



Name

**USE Questions**

Have a look at the programming, you can run it as many times as you want but don't change anything.

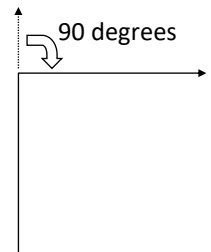
Answer the questions below

**Yellow Sprite Questions (read yellow code)**

How far does it move at any one time?

Does it turn right or left?

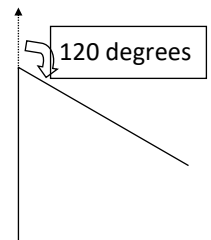
How much does it turn at any one time?



**Blue Questions (read blue code)**

What happens straight away after the key press?

What happens right at the end?



**Purple Question (read purple code)**

Write down both movement distances?

How many times does it turn?

Now mark your use questions using the mark sheet



Name

**Modify Challenges** (explain what you changed on the sheet)

Can you modify the code so that the **yellow** code starts using a different key on the keyboard? Write and say what you changed.

Can you modify the code so that the **blue** code starts using a green flag block? Write and say what you changed.

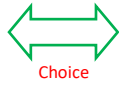
Can you modify the code so that the **purple** code starts when the sprite is clicked? Write and say what you changed.

Can you modify the code so that the **blue** code draws a larger shape?  
Write and say what you changed.

Can you modify the code so that the **yellow** code draws a smaller shape?  
Write and say what you changed.

**Harder Modify Challenge**

Can you modify the code so that the **purple** code shape draws a longer shape that is not any wider? Write and say what you changed.



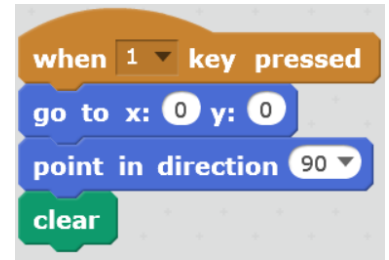
**Challenge 1**

Make one of the shapes draw each side in a different colour

**Challenge 2**

Create a new sprite and drag out these starting blocks.

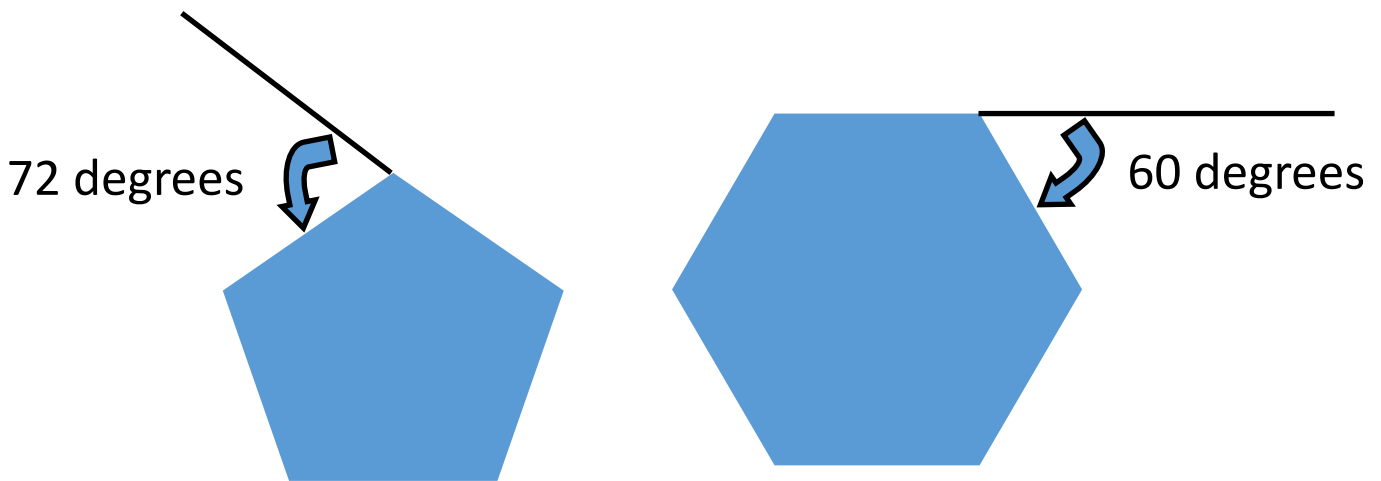
Add to this sequence (blocks all joined together underneath each other) to take your sprite for a walk around the screen. Try and keep it on the screen so keep your steps low. Use move, turn, wait and pen blocks. You might even draw a background for it to move through.



**Challenge 3**

Look at the parts of the exterior angles that you might need for other shapes.

Can you make a new program that draws a pentagon or a hexagon?



**Challenge 4**

Draw any shape that uses move, turn, wait, pen up and pen down blocks in one block of connected code.

**Challenge 5**

Draw a shape with 90 degree angles.

Turn it into code

## Exploring Sequences USE MODIFY Answers

(1 mark for each correct answer)

### USE answers

## Exploring Sequence Use Answers

### Yellow Questions

How far does it move at any one time? 40

Does it turn right or left? right

How much does it turn at any one time? 90 degrees

### Blue Questions

What happens straight away after the key press start? Pen down (starts drawing)

What happens right at the end? Pen up (stops drawing)

### Purple Question

Write down both movement distances? 120 & 30

How many times does it turn? 4

### MODIFY answers

## Exploring Sequence Modify Answers

Can you modify the code so that the yellow code starts using a different key on the keyboard? Don't use a key already in use. What key did you change it to?

any key other than a, b, e or space

Can you modify the code so that the blue code starts using a green flag block?

blue code starts with green flag block

Can you modify the code so that the purple code starts when the sprite is clicked?

Purple code starts with when this sprite is clicked curved starting block

Can you modify the code so that the blue code draws a larger shape?

Write and say what you changed.

Change all three move 50 steps blocks to be a larger number

Can you modify the code so that the yellow code draws a smaller shape?

Write and say what you changed.

Change all four move 40 steps blocks to be a smaller number than 40

### Harder Modify Challenge

Can you modify the code so that the purple code shape draws a longer shape that is not any wider? Write and say what you changed.

Change both move 120 steps blocks to be larger numbers