

## **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**

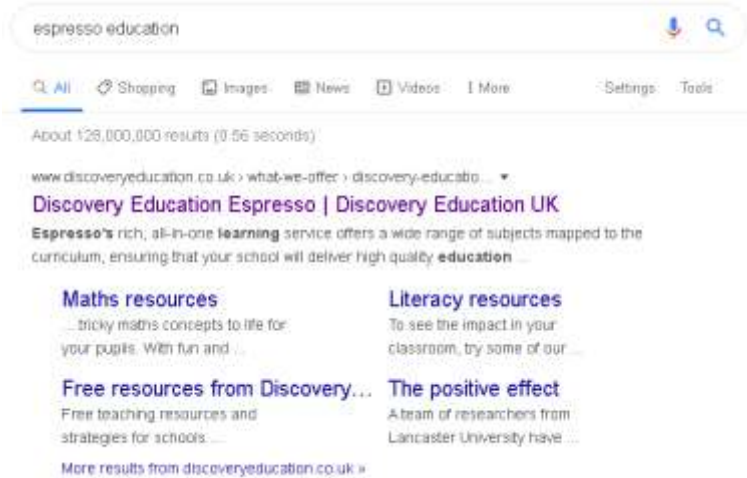
**Password – junior**

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

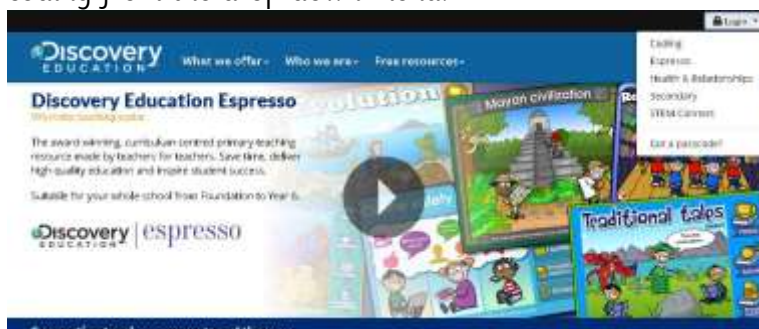
1. Go onto the internet and type 'espresso education' into google.



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 5: Pinball** Start with step **1: Pinball!**

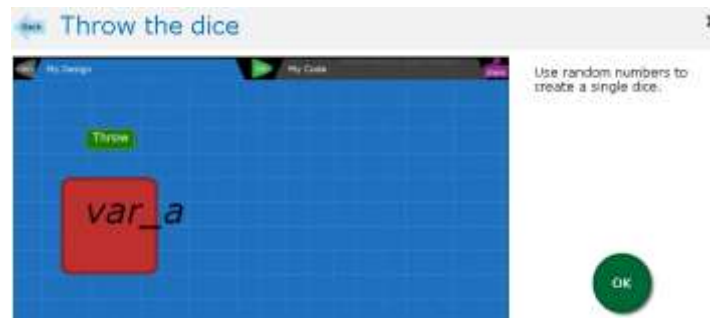


### Step 1: Pinball!

Learn to make a ball move in a random direction up the screen when the go button is clicked.



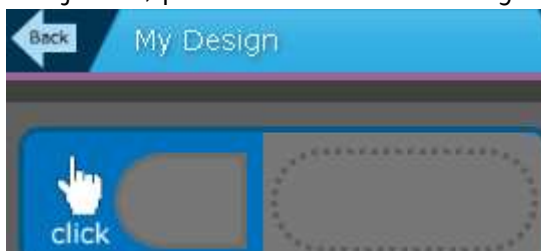
- 3) Watch the tutorial video which will give you step-by-step guides on how to complete that task.



- 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:

	<p><b>Step 2: Top bounce</b> Learn to make the ball bounce back down from the top of the screen.</p>	<input type="button" value="Start"/>
	<p><b>Step 3: Left and right</b> Learn to make the ball bounce off the side walls as well as down from the top of the screen.</p>	<input type="button" value="Start"/>
<p>x=? y=?</p>	<p><b>Step 4: Stop at the bottom</b> Make the ball stop if it hits the bottom of the screen.</p>	<input type="button" value="Start"/>
	<p><b>Step 5: How many can you score?</b> Add some targets for the ball to bounce off and give you points.</p>	<input type="button" value="Start"/>

If you complete steps 1 – 5, consider designing your background for the game. Challenge someone in your family to play your game. Who can score the most points in your family?

Name	Points scored

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