

## WebLab Module 1.5 Activity

### Thinking like a programmer

Login to a computer and start a browser window.

Go to the following URL: <http://scratch.mit.edu>

If you don't already have an account, create one by clicking the sign-in link at the top of the page and following the instructions.

After you are logged in, go to the following project URL: <http://scratch.mit.edu/projects/10128368>

This is a game of hide and seek. Click the green flag to start the game. Click on the yellow blobby creature to get a point. Click the stop sign at the top of the game panel to stop.

Play the game for a little bit just to get a feel for what it does.

Click the button labeled "See inside" to bring up the code panel and view the game's program.

Click the yellow "remix" button to create your own copy of the project so you can edit it.

Modify the program to make the following changes:

1. Instead of looping forever, use a loop counter to only loop 10 times.
2. After the main loop is complete, have the creature appear in the center of the panel.
3. If the player's score is 5 or greater, have the creature say "You win!"
4. If the player's score is less than 5, have the creature say "You lose!"
5. If you have time and would like, make other changes to this game to make it more fun and interesting.

To make changes to the program, drag tiles from the "scripts" window and drop them into the program. In the "scripts" window, the instructions are grouped by function. The instructions that you will need to complete this assignment should be found in "Control" group, the "Data" group and the "Operators" group. Note that the tiles fit together by shape. For instance, the "If" tile has a diamond shaped hole which needs to be filled with an operator. The operators have oval holes which are filled with either data or typed numbers. Play with it a little bit and you will get the idea. Use the "?" button in the upper right to get help on particular tiles if you need it.

When you are done, test your program to make sure that it works.

Save your program using the File menu at the top of the page. **CLICK THE "share" BUTTON on the upper right of the page.** You can now share the URL of your project with me or others.