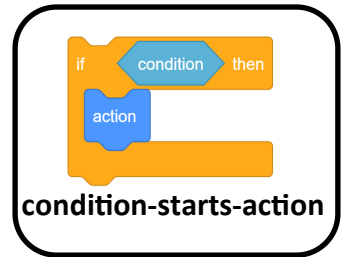


## Making Choices

USE MODIFY CREATE Page 1

Start Scratch and load  
makingchoices



USE (Run the programs lots of times but don't change the code)

Run the code inside **A** and answer these questions.

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

**A**



A

2, What does = mean in these conditions?

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

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

**B**



B

Run the code inside **B** and answer these questions.

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

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

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

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

**C**



C

Run the code inside **C** and answer these questions.

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

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

11, 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?

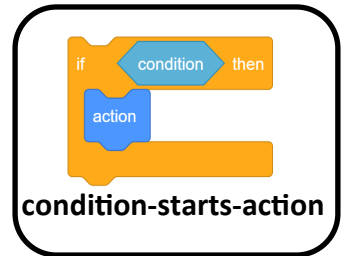
Now mark the **USE** questions using the answer sheep



Name

## Making Choices

USE **MODIFY** CREATE Page 2



### Modify Code in Sprite A (Make small changes or small additions to the code)

1, 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?

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

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

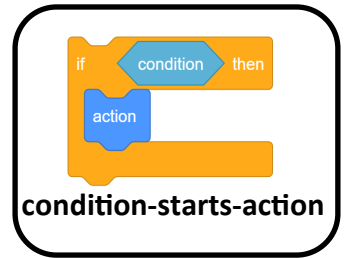
### Modify Code in Sprite B (Make small changes or small additions to the code)

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

5 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?

Now mark the modify questions using the answer 

Name



**Create easier choices (Choose two or more of these ideas first)**

- 1, Add another question to the maths quiz in sprite A.
- 2, Add the question 'Do you like Chips?' to the bottom of the code in Sprite B. Give a funny answer if they do or don't like chips.
- 3, Add another capital city question to sprite C if the user gets the capital of the UK correct .

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

- 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.

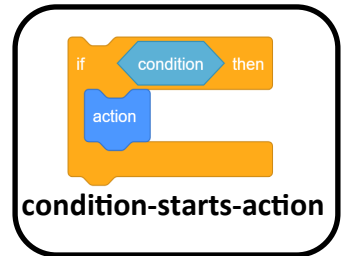
**Use the space below to plan**

My idea

My design (questions)

Name

## Making Choices USE ANSWERS



### USE

#### Sprite A

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

3 plus an empty example block (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)

#### Sprite B

5, 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)

6, 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)

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

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

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

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

#### Sprite C

9, 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)

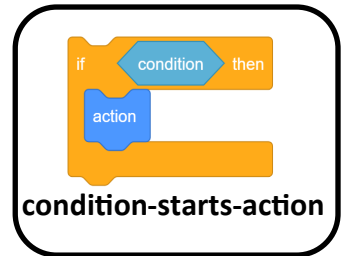
10, What happens if you get any of the first three questions right?

You get to answer another question (1 mark)

11, 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)

## Making Choices MODIFY ANSWERS



### Modify Code in Sprite A ANSWERS

1, 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)

2, 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)

3, 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)

### Modify Code in Sprite B ANSWERS

4, 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)

5 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)