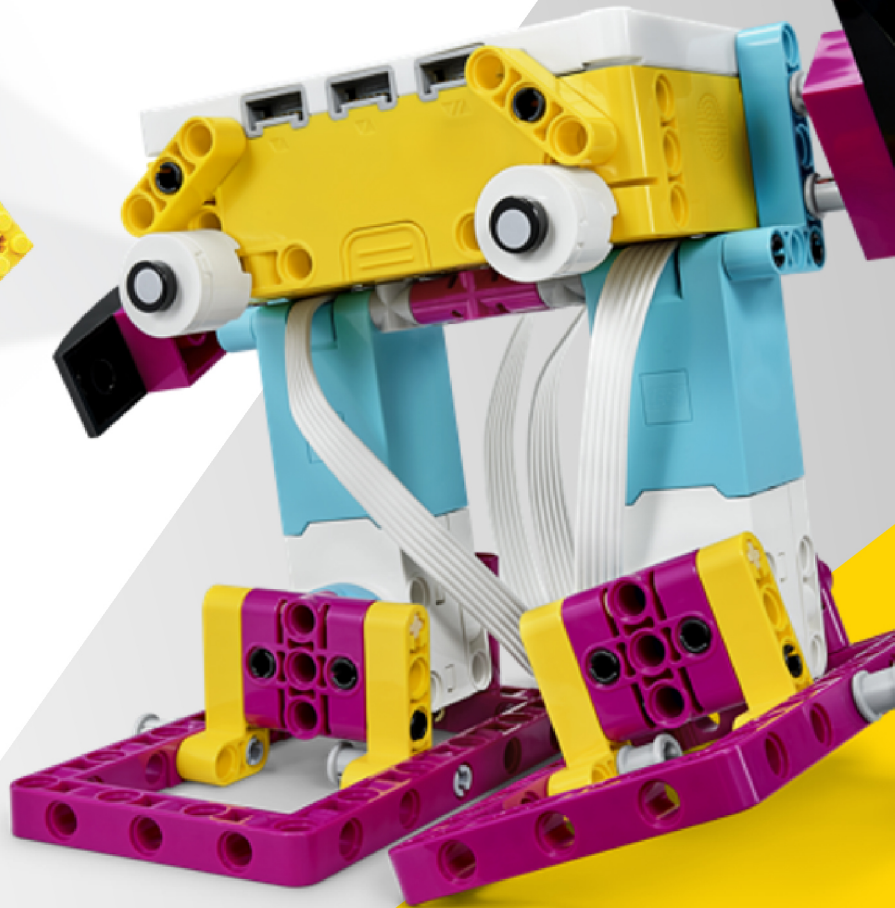


# SPIKE™ Prime

6

## Projects



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LESSON  
PLANS

Student Book



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Units	Unit Title	Courses Name												
Unit 1	Getting Started + Hopper	LEGO APP												
Unit 2	Wheeling Chair	LKD PROJECT												
Unit 3	Help!	LEGO APP												
Unit 4	Helicopter Tilt	LKD PROJECT												
Unit 5	Super Cleanup	LEGO APP												
Unit 6	Lance Knight	LKD PROJECT												
Unit 7	Marble Run	LKD PROJECT												
Unit 8	Broken	LEGO APP												
Unit 9	Fisher Man	LKD PROJECT												
Unit 10	Loco Motion	LKD PROJECT												
Unit 11	Warm Up	LEGO APP												
Unit 12	Stretch with Data	LEGO APP												
Unit 13	Pinball Machine	LKD PROJECT												
Unit 14	Pattern Plotter	LKD PROJECT												
Unit 15	What is This? (open project)	LEGO APP												
Unit 16	Design for Someone (open project)	LEGO APP												
Unit 17	<b>SPIKE / Python (4 Lessons)</b> <table> <tr> <td>Lessons 1</td><td>SPIKE Prime / Python Introduction</td><td>LKD</td></tr> <tr> <td>Lessons 2</td><td>Training Camp 1: Driving Around</td><td>LEGO APP</td></tr> <tr> <td>Lessons 3</td><td>Training Camp 2: Playing with Objects</td><td>LEGO APP</td></tr> <tr> <td>Lessons 4</td><td>Training Camp 3: Reacting to Lines</td><td>LEGO APP</td></tr> </table>		Lessons 1	SPIKE Prime / Python Introduction	LKD	Lessons 2	Training Camp 1: Driving Around	LEGO APP	Lessons 3	Training Camp 2: Playing with Objects	LEGO APP	Lessons 4	Training Camp 3: Reacting to Lines	LEGO APP
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# Fisher Man

Student Book - SPIKE Prime Project

## Can you be a hunter gatherer?

Recreational fishing is fishing for pleasure or competition. It can be contrasted with commercial fishing, which is fishing for economic profit, or subsistence fishing, which is fishing for survival.

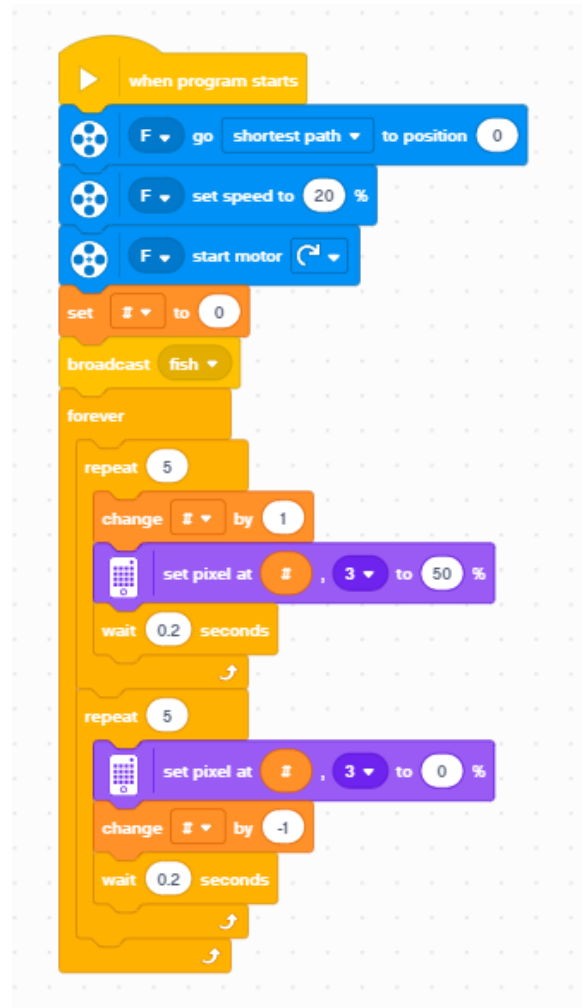


*Watch the video to see what your bot is about to do.*

## Build your Fisher Man.

This fisherman is here to catch some fish.

Let's try this code first.



This program will display the fishing rod on the screen.

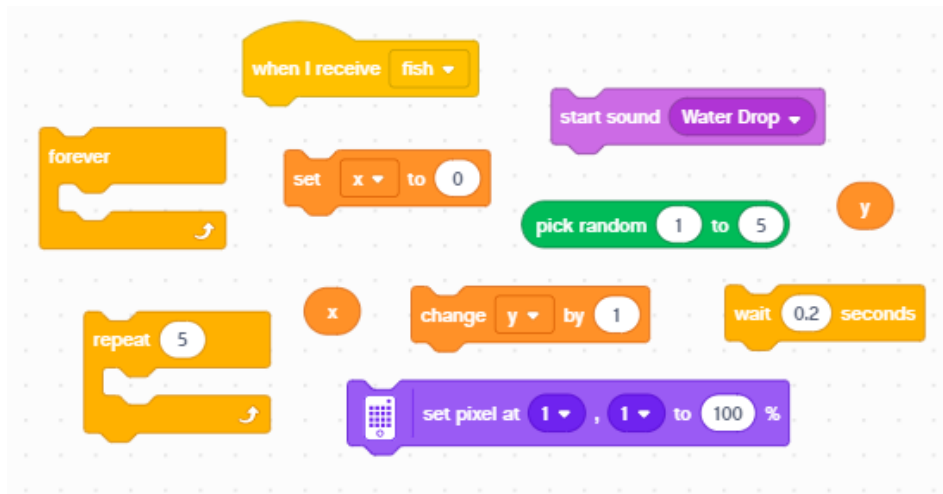
### Now go fish.

Display a fish on the screen as a pixel of 100% brightness that randomly appears on the first row (y-coordinate =1 and x-coordinate=random 1 to 5.) and make the fish swim across the screen (change y by1.)

When the fish touches the fishing line that is on the screen light up the center button to green light.



## (HINTS)



Think about using these code blocks.

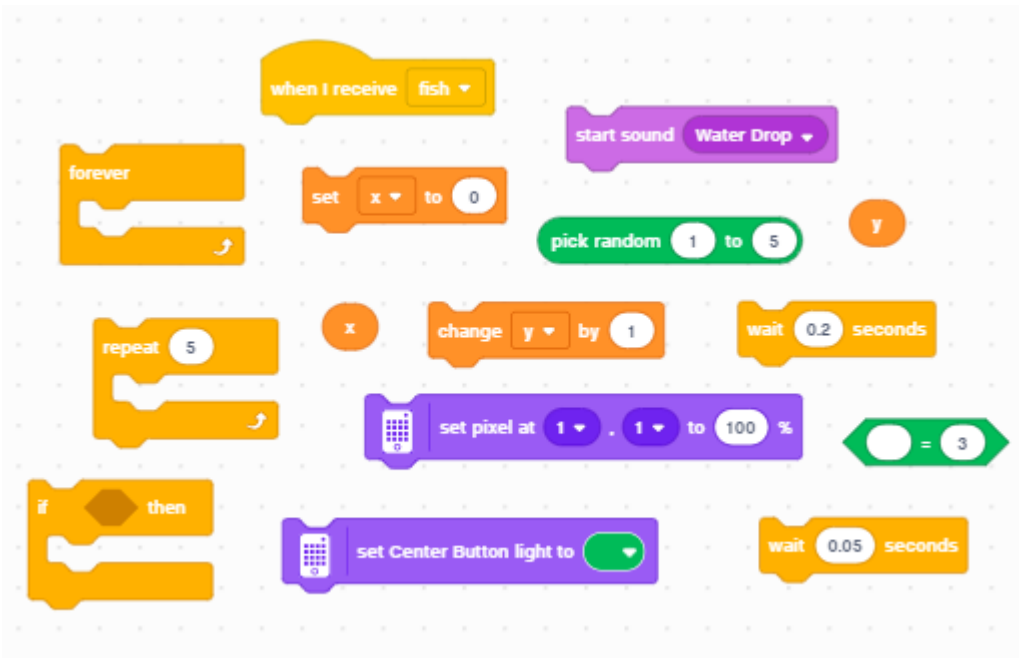
## EXTRA CHALLENGE

### School of Fish

Display another fish on the screen.



## (HINTS)



Think about using these code blocks.

**How did you do?**



What did you do well? Is there anything you could've done better?

**You're hooked!**