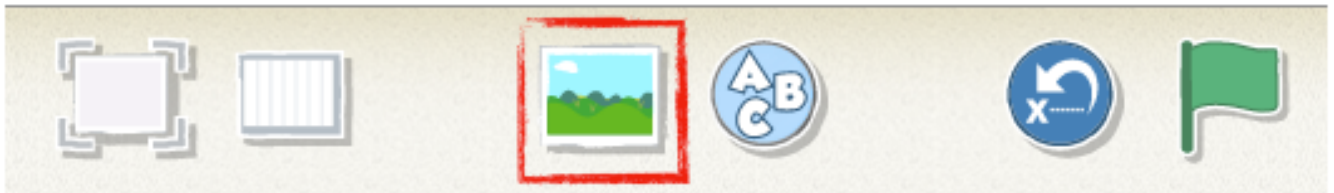
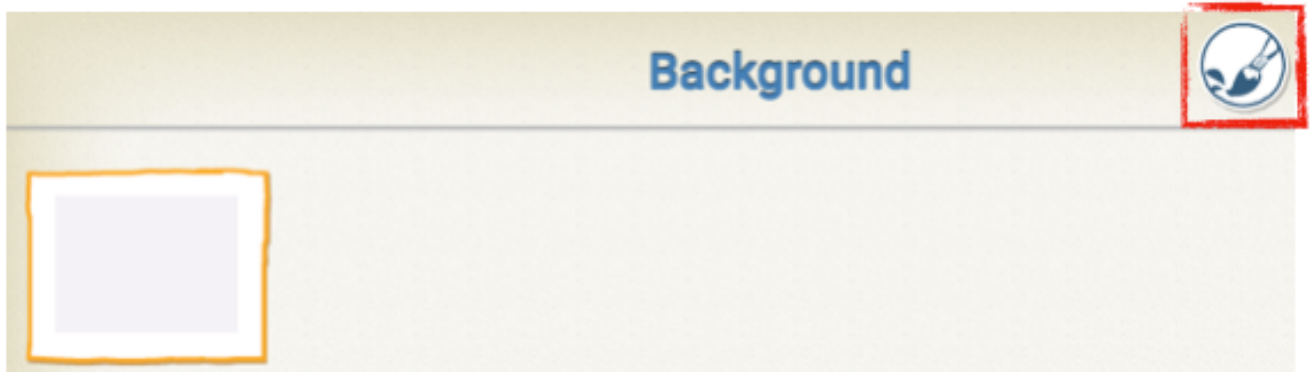


Making Code Out of Ant Hills	Grade 1
Coding Guide	

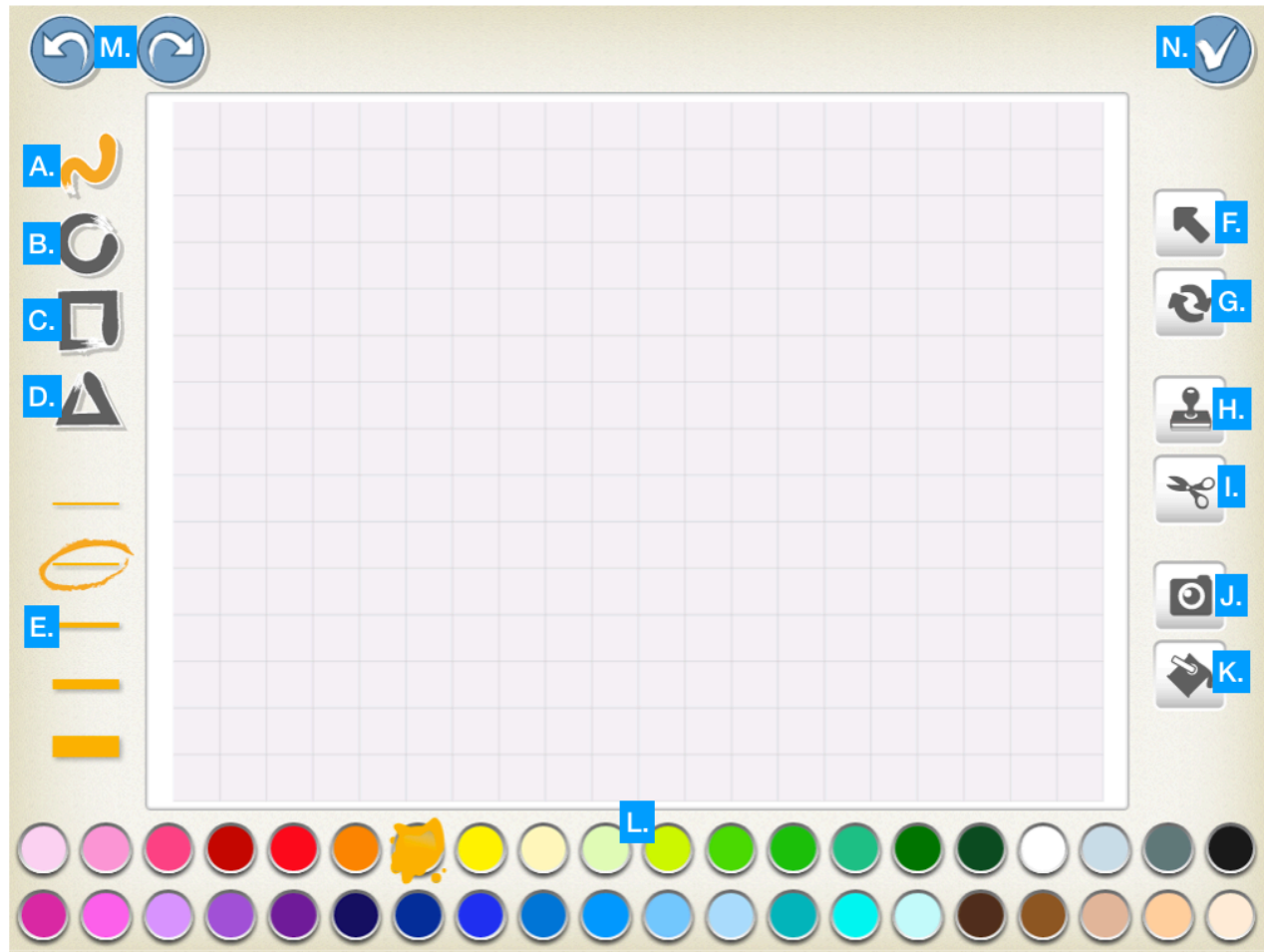
1. The first part of this code is to create a new program in the Scratch JR. App. Select The House → Plus Button.
2. Click on the “Background” icon to open the background menu.



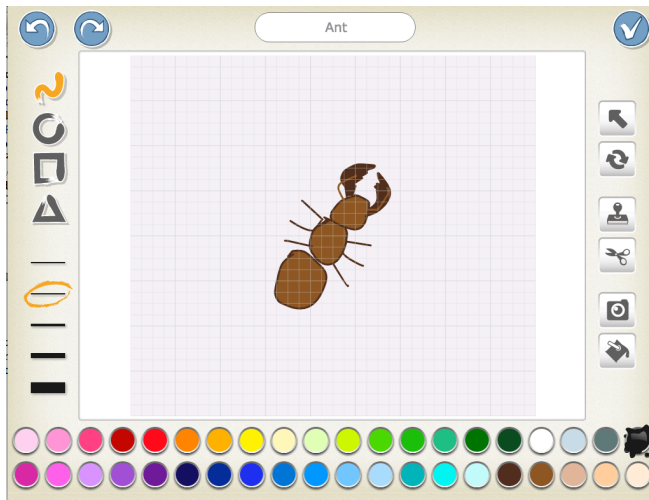
3. Make sure the top blank background is selected, then click the paintbrush button located on the top right corner of the screen.



4. On the next page is an explanation of the editing tools in detail so that you can be prepared to assist your students in creating their anthills, it's important that the students design their mazes so that their sprite is able to follow a logical path using directions. An example of a completed maze will be at the end of this document.



- A. Line Tool: For free hand drawing.
  - B. Circle Tool: To create circles.
  - C. Square Tool: To create squares.
  - D. Triangle Tool: To create triangles.
  - E. Line Thickness Selector.
  - F. Select Tool: Helps move drawn elements around the page.
  - G. Rotate Tool: Rotates selected drawn element.
  - H. Paste Tool: Copies selected elements.
  - I. Cut Tool: Removes selected elements.
  - J. Photo Tool: Inserts a taken picture.
  - K. Fill Tool: Fills empty space with colour.
  - L. Colour Select.
  - M. Undo/Redo Buttons: Undo or Redo the last action.
  - N. Save and Close: Returns to background select menu.
5. To code a path through the maze using their sprite students will first need to draw their ant. They can do this by clicking the edit button next to the sprite and deleting it using the Cut Tool. And then use the tools to draw their own ant.



6. Once students have designed an ant maze in the background, as well as they ant sprite, they can use the yellow block with the green flag to start. After that they can use trial and error to link blue motion blocks to move the sprite through the maze. Note that you can list the number of steps to they move in the specified direction using the number underneath.



7. Have students explore and have their sprite move through their own creations using a sequence of instructions. This process will take a lot of trial and error in getting their movements just right.