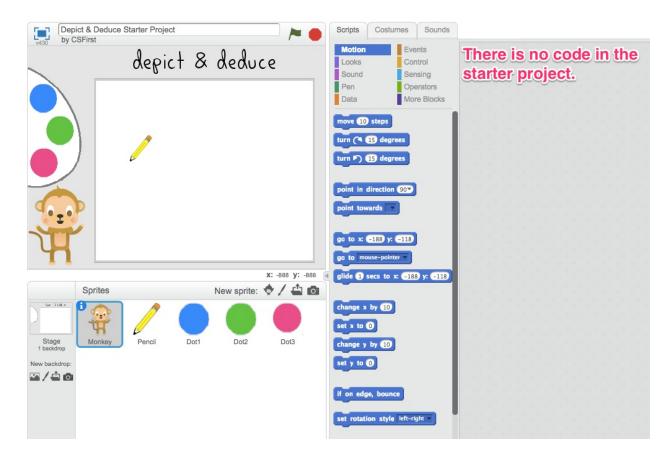
Activity 3: Depict and Deduce

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.



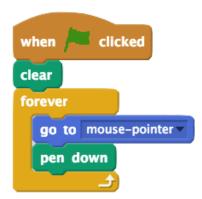
Video 2: Using the Pencil to Draw

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:



```
clicked

clear
forever

go to mouse-pointer

if mouse down? then

pen down

else

pen up
```

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:



```
when clicked

ask What will you draw? and wait

set Right Answer to answer

say That's a great idea! Click me when player 2 is ready to guess! for 4 secs

when this sprite clicked

ask What do you think the drawing is? and wait

if answer = Right Answer then

say Yay! You got it right!

else

say Nope, sorry! Click me to guess again!
```

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
```

```
when I receive green v
```

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

Code for the blue dot:





Code for the green dot:





Code for the pink dot:





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:



```
when I receive rainbow forever

change pen color by 10
```

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.



```
when up arrow key pressed

change pen size by 5

when down arrow key pressed

change pen size by -5
```

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:
```

Pencil

```
clear
forever

go to mouse-pointer

if mouse down? and color is touching? then

pen down

else

pen up
```

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:



```
when clicked

go to x: -270 y: -119

glide 1 secs to x: -186 y: -119

repeat 3

switch costume to monkey2-a v

wait 0.1 secs

switch costume to monkey2-a v

wait 0.1 secs

switch costume to monkey2-b v

say Welcome to Depict & Deduce! for 2 secs

say Play this game with a partner! for 1 secs

say One of you will draw something and the other will guess what the drawing is. for 2 secs

ask What will you draw? and wait

set Right answer v to answer

say That's a great idea! Click me when player 2 is ready to guess! for 2 secs
```

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:



```
when this sprite clicked

ask What do you think the drawing is? and wait

if Right answer = answer then

play sound fairydust 
say Yay! You got it right!

else

play sound goose 
say Nope, sorry! Click me to guess again!
```