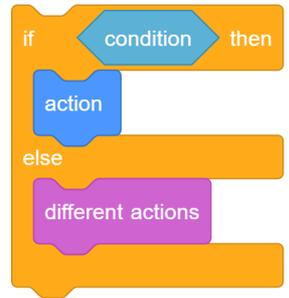


Condition switches between actions

USE MODIFY CREATE Page 1

Start Scratch and load

WizardsChoices



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



condition-switches-between-actions

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

1, How many **condition-switches-between-actions** blocks are there?

2, If you answer the questions correctly what happens to Darla?

3, If you get the answers wrong what happens to Darla?

4, Look at the last **condition-switches-between-action** block. What do you need to do in the rest of the program to make sure than the size is = (the same as) 160% after the last question? *HINT look at what is happening in the **Darla: size** variable on screen*

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

5, How many **condition-switches-between-actions** blocks are there?



6, How many **count-controlled-loops** are there?

7, In the last count-controlled-loop how many times is wait 0.2 seconds run?

8, Which block is there for initialisation purposes? Initialisation is to make sure the program always runs in the same way every time, clearing away the effects of previous program changes. *HINT Initialisation blocks are often found at the start of programs.*

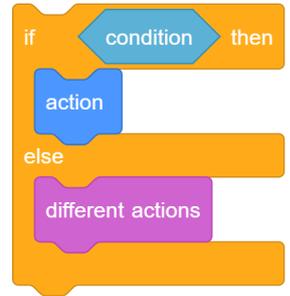
Now mark the **USE** questions using the answer 

Name

Condition starts action
USE MODIFY CREATE Page 2



WizardsChoices



**condition-switches
-between-actions**

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



1, Change the code to make Darla grow even bigger when the user gets an answer correct. What did you change?

2, Adapt the code to make Darla grow even smaller when the user gets an answer wrong. What did you change?

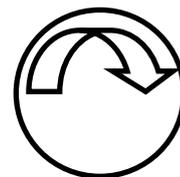
3, Add an additional say well done for 2 seconds block if someone gets the answer right? Where did you add it?



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

4, Change the code to make Gustav whirl quicker if the answer is wrong. What did you change?

5, Can you make Gustav whirl clockwise? What did you change?
HINT Inverse to add



6, Change Gustav's whirl for a different graphical effect? What did you change it to? Did it work as well? *HINT Drop down menu*

Now mark the modify questions using the answer 

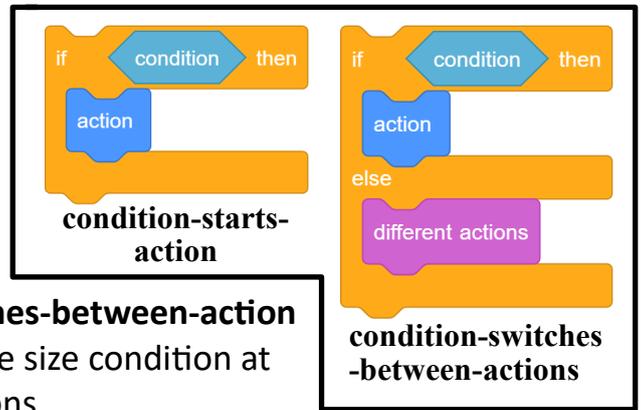
Name



WizardsChoices

Create First Steps

1, Add another question that uses **condition-switches-between-action** to the maths quiz in Darla. Make sure you adjust the size condition at the end to cope with four rather than three questions.



2, Add a question that uses **condition-switches-between-action** blocks to the Maths quiz in Gustav. Make sure it does totally new things if the answer is right and wrong.

Create harder choices (Choose one of these ideas second)

1, Create your own quiz about a recently studied school topic that uses **condition-switches-between-action**. Either choose a new sprite or start a new program.

2, Create your own quiz about a topic that you know a lot about. Use **condition-switches-between-action** and **condition-starts-action** blocks. Either choose a new sprite or start a new program.

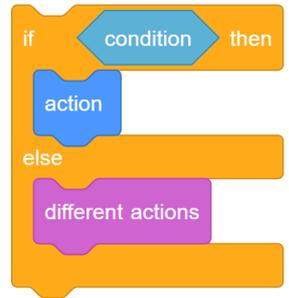
My idea

My design (questions, initialisation, algorithm)

Name

Condition switches between actions

USE Answer sheet



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



condition-switches-between-actions

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

1, How many **condition-switches-between-actions** blocks are there?

4 (1 mark)

2, If you answer the questions correctly what happens to Darla?

Change size by 20 OR gets larger/bigger (1 mark)

3, If you get the answers wrong what happens to Darla?

Change size by -20 OR gets smaller (1 mark)

4, Look at the last **condition-switches-between-action** block. What do you need to do in the rest of the program to make sure than the size is = (the same as) 160% after the last question? *HINT look at what is happening in the **Darla: size** variable on screen*

Get all the answers right (1 mark)

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

5, How many **condition-switches-between-actions** blocks are there?

3 (1 mark)

6, How many **count-controlled-loops** are there?

3 (1 mark)

7, In the last count-controlled-loop how many times is wait 0.2 seconds run?

25 (1 mark)

8, Which block is there for initialisation purposes? Initialisation is to make sure the program always runs in the same way every time, clearing away the effects of previous program changes. *HINT Initialisation blocks are often found at the start of programs.*

Clear graphic effect (1 mark)



Condition starts action Modify marksheet

WizardsChoices



Modify Code in Darla

1, Change the code to make Darla grow even bigger when the user gets an answer correct. What did you change?

Change size to any number larger than 20 (1 mark)

2, Adapt the code to make Darla grow even smaller when the user gets an answer wrong. What did you change?

Change size -20 to any number smaller than -20 such as -40

3, Add an additional say well done for 2 seconds block if someone gets the answer right? Where did you add it?

Above or below any change size by 20 blocks (1 mark)

Modify Code in Gustav

4, Change the code to make Gustav whirl quicker if the answer is wrong. What did you change?

Change whirl effect by larger number than 2 (1 mark)

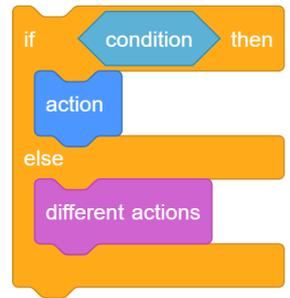
5, Can you make Gustav whirl clockwise? What did you change?

HINT Inverse to add

Change whirl effect by -2 or any negative number (1 mark)

6, Change Gustav's whirl for a different graphical effect? What did you change it to? Did it work as well?

Colour, fisheye, whirl, pixelate, mosaic, brightness or ghost (1 mark)



**condition-switches
-between-actions**



Gustav