

Now mark all questions

B, Road users on foot (pedestrians) have complained that car drivers have too much time and that elderly crossers can't cross in time. Change the programme to make this crossing better for them. *Write down what you changed*

A, Car drivers have claimed there is not enough time to drive through the crossing. Change the program to help them. *Write down what you changed*

<https://scratch.mit.edu/projects/873216937/editor/>
Change the code to answer the questions

3, MODIFY

C, How long will the programme run for? **Circle correct answer**
1, 5 minutes 2, 20 minutes 3, We don't know 4, 20 times

B, How many seconds will the wait costume stay on screen before it changes?

A, How many seconds will it take to loop through this program ONCE?

<https://scratch.mit.edu/projects/873216937/editor/>
Run the code and answer the questions below

2, RUN & INVESTIGATE



My idea

My sprites and costumes

My algorithm

4, DESIGN & MAKE
Choose one or more of the projects below to design and make
A, Design and make a crossing that includes more warnings before walkers have to wait
B, Add a separate sprite that shows the traffic lights. Programme these to work at the same time as the crossing
C, Create your own program that uses costumes and a forever loop

1, PREDICT

What will this programme do when it is run?

Do NOT copy the code

HINT What will the user do when they see these pictures on the screen?



The code starts with a 'when green flag clicked' event, followed by a 'forever' loop. Inside the loop, the sequence is: wait 1 second, switch costume to 'wait_soon_1', wait 1 second, switch costume to 'wait_soon_2', wait 1 second, switch costume to 'wait_soon_3', wait 5 seconds, switch costume to 'walk', wait 5 seconds, switch costume to 'wait', and finally wait 5 seconds before looping back.

The sprite list on the right shows five costumes: 'wait_soon_1' (244 x 266), 'wait_soon_2' (306 x 266), 'wait_soon_3' (285 x 266), 'wait' (150 x 229), and 'walk' (146 x 214).