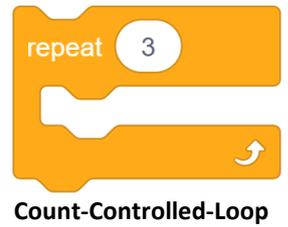


Toy Give Away App
USE MODIFY CREATE Page 1
Start Scratch and load
toygiveaway



Play toygiveaway a few times.

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

Look at the code inside **balloon** and answer these questions.

1, When the sprite is clicked, how many times will next costume be run?



2, How long is there between each costume change?

3, Complete the sequence below that could replace the code inside the balloon loop.
next costume, wait 1 secs, next costume,

Look at the code inside the **bowtie** and answer these questions.

4, Which direction is the bowtie pointing before it spins? (number of degrees)



5, What is the largest percentage % the bowtie grows to?

Look at the code inside the **beachball** and answer these questions.

6, When the sprite is clicked how many times does it wait for 0.5 seconds?

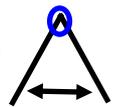


7, What direction does -20 move the ball, up or down?

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



If we swung a piece of string from the blue circle. How far it swings would be the arc



Modify (Make small changes to the code)

1, Adapt the code to make the **dog** walk slower. Describe what you changed.

2, Adapt the code to make the **bell** swing in a wider arc. Describe what you changed.

3, Make the **bowtie** spin slower. Describe what you changed.

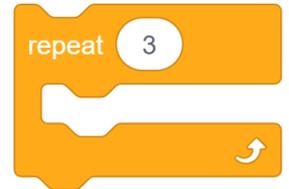
4, Make the **balloon** change through all the colours twice. Describe what you changed.

5, Make the **beachball** bounce higher. Describe what you changed.

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



Name



Count-Controlled-Loop

Create easier choice (Choose one or more of these ideas first)

1, Look for another toy sprite to add to the table. Decide what the toy is going to do. Adapt one of the ideas from **toygiveaway** such as moving up-down, rotating, changing costumes, playing a sound etc to program the toy to do something when clicked on.

2, Find two character that have multiple costumes (not all sprites have multiple costumes). Animate them to look like they are moving for a short period of time using a count controlled loops.

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

1, Make your own scene with sprites that do something when they are clicked. You must use count controlled loops as part of each sprites programming.

2, Make a sprite move around the screen using multiple count controlled loops, the move steps and the point in direction blocks.

3, Make your own program that uses count controlled loops.

Use the space below to plan

Task Level (What will my program do? What characters will it have?)

Design Level 1 (What will each of my characters do in detail?)

Design Level 2 (Turn what your character will do into an algorithm, Plan what your program will look like)

Name

Toy Give Away App

USE MODIFY CREATE Page 1 Answer SHEEP



Count-Controlled-Loop

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

Look at the code inside balloon1 and answer these questions.

1, When the sprite is clicked, how many times will next costume be run?

3 times (1 mark)

2, How long is there between each costume change?

1 second (1 mark)

3, Complete the sequence below that could replace the code inside the balloon loop.

next costume, wait 1 secs, next costume, wait 1 secs, next costume, wait 1 secs (1 mark)

Look at the code inside the bowtie and answer these questions.

4, Which direction is the bowtie pointing before it spins? (number of degrees)

90 degrees (pointing right) (1 mark for mention of 90 degrees)

5, What is the largest percentage % the bowtie grows to?

240% (1 mark)

Look at the code inside the beachball and answer these questions.

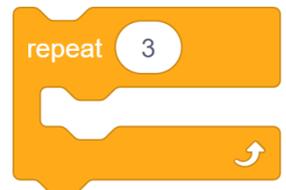
6, When the sprite is clicked how many times does it wait for 0.5 seconds?

8 times (1 mark)

7, What direction does -20 move the ball, up or down? Down (1 mark)

Toy Give Away App

USE MODIFY CREATE Page 2 Answer SHEEP MODIFY



Count-Controlled-Loop

Modify (Make small changes to the code)

1, Adapt the code to make the **dog** walk slower. Describe what you changed.

Increase both waits to numbers larger than 0.3 (1 mark)

2, Adapt the code to make the **bell** swing wider. Describe what you changed.

Change the turn right and turn left degrees to numbers larger than 20 (1 mark)

3, Make the bowtie spin slower. Describe what you changed.

Reduce the amount of turn to less than 15 degrees (1 mark)

4, Make the balloon change through all the colours twice. Describe what you changed.

Increase the number of repeats to 6 (1 mark)

5, Make the beachball bounce higher. Describe what you changed.

Change the move 20 steps to a higher number (1 mark)