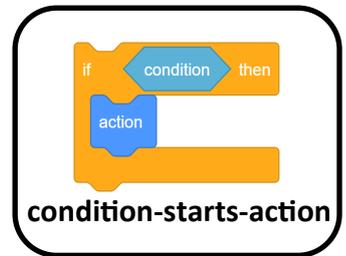


## Making Choices

INVESTIGATE CHANGE ADD Page 1

Start Scratch and load  
makingchoices

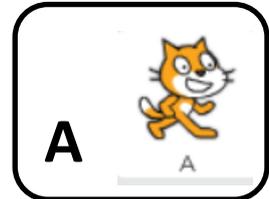


### INVESTIGATE

1, How many **condition-starts-action** blocks are there?

### INVESTIGATE

2, What does = mean in these conditions? *HINT look inside* 



### INVESTIGATE

3, In the second question 13-7 what will the program say if the user types the answer 6?

### INVESTIGATE

4, What will the program do if the user gets the answer wrong?

### CHANGE

5, Adapt the code to make the first question say something other than correct when the answer is the same as 30. What did you change it to?

### CHANGE

6, Change the second question and answer. What did you change the question and answer to?

### ADD

7, Add a short sound or simple graphic effect to question 3 if someone gets the answer right? What did you add?

### ADD

8, Add another question to the maths quiz in sprite A.

Tick if you added it

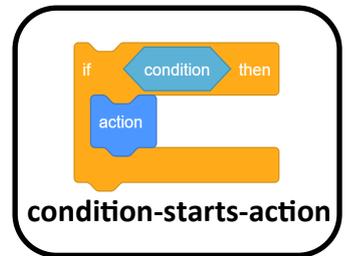
Now mark the **page** questions using the answer **sheep** 

Name

## Making Choices

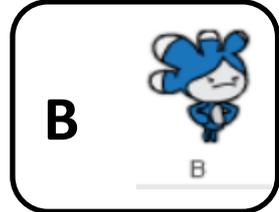
### INVESTIGATE CHANGE ADD Page 2

Start Scratch and load  
makingchoices



#### INVESTIGATE

1, In the question **What is your favourite colour?**  
What does the program do with the answer you type in?



#### INVESTIGATE

2, In the question **How old are you?** What happens if you are less than 8 or more than 12 years old?

#### INVESTIGATE

3, In the question **Do you like me?** Can you get the program to give both responses by typing in yes and no at the same time without changing anything?

#### INVESTIGATE

4, In the question **Are you happy or sad?** what happens to the B sprite when you are sad?

#### CHANGE

5, Change the **How old are you?** question so it also gives an answer if someone is 7.  
What new blocks did you add?

#### CHANGE

6, Change the **Do you like me?** question so it also gives an answer if the user types in sometimes. What new blocks did you add?

#### ADD

7, Add a question 'Do you like Chips?' to the bottom of the code in Sprite B. Give funny answers if they do or don't like chips.

Tick if you added it

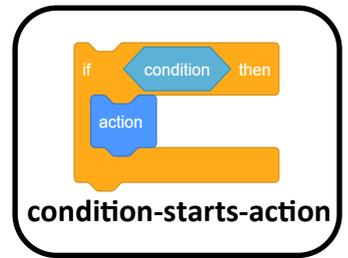
Now mark the **page** questions using the answer 

Name

## Making Choices

INVESTIGATE CHANGE ADD Page 3

Start Scratch and load  
makingchoices



### INVESTIGATE

1, What happens if you get any of the first three questions wrong?

### INVESTIGATE

2, What happens if you get any of the first three questions right?



### INVESTIGATE

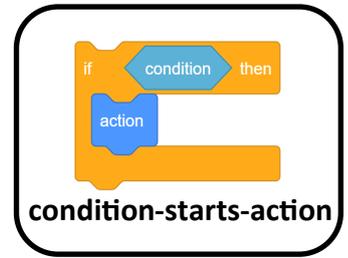
3, Look at the **condition-starts-action** blocks connected on their own. Which one best shows how the blocks are connected on the left? AA, BB or CC?

### OPTIONAL ADD

4, Add another capital city question to sprite C if the user gets the capital of the UK correct .

Tick if you added it

Now mark the **page** questions using the answer 



**Create harder choices (Choose one or more of these ideas)**

- 1, Create your own fun quiz about any topic. Either choose a new sprite or start a new program.
- 2, Ask lots of questions about the user and give funny answers to each one. Either choose a new sprite or start a new program.
- 3, Create a fun quiz on any topic where you can only attempt the next question if you get the question before correct. Either choose a new sprite or start a new program.
- 4, Come up with your own idea that uses **condition-starts-actions** blocks. Either choose a new sprite or start a new program.

**Use the space below to plan**

My idea

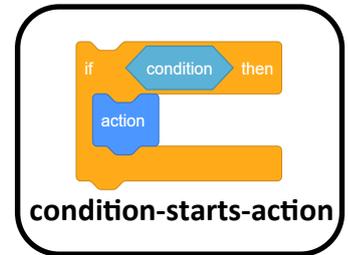
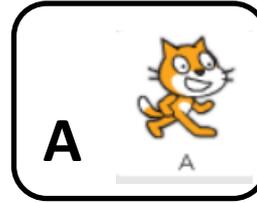
My design (questions)

Name

# Making Choices Page 1 Answers

## INVESTIGATE CHANGE ADD ANSWERS

### SPRITE A Page 1



### INVESTIGATE ANSWERS

1, How many **condition-starts-action** blocks are there?

3 plus 1 empty one (one mark for 3 or 4)

2, What does = mean in these conditions?

Same as (1 mark)

3, In the second question 13-7 what will the program say if the user types the answer 6?

Well done your answer is correct (1 mark)

4, What will the program do if the user gets the answer wrong?

Nothing or move onto the next question or won't say anything (1 mark for any of these)

### CHANGE ANSWERS

5, Adapt the code to make the first question say something other than correct when the answer is the same as 30. What did you change it to?

Change word correct to something else that means right answer (1 mark)

6, Change the second question and answer. What did you change the question and answer to?

New question in the ask block and new answer in the answer = block (1 mark)

### ADD ANSWERS

7, Add a short sound or simple graphic effect to question 3 if someone gets the answer right? What did you add?

Any block inside the if block in the same place as the say Great answer for 2 secs block (1 mark)

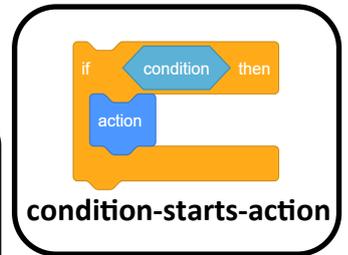
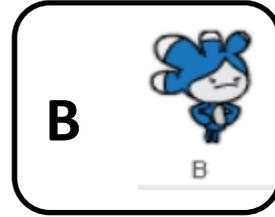
8, Add another question to the maths quiz in sprite A.

Any question like the first three (1 mark)

## Making Choices Page 2 Answers

### INVESTIGATE CHANGE ADD ANSWERS

#### SPRITE B Page 2



#### INVESTIGATE ANSWERS

1, In the question **What is your favourite colour?** What does the program do with the answer you type in?

Uses it in the next sentence (1 mark)

2, In the question **How old are you?** What happens if you are less than 8 or more than 12 years old?

Nothing happens (1 mark)

3, In the question **Do you like me?** Can you get the program to give both responses by typing in yes and no at the same time?

No (1 mark) typing more text means it is not the same (=) as either answer

4, In the **Are you happy or sad?** question what happens to the B sprite when you are sad?

Costume changes or sprite looks happy or sad (1 mark)

#### CHANGE ANSWERS

5, Modify the *'How old are you?'* question so it also gives an answer if someone is 7. What new blocks did you add?

Add a new section

If answer = 7 then

Say Hey you are 7 like me for 4 secs (1 mark)

6 Modify the *'Do you like me?'* question so it also gives an answer if the user types in

sometimes. What new blocks did you add?

Change the question to include sometimes as well as yes and no (1 mark)

Add a new condition-starts-action section

If answer = sometimes

Say something linked to sometimes (1 mark)

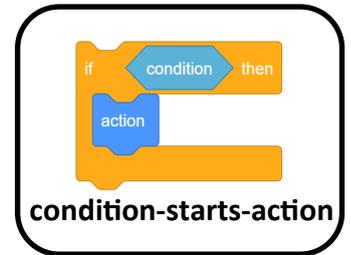
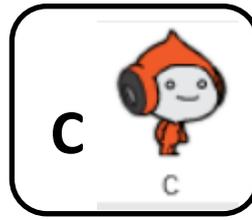
#### ADD ANSWERS

7, Add a question *'Do you like Chips?'* to the bottom of the code in Sprite B. Give funny answers if they do or don't like chips.

Should use at least two **condition-starts-action** blocks (1 mark)

# Making Choices Page 3 Answers

## INVESTIGATE CHANGE ADD ANSWERS



### SPRITE C Page 3

#### INVESTIGATE ANSWERS,

1, What happens if you get any of the first three questions wrong?

You don't get anymore questions asked or end of the quiz (1 mark)

2, What happens if you get any of the first three questions right?

You get to answer another question (1 mark)

3, Look at the **condition-starts-action** blocks connected on their own. Which one best shows how the blocks are connected on the left? AA, BB or CC?

AA (1 mark)

#### OPTIONAL ADD

4, Add another capital city question to sprite C if the user gets the capital of the UK correct .

```
when c key pressed
  show
  say Welcome to my Capitals Quiz for 2 secs
  ask What is the capital of France and wait
  if answer = Paris then
    say Correct for 2 secs
    say Great answer so here is another question, for 2 secs
    ask What is the capital of Spain? and wait
  if answer = Madrid then
    say Correct for 2 secs
    say Great answer so here is another question, for 2 secs
    ask What is the capital of Italy? and wait
  if answer = Rome then
    say Correct for 2 secs
    say Great answer so here is another question, for 2 secs
    ask What is the capital of the UK? and wait
  if answer = London then
    say Correct for 2 secs
    ask What is the capital of the NEW? and wait
  if answer = NEW ANSWER then
    say Correct for 2 secs
    say Well done all your answers were correct for 2 secs
  wait 3 secs
  hide
```

Text changed (1 mark)

New question added (2 marks)