

Step by Step PRIMM Predict

Read the code with your partner, don't open Scratch

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

```

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 seconds
  set size to 300 %
  wait 1 seconds
  play sound pop until done
  wait 0.1 seconds
  hide
  set size to 100 %
  wait 2 seconds
  show
  
```



balloon

```

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

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

Now mark your answer

Step by Step PRIMM Run & Investigate

Open stepbystep and 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 seconds
  switch backdrop to cream
  wait 1 seconds
  switch backdrop to pink
  wait 1 seconds
  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 seconds
  change color effect by 60
  wait 1 seconds
  clear graphic effects
  wait 1 seconds
  change mosaic effect by 50
  wait 1 seconds
  clear graphic effects
  wait 1 seconds
  change ghost effect by 50
  wait 1 seconds
  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

Name

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 seconds
  set size to 300 %
  wait 1 seconds
  play sound pop until done
  wait 0.1 seconds
  hide
  set size to 100 %
  wait 2 seconds
  show
  
```

Go to a place on the screen

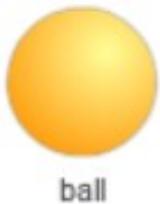
Remove lines drawn

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
  erase all
  pen down
  say Press space key for 2 seconds
  wait until key space pressed?
  glide 1 secs to x: -203 y: 98
  wait 1 seconds
  glide 1 secs to x: -169 y: 99
  pen up
  
```

Now mark your answers

Step by Step PRIMM Modify

Change the code to answer the questions

Write or tell your teacher what you did



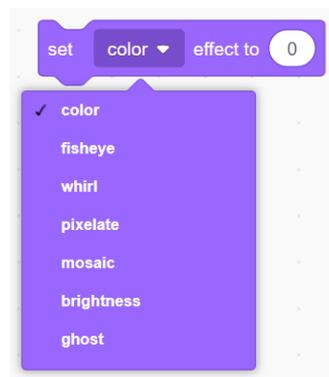
Stage

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?

Name

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