

Scratch Task One

For this task you will be using what you know about:

Asking questions and the “answer” variable

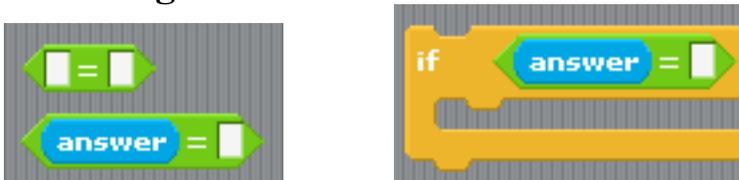


Conditions

(If you clean your room you can go outside, else you must stay in)



Checking conditions



You will create a short program that interacts with a person at least twice. It should ask a question and then do something based on what the person types. (It doesn't have to be complicated!)

It should then ask a second question and do something based on what the person types.

If you want to get complicated, you can connect the two questions so that the person can only move on to the second question if they get the first question “correct.”

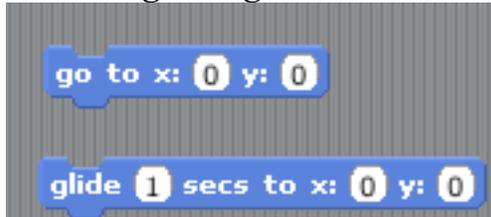
Save your work when you are done. Grab a “screen shot” of your code and print it out. Either let your teacher try it or get a friend to try your code and sign the printout to say that it works.

Grab a sticker for your tracking chart.

Scratch Task #2 (This assignment spills over into the back of the page)

This activity is going to ask you to use what you know about coordinates to start a sprite in one spot and move it around the screen until it arrives at another spot.

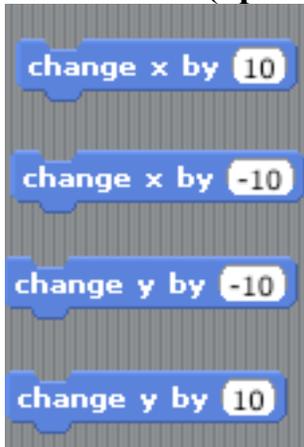
You will need blocks like these to get your sprite where you want it to go at the beginning.



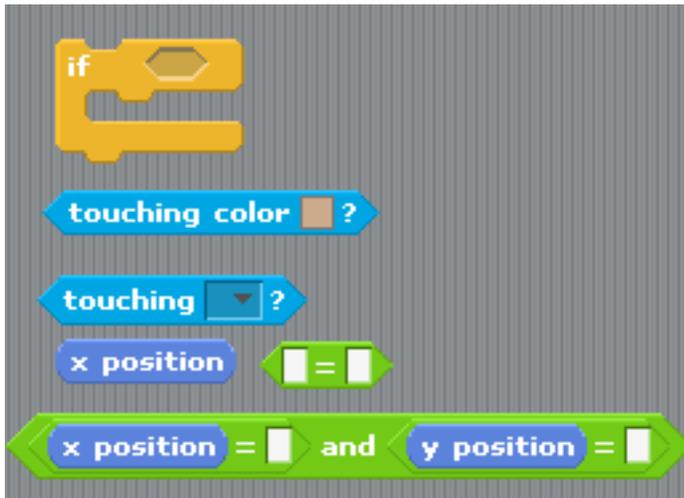
You will also need to assemble these blocks (and others) so that you are always (forever) checking to see if a key is pressed.



Remember... “X” is the horizontal axis (side to side) and “Y” is the vertical axis (up and down)



There are many ways that you can solve the last part of the problem ...



These are just a couple of your options ...

When you are done, grab a screen shot of your work and either get your teacher to try it and “sign it” or get a friend to “try it and sign it.”