

ACCESSING PRIOR KNOWLEDGE

Below, record ways that Code.org and Scratch are different.

Code.org	Scratch
	
<p>Code.org uses the Reset block to start the angry bird at the same location each time you run the program.</p> 	<p>Draw the scripts below to show how you would start a sprite from the same location each time the green flag is clicked. The first block has been done for you.</p> 

LEARNING NEW VOCABULARY

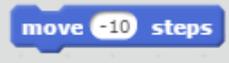
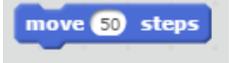
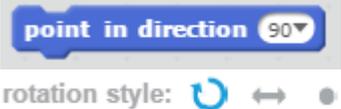
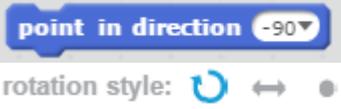
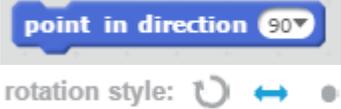
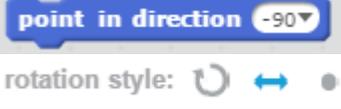
Match the words in the Word Bank with the correct definition.

Word Bank: sprite, stage, backdrop, block, script, bug, debug

1		The background image for your stage.
2		Programs a specific action for a sprite.
3		An error in your program.
4		The act of trying to fix an error in your program.
5		A group of connected programming blocks.
6		An object that can be programmed in Scratch.
7		The area where you can view your program in Scratch.

LEARNING NEW BLOCKS

As you learn about the programming blocks below, record what menu they can be found and what they do. The first one has been done for you as an example.

Block	What menu can you find this block?	What does it do or how can it be used? Use words or pictures to explain.
	Events	<i>To start a program when you click on the green flag.</i>
		
		
		
		
		
		
		
		
		

DEBUGGING

What do you predict will happen if you program your sprite with the script above?

Go ahead and program your sprite with this script. Click on the green flag. What happens when you click on the green flag?

Does it do what you wanted it to do? Why or why not?

How could you fix this?

CHALLENGE

LEVEL		CHALLENGE	✓
Beginning  Advanced	1	Program the cat to move from the left side of the stage to the right side of the stage and then return back to its original starting location.	
	2	Program the cat to move from the left side of the stage to the right side of the stage, TURN AROUND , and then return back to its original starting location.	
	3	Program the cat to move SLOWLY from the left side of the stage to the right side of the stage, TURN AROUND , and then return back QUICKLY to its original starting location.	
	4	Program A DIFFERENT SPRITE to move SLOWLY from the left side of the stage to the right side of the stage, TURN AROUND , and then return back QUICKLY to its original starting location.	