

① Move to a Beat

Click on a sprite to make it dance to a drum beat.



② Colour Burst



Start the program by clicking the green flag.
When 2 sprites collide, change their colour.



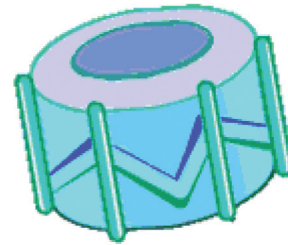
3 Polly Moves About



Using costume changes, program the parrot to flap his wings and travel across the stage. The parrot should bounce when it touches the edge of the stage.

4 Random Drum

Every time you click on the drum change the drum to a random colour and play five random drum beats.



5 Draw a triangle

Draw a triangle using a red pen.

