

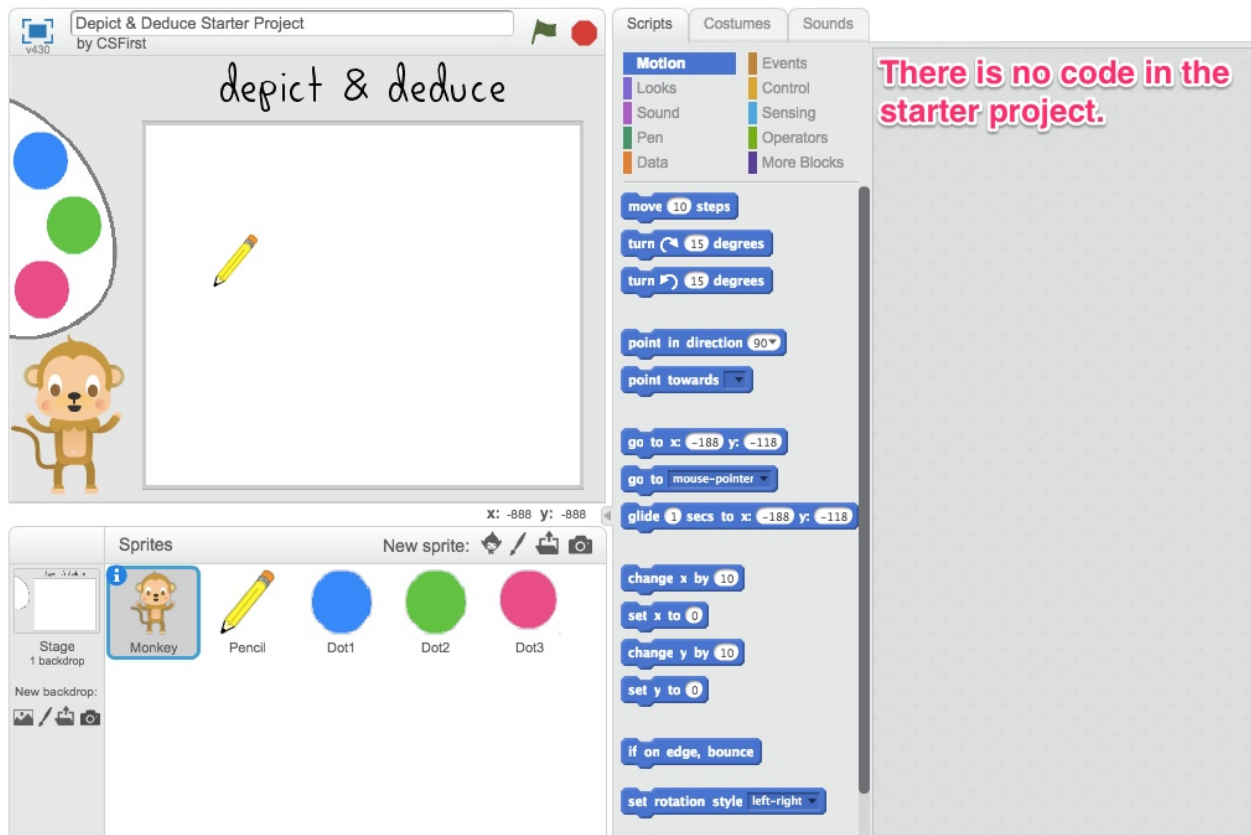
Activity 3: Depict and Deduce

Video 1: Depict & Deduce Introduction

In this video, club members will:

1. Click the Depict & Deduce Starter Project link.
2. Click remix, and sign in.

NOTE: Club members will not code any parts of this project until after they watch the second video.

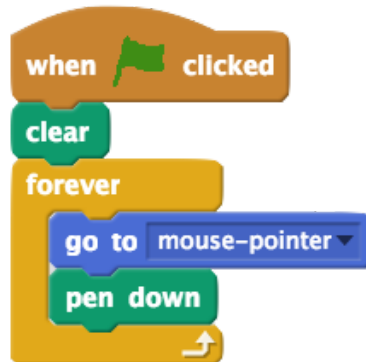


Video 2: Using the Pencil to Draw

In this video, club members will:

1. Program the pencil sprite to go the mouse pointer forever.
2. Use the "pen down" block to make the pencil sprite draw.
3. Add a "when flag clicked" event and a "clear" block to the start of the program.

Code for the pencil sprite:

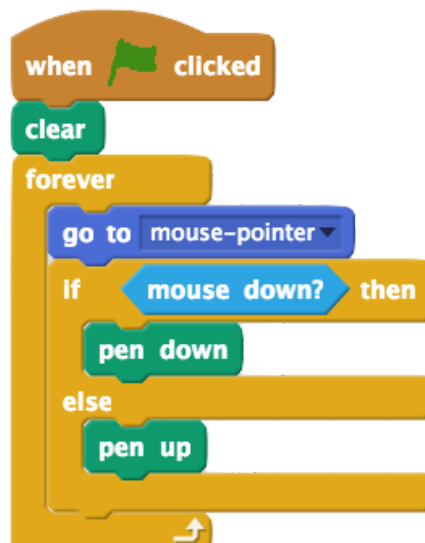


Video 3: Draw Only When the Mouse Is Clicked

In this video, club members will:

1. Use an "if else" block to create the following condition: **If** the mouse button is pressed down, **then** the pen is down and draws. **Else**, or otherwise, the pen is up and stops drawing.
2. Place the if/else statement in the forever loop programmed earlier.

Code for the pencil sprite:



Video 4: Question and Answer

In this video, club members will:

1. Program the monkey to ask player 1 for a drawing when the flag is clicked, and player 2 to guess what the drawing is when the sprite is clicked.
2. Create a "right answer" variable, and set it to the first answer.
3. If the right answer equals player 2's answer, then tell player 2 the answer is correct. Else, tell the player that the answer is wrong and to try again.

Code for the monkey sprite:



Add-On: Color Picker

In this video, club members will:

1. Select the pencil, and add three "set pen color to" blocks.
2. Set the color in each block to one of the dot colors.
3. For each dot, use a "when this sprite clicked" and a "broadcast" block. Create a new broadcast message for each color.
4. Select the pencil again, and add three "when I receive blocks" with the correct message in each.

Code for the pencil sprite:



```
when I receive blue
set pen color to blue
```

```
when I receive green
set pen color to green
```

```
when I receive pink
set pen color to pink
```

Code for the blue dot:



```
when this sprite clicked
broadcast blue
```

Code for the green dot:



```
when this sprite clicked
broadcast green
```

Code for the pink dot:



```
when this sprite clicked
broadcast pink
```

Add-On: Rainbow Selector

In this video, club members will:

1. Select the rainbow costume in sprite 2.
2. Broadcast the message "rainbow" when the rainbow sprite is clicked.
3. Program the pen to continuously change colors with the "change pen color" block and a loop.

Code for
this sprite:



Code for the
pencil sprite:



Add-On: Pen Size Adjustment

In this video, club members will:

1. Program the up and down arrow keys to make the pen bigger and smaller.

Code for the pencil sprite:

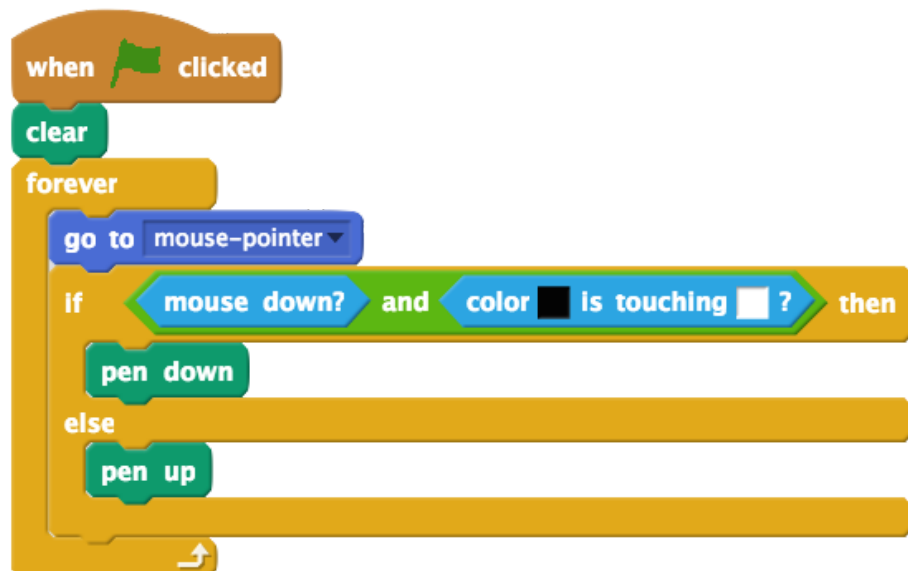


Add-On: Draw Inside the Lines

In this video, club members will:

1. Program the pencil sprite to draw if the mouse button is pressed down AND the color black is touching the color white.

Code for the pencil sprite:



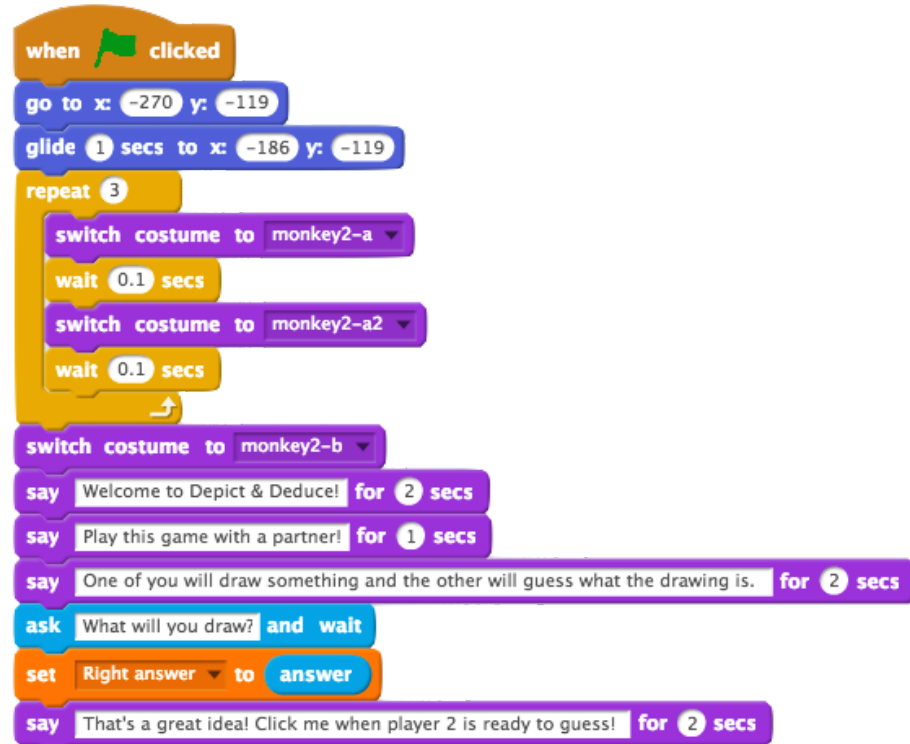
Add-On: Monkey Animation

In this video, club members will:

1. Program the monkey to glide on stage and introduce the game.
2. Duplicate and edit the monkey's costume.
3. Animate the monkey using the “repeat,” “switch costume to,” and “wait” blocks.

NOTE: Club member's code may vary. Club members can animate the monkey to move in different ways.

Code for the
monkey sprite:



Add-On: Sound Effect (Challenge)

In this video, club members will:

1. Select a sound from the sound library.
2. Add the sound to their program using the "add sound" block.

NOTE: Club member's code may vary. Club members can add sound to any of the sprites or the stage.

Code for the
monkey sprite:

