- 3 Can you replace the worm with something else?



PART A**Stamp a turkey and a worm on the screen. Set the speed to 10!**

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If your turkey hits the worm, a message appears!**

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