

Step by Step PRIMM Predict

Read the code with your partner

Circle the correct prediction A, B, C, D or E

Prediction A

1. Go to x and y
2. Wait for c
3. Grow smaller
4. Play sound
5. Hide / pop
6. unhide

Prediction B

1. Go to x and y
2. Wait for c
3. Move 200 steps
4. Play sound
5. Hide / pop
6. unhide

Prediction C

1. Go to x and y
2. Wait for c
3. Spin
4. Play sound
5. Hide / pop
6. unhide

Prediction D

1. Go to x and y
2. Wait for c
3. Bounce
4. Play sound
5. Hide / pop
6. unhide

Prediction E

1. Go to x and y
2. Wait for c
3. Grow bigger
4. Play sound
5. Hide / pop
6. unhide

```

when this sprite clicked
  go to x: -13 y: -121
  set size to 100 %
  think Type c
  wait until key c pressed?
  think 
  set size to 200 %
  wait 1 secs
  set size to 300 %
  wait 1 secs
  play sound pop until done
  wait 0.1 secs
  hide
  set size to 100 %
  wait 2 secs
  show
  
```



balloon

set size to 100 %

100% would be full size

200% would be double the size

go to x: -13 y: -121

X and Y blocks send the balloon to a place on the screen

Name

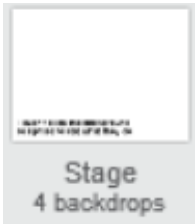
Now mark your answer

Step by Step PRIMM Run & Investigate

Run the code on the computer as many times as you like

Join the code to what you think it does

Some have been done for you



Change to pink

Change to white

Pause for a second

Start when stage clicked

```

when Stage clicked
  switch backdrop to light blue
  wait 1 secs
  switch backdrop to cream
  wait 1 secs
  switch backdrop to pink
  wait 1 secs
  switch backdrop to white
  
```



Make double size

Make normal size

Make lots of Gs

Go to a place on screen

Get rid of graphics effects

```

when this sprite clicked
  go to x: 112 y: 87
  set size to 200 %
  clear graphic effects
  wait 1 secs
  change color effect by 60
  wait 1 secs
  clear graphic effects
  wait 1 secs
  change mosaic effect by 50
  wait 1 secs
  clear graphic effects
  wait 1 secs
  change ghost effect by 50
  wait 1 secs
  clear graphic effects
  set size to 100 %
  
```

set size to 100 %

set size to 200 %

100% would be full size
200% would be double the size

go to x: -13 y: -121

X and Y blocks send the balloon to a place on the screen

Name

Step by Step PRIMM Run & Investigate

Run the code on the computer as many times as you like

Join the code to what you think it does



Make double size

Play pop sound

Make balloon disappear

Go to a place on screen

Make balloon unhide

Stop thinking Type c

```

when this sprite clicked
  go to x: -13 y: -121
  set size to 100 %
  think Type c
  wait until key c pressed?
  think 
  set size to 200 %
  wait 1 secs
  set size to 300 %
  wait 1 secs
  play sound pop until done
  wait 0.1 secs
  hide
  set size to 100 %
  wait 2 secs
  show
    
```

Go to a place on the screen

Remove lines drawn

Pause for a second

Stop drawing

Start drawing

Make half size



```

when this sprite clicked
  set size to 50 %
  go to x: -202 y: 143
  clear
  pen down
  say Press space key for 2 secs
  wait until key space pressed?
  glide 1 secs to x: -203 y: 98
  wait 1 secs
  glide 1 secs to x: -169 y: 99
  pen up
    
```

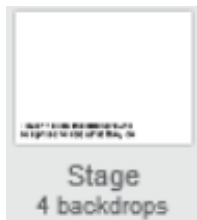
Name

Now mark your answers

Step by Step PRIMM Modify

Change the code to answer the questions

Write or tell your teacher what you did



Stage

Change the order of the backdrops. What is your new order?



G

Change the ghost effect to one that has not been used. HINT
Which one did you choose?



Ball

Change the starting key.
What did you change it too?



Balloon

Make the balloon get smaller rather than larger.
What did you change?

Now mark your answers

Step by Step PRIMM Plan & Make

Choose one or more challenges from those below.

Use the space to plan before you code

Plan & Make Challenge Ideas (Your teacher will be happy to discuss these with you)

- Find letter sprites for your name. Program them to change. Make them all start with a green flag block so they all start at the same time.
- Program a sprite to draw lines slowly using the glide x and y blocks. Can it draw a shape. Ask your teacher for the video to learn how to use the x and y blocks.
- Make a sprite change size or move when clicked
- Make a sprite play sounds one after another when clicked
- Come up with your own idea based on what you have learnt so far

My Idea is

My design is (What characters will you use? What backgrounds? What actions? What order?) **Draw or Write or both**

Name