

# Learner Activity Sheet 1: Mail Delivery

## Description:

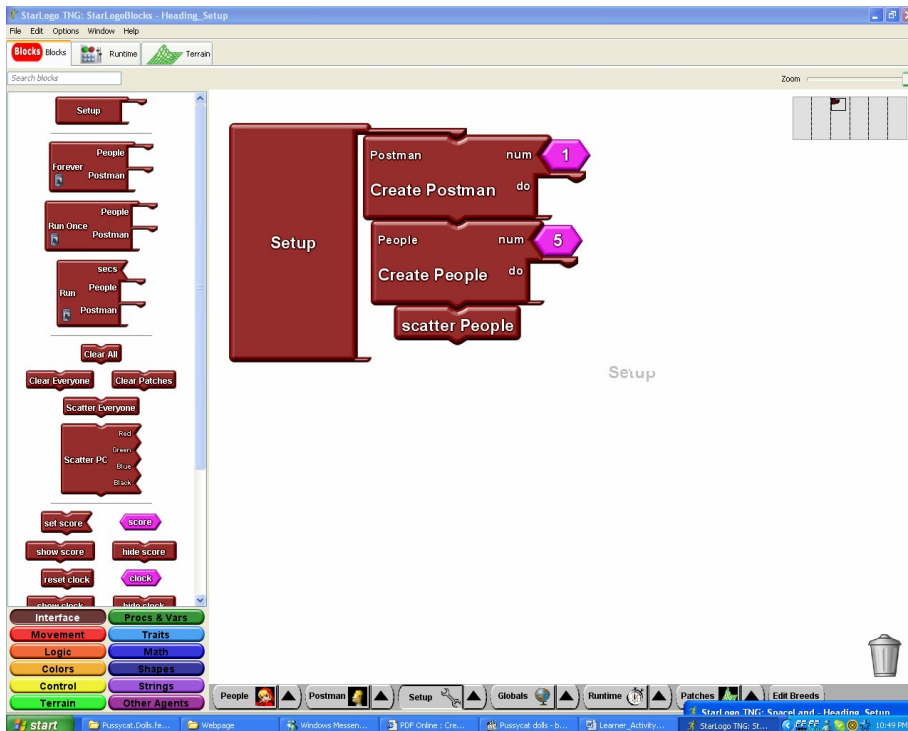
This activity comprises of a postman who needs to deliver mail to 5 people.

## Your Task:

1. Create a program where the postman can be moved when the user presses the up, down, left and right arrow keys so that he can reach the people to deliver mail. Upon reaching each person, the postman will announce “You’re got mail”. After receiving mail, the person disappears.
2. You need to give the postman an information sheet with these details.
  - Locations of 5 people and postman (plotted on graph paper)
  - Directions to reach all 5 people
  - Distance travelled to reach all 5 people

## Steps to complete task:

1. Double-click on *setup* programming block in the programming area which will create all 5 people and postman. The *setup* programming block is shown below.



2. Program the postman to move when certain keys are pressed.

For example:

- when the left arrow key is pressed, the postman turns left.
  - When the down arrow is pressed, the postman moves backwards.
3. When the postman reaches each person, he will announce “You’ve got mail”. Upon receiving mail, the person will disappear. *Hint: Use the collide block*
  4. After creating the program as described in steps 1 and 2, use the postman to reach all 5 people so that you can record the information needed to give the postman.

**Items for Submission:**

1. Created program that allows user to move the postman with left, right, up and down arrow keys. The postman will also announce “You’ve got mail” upon reaching the people and the people will disappear after receiving mail.
2. Information sheet to be given to the postman.