

**Pico and Terra**  
**USE MODIFY CREATE**  
 Start Scratch and load  
 PicoandTerraSelection



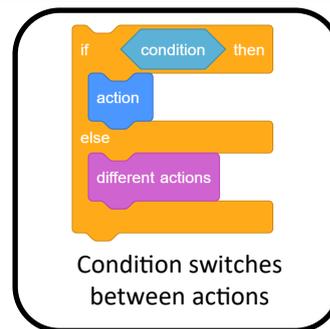
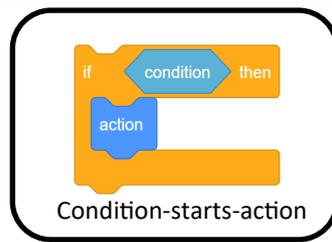
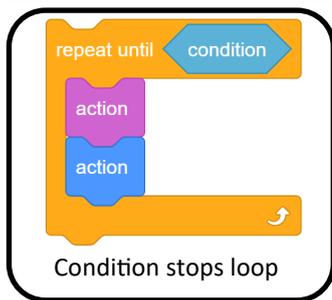
**USE THE CODE**

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



1, Complete the table to show numbers of code types in Pico

Condition stops loop	Condition starts action	Condition switches between actions	Count controlled loop



2, What does = mean in these conditions?

3, When asked  $20+10=?$  What happens if you get the answer wrong?

4, In the question  $50 \times 3$  what will the program say if the user types the answer 150?

5, What will the program do if the user gets the  $50 \times 3$  question wrong?

6, Write the Scratch names for the two loops in the Pico code



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

7, Which blocks are initialisation? Designed to set the code back to how it was before it was run

8, In the question **How old are you?** What happens if you are less than  $< 8$ ?

9, In the question **How old are you?** list all the conditions.

10, What condition causes Terra to stop saying something near the end of the code?

Now mark the **USE THE CODE** questions using the answer sheet

Name

## Pico and Terra USE MODIFY CREATE



### MODIFY



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

1, Change the code to make the first question say something other than “Well done your answer is correct” when the answer is the same as 30. What did you change it to?

2, Add a short sound or simple graphic effect to the  $50 \times 3 = ?$  question if someone gets the answer right only? What did you add?

3, Change the repeat until question and answer. What did you change them both too?



#### Modify Code in Terra

4, Modify the ‘*How old are you?*’ question so that Terra is 9. List all the changes you needed to make

A,

B,

C,

D,

5 Modify the loudness condition so the script ends after a quieter loudness input. What did you change?

Now mark the modify questions using the answer sheet

Name



## CREATE

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

1, Add another maths question to the bottom of the code in Pico.

2, Add the question 'Do you like Chips?' to the bottom of the code in Terra. Give a funny answer if they do or do not like chips.

### 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. Use as many different type of conditional selection block as you can.

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. Use as many different type of conditional selection block as you can.

### Use the space below to plan your harder choice

My idea	
My design (questions and conditions)	

Name

# Pico and Terra

## USE MODIFY CREATE

### USE THE CODE ANSWERS

#### Pico Questions and Answers



1, Complete the table to show numbers of code types in Pico

Condition stops loop	Condition starts action	Condition switches between actions	Count controlled loop
1 (1 mark)	1 (1 mark)	1 (1 mark)	1 (1 mark)

2, What does = mean in these conditions?

The same as (1 mark)

3, When asked  $20+10=?$  What happens if you get the answer wrong?

Nothing happens (1 mark)

4, In the question  $50 \times 3$  what will the program say if the user types the answer 150?

Correct (1 mark)

5, What will the program do if the user gets the  $50 \times 3$  question wrong?

Say the right answer was 150 (1 mark)

6, Write the Scratch names for the two loops in the Pico code

Repeat until (1 mark) repeat (1 mark)



#### Terra Questions and Answers

7, Which blocks are initialisation? Designed to set the code back to how it was before it was run

Set rotation style left right, point in direction  $-90$ , switch costume to terra b (3 marks max)

8, In the question **How old are you?** What happens if you are less than  $< 8$ ?

Say you are younger than me (1 mark)

9, In the question **How old are you?** list all the conditions.

Answer same as 8 (1 mark) answer less than 8 (1 mark) answer greater than 8 (1 mark)

If you use symbols instead  $= > <$  these are also correct

10, What condition causes Terra to stop saying something near the end of the code?

Loudness greater than 50 or loudness  $> 50$  or greater than 50 (1 mark)

Condition stops pause

Condition-starts-action

Condition stops loop

Condition switches between actions

## Pico and Terra

### USE MODIFY CREATE

#### MODIFY ANSWERS



#### Modify Code in Pico Answers

1, Change the code to make the first question say something other than “Well done your answer is correct” when the answer is the same as 30. What did you change it to?

Any answer that shows you changed the text (1 mark)

2, Add a short sound or simple graphic effect to the  $50 \times 3 = ?$  question if someone gets the answer right only? What did you add?

Any answer that shows a graphic effect or sound added (1 mark)

3, Change the repeat until question and answer. What did you change them both too?

Answer = Fred

Ask Who rules?

Any answer that changes both ask and answer (2 marks)



#### Modify Code in Terra Answers

4, Modify the ‘How old are you?’ question so that Terra is 9. List all the changes you needed to make

A, if answer = 9 (1 mark)

B, Say hey you are 9 like me (1 mark)

C, if answer < 9 (1 mark)

D, if answer > 9 (1 mark)

5 Modify the loudness condition so the script ends after a quieter loudness input. What did you change?

Any number less than 50 (1 mark)

Modify Maximum 9