

Lesson 2-3A
SCRATCH ID DATE TIME

Objective: I can closely observe a Scratch program and find the scripts that caused the actions. **Scratch Link**: Animal Number Story (https://scratch.mit.edu/projects/227391112/)

Start with **TIPP&SEE!** Get a **TIPP** from the Project Page.

Read carefully: Title Instructions Purpose

Play the project and circle the action(s) that happened for each event below.

1 When I clicked ::



moved talked



moved talked

nothing happened

2 When I clicked on



moved talked



moved talked

the background changed

3 When I clicked on





moved talked



moved talked

nothing happened

4 When I pressed the space key:



moved talked



moved talked

the background changed

SEE inside. (Click the **C5** See inside button at the top right.)

First click on the **Sprite**, then find the **Event** that starts the script, then find the code.

- **5** Explore: Circle your answer.
- a. Which block makes the **crab** move?





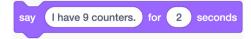




b. Which block puts the crab in its start position?









c. Which block makes the hippo talk?









TIPP&SEE Animal Number Story (con't)

d.	Which button stops the program before it is finished
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- **6** Explore: Make these changes to the **Crab**'s script and see what happens.
- a. Change move 40 steps to move 100 steps . Run and watch.
- b. Remove the Setup block. Click the crab three times. What happens?
- c. Add another say block that says "Hi, how are you today?" Run and watch. What happens?
- (7) Now modify the project!
 - ☐ Reload, Remix, Rename, and Share the project.
 - ☐ Make the **hippo** move 30 steps before it talks.
 - ☐ Change the Hippo script to make the **hippo** say "I have 7 counters."
 - ☐ Change the Crab script to make the **crab** say "I have 5 counters."
 - ☐ Write the new number sentence: ______
 - ☐ Run the program and make sure it does all of the above.

Did the final number sentence change? Why or why not? ______

- ☐ Save your finished program.
- 8 If you finish early:
 - ☐ Make the hippo play the drums after talking.
 - ☐ Change the backdrop (in the stage) to match the new number sentence.
 - ☐ Change the colors of the Hippo and the Crab (click on the costumes tab).
 - ☐ Make both animals say "Hi!" when the green flag is clicked.