USE (Run the code and answer the questions. Don’t make any changes)

Look at the code inside the Girl

Girl Sprite Questions
1. Which block starts the code?

2. What is the first thing the girl says?

3. How many count controlled loops are there?

4. How many times will the first move 1 step code block be run when the program has started? *HINT What is it inside?*

5. What is the smallest count controlled loop?

6. Each loop draws a line. Draw a line to connect the loop to its coloured line.

7. Which block changes the girl’s direction?

Look at the code inside the Dog

Dog Sprite Questions
8. Why does the dog wait until the Girl arrives?

9. Which blocks get repeated 20 times?

Now mark your USE work using the answer sheep

Name
**Dog Chase**

**USE MODIFY CREATE Page 2**

Start Scratch and load dogchase

**MODIFY Questions** (Run the code and make changes)

1. Can you make the Girl say something different when she finally finds the dog? What did you change?

2. Can you make the Girl bump into the dog at the end? What did you change?

3. Can you make the dog say something after the girl bumps into him? What code did you add? HINT Wait until touching.....

4. Can you make the dog go twice as fast but still only go the same distance? What did you change? HINT You will need to make two changes

Now mark your USE work using the answer sheep

Name
CREATE INSIDE (Choose one or more of these to make)

1, Design and program your own route through the trees for the girl to take. Keep the code and modify it. Draw your new route on the picture below.

2, Add another character to the woods that the girl meets. Program the character to do or say something when the girl touches them.

3, Program the large tree to say or do something when the girl touches it.

4, Draw a spider sprite that drops out of a tree using the pen command as its web. Drag the sprite to its start position and drag out a go to x and y block so the spider always starts in the same position (initialisation).

CREATE NEW

Design and make your own moving animation using count controlled loops. Draw a picture below to help you plan it.

<table>
<thead>
<tr>
<th>My idea</th>
<th>My design</th>
</tr>
</thead>
</table>

Name
USE (Run the code and answer the questions. Don’t make any changes)
Look at the code inside the Girl

**Girl Sprite Questions**
1. Which block starts the code?
   When green flag clicked (1 mark)
2. What is the first thing the girl says?
   Where is my dog? (1 mark)
3. How many count controlled loops are there?
   6 (they are called repeat loops in Scratch) (1 mark)
4. How many times will the first move 1 step code block be run when the program has started? HINT What is it inside?
   250 as it is inside a count controlled loop (1 mark)
5. What is the smallest count controlled loop?
   Repeat 50 (1 mark)
6. Each loop draws a line. Draw a line to connect the loop to its line.

**Dog Sprite Questions**
8. Why does the dog wait until the Girl arrives?
   Wait until touching girl (1 mark)
9. Which blocks get repeated 20 times?
   Next costume & wait 0.3 secs (1 mark for both max 2 marks)
**MODIFY Questions** (Run the code and make changes)

1. Can you make the Girl say something different when she finally finds the dog?
   What did you change?
   Change say there you are to something else (1 mark)

2. Can you make the Girl bump into the dog at the end?
   What did you change?
   Change repeat 50 count controlled loop to a higher number or increase number of steps (1 mark)

3. Can you make the dog say something after the girl bumps into him?
   What code did you add? HINT Wait until touching.....
   Add a wait until touching dog section and then a say command after this (1 mark)

4. Can you make the dog go twice as fast but still only go the same distance?
   What did you change?
   Change repeat 130 to repeat 65 and increase move 2 steps to move 4 steps (1 mark)
   Change repeat 120 to repeat 60 and increase move 1 steps to move 2 steps (1 mark)
   (other correct answers are available)