

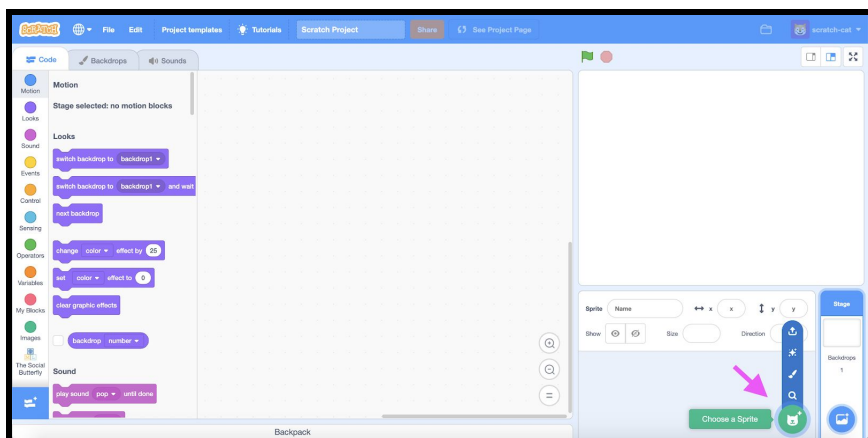
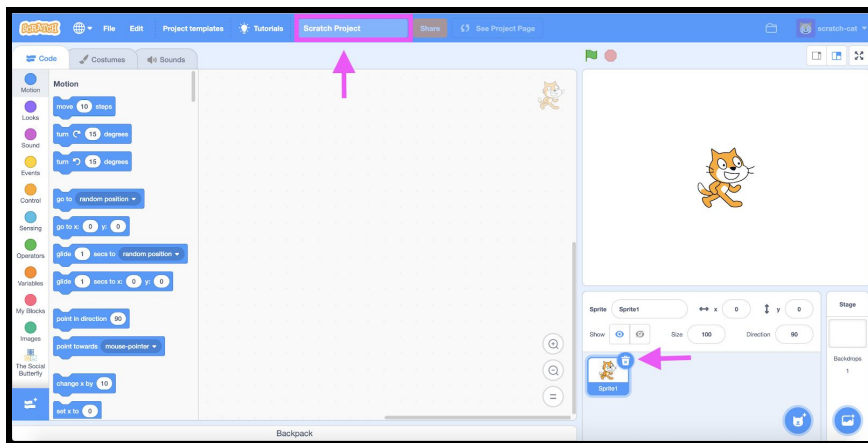
TACKLING CYBERBULLYING WITH MACHINE LEARNING

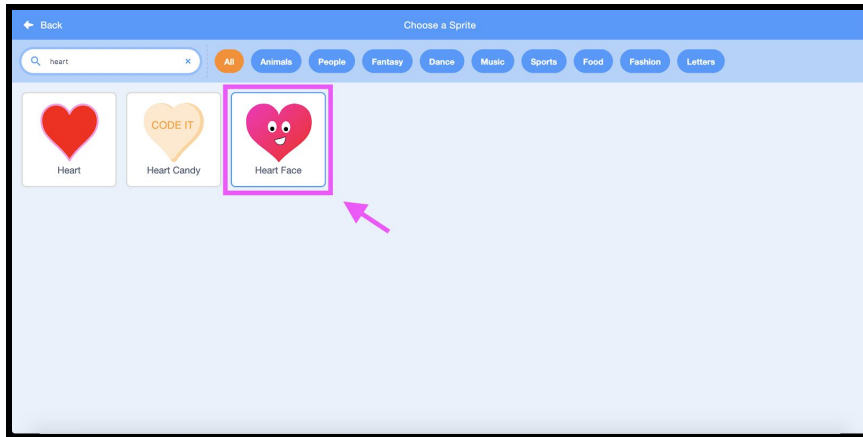
CONTINGENCY SOLUTION KEY

CREATING INTELLIGENT ASSISTANT

STEP 1: Deleting & Adding a Sprite

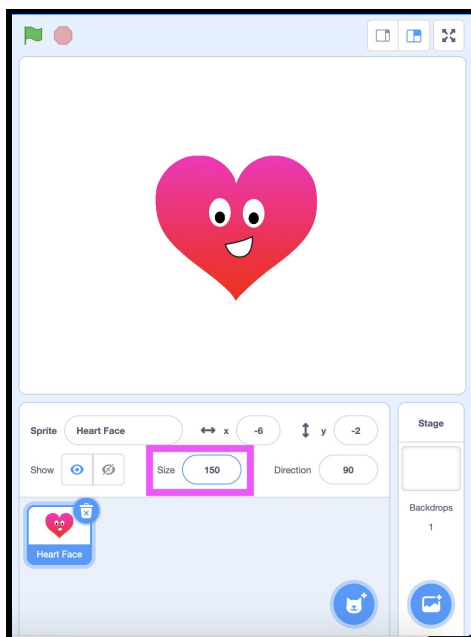
1. Rename the project
2. Delete scratch the cat by clicking on the trash can icon
3. Click on the 'choose a sprite' icon and select a new character





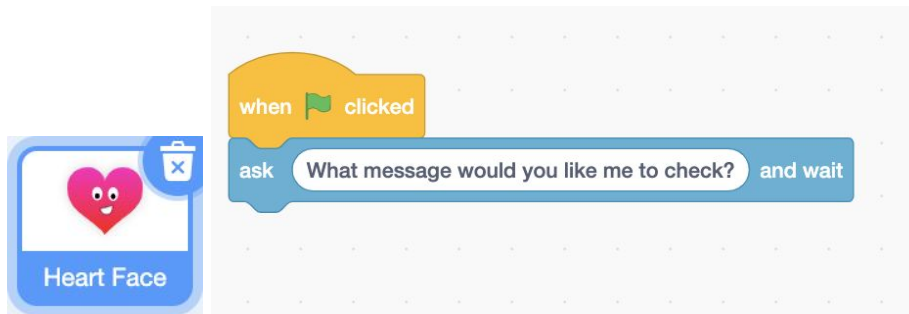
STEP 2: Resizing Characters

1. Click on the 'Size' button under the sprite
2. Type a larger number to increase the sprites size or a smaller number to decrease the size



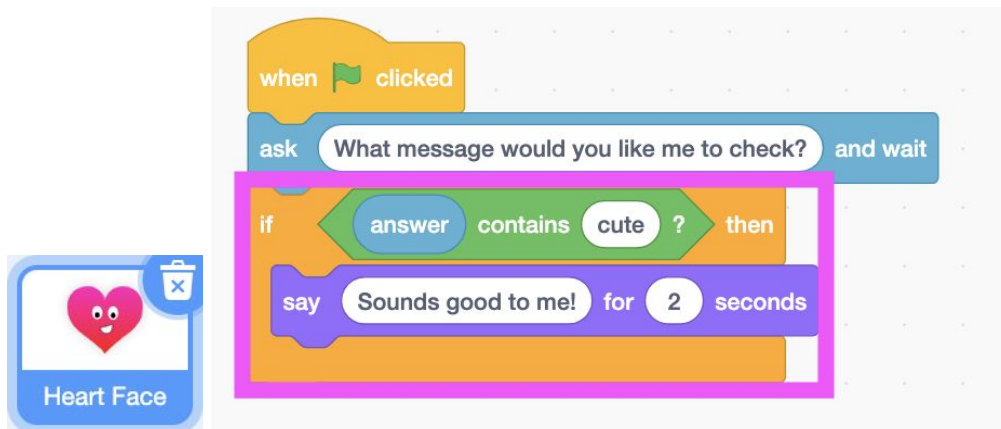
STEP 3: Asking a Question

1. Add a 'when green flag clicked' block at the beginning of the program
2. Add a 'ask and wait' block
3. Type in a guiding message such as 'What message would you like me to check?'



STEP 4: Recognizing Nice Phrases:

1. Add an 'if then block'
2. Add 'say' block inside of the 'if then block' which says something positive such as 'Sounds good to me!'
3. Add an "apple contains a" block
4. Add answer to replace the word "apple"
5. Replace the "a" with a key word which is nice. Look at your T chart to find nice keywords
6. Repeat this step adding many if then blocks for nice statements!

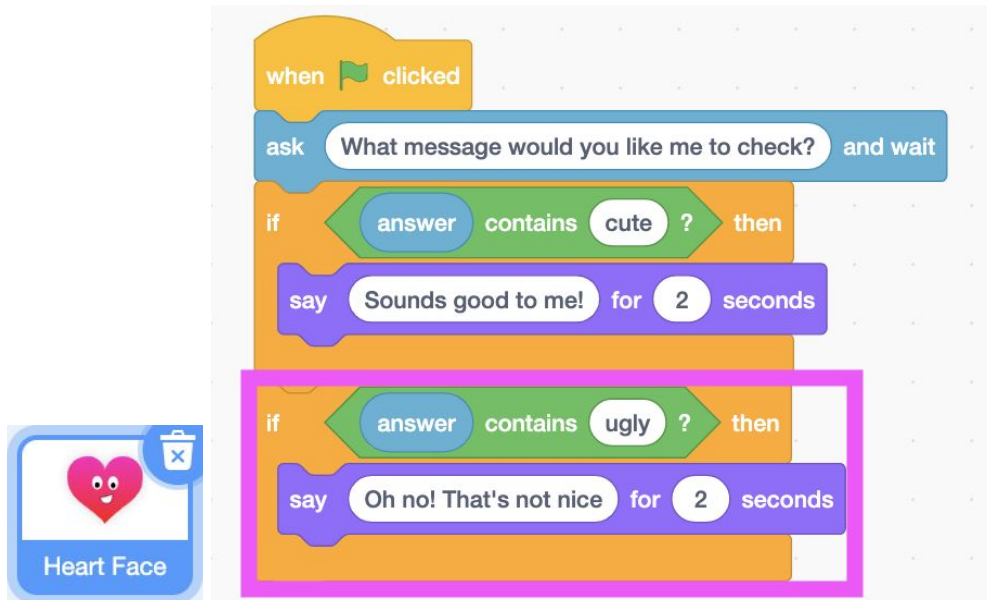


STEP 5: Recognize Mean Phrases

**Recommended to let learners write this code themselves and take it up after 5 minutes

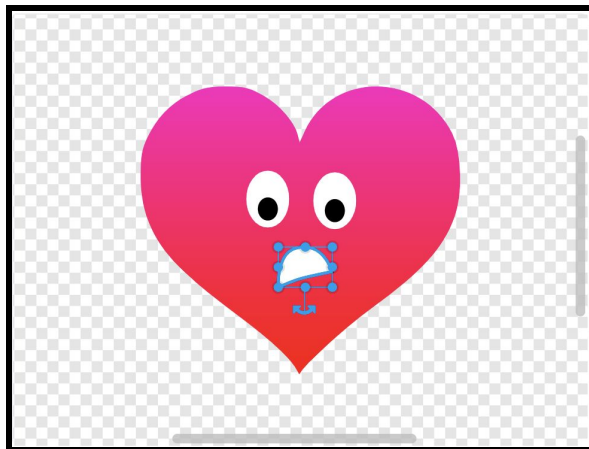
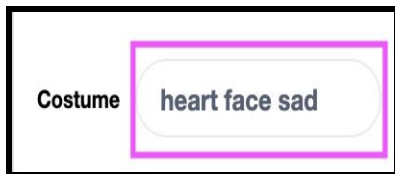
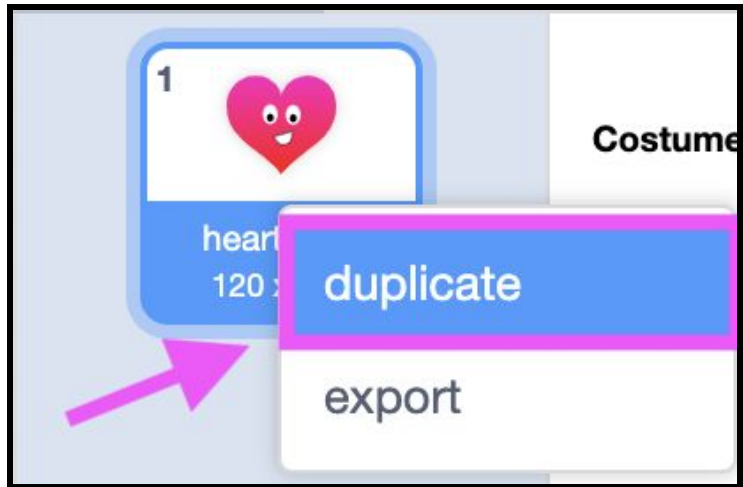
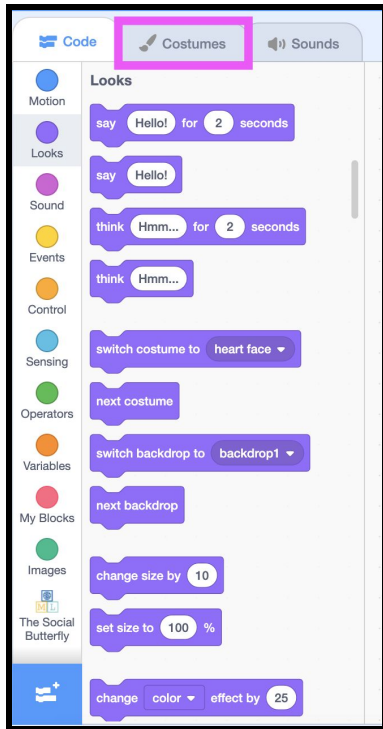
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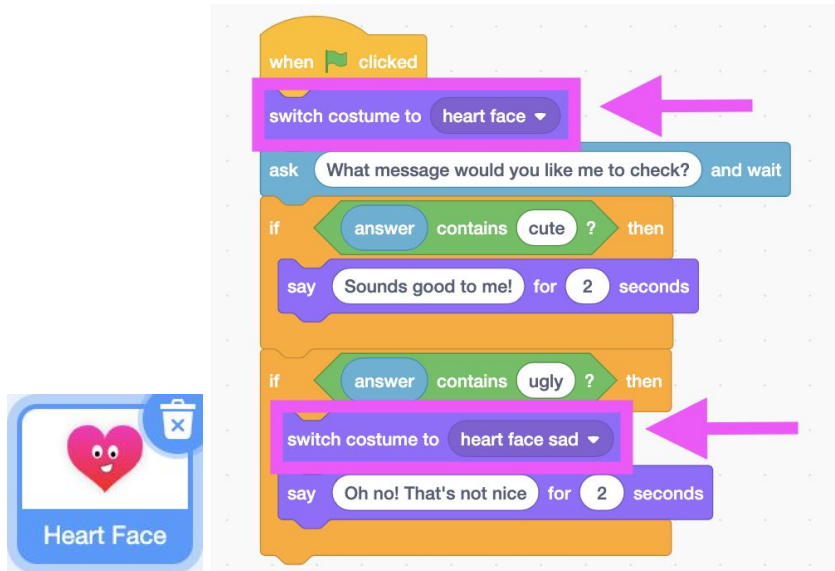
5. Replace the “a” with a key word which is nice. Look at your T chart to find mean keywords
6. Repeat this step adding many if then blocks for mean statements!



STEP 6: Turn that Frown Upside Down

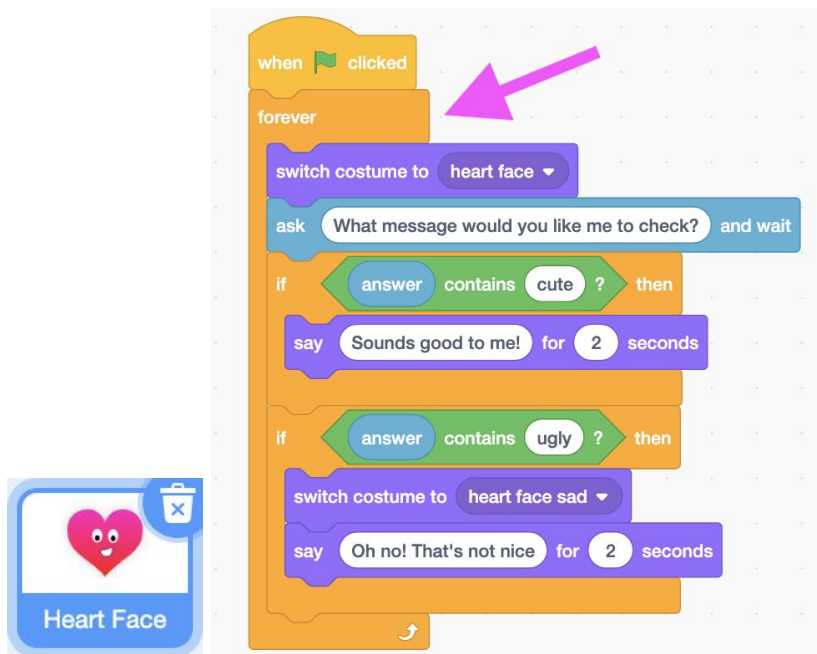
1. Click on the the costumes tab
2. Right click the smiling costume and select duplicate
3. Rename the costume
4. Click on the smile and rotate it around
5. Go back to the 'code' menu
6. Add a 'switch costume' to sad in the mean if statements
7. Add a 'switch costume' to happy underneath the when green flag is pressed





STEP 7: Making the Assistant Always Checking

1. Add a forever block around all the blocks to make them repeat



ADD ON: Happy Spin

1. Add a 'repeat' block inside the nice if statements. Set it to repeat 36 times.
2. Add a turn 10 degrees block inside the repeat
3. Add a point in direction 90 at the beginning of the program inside the forever block

