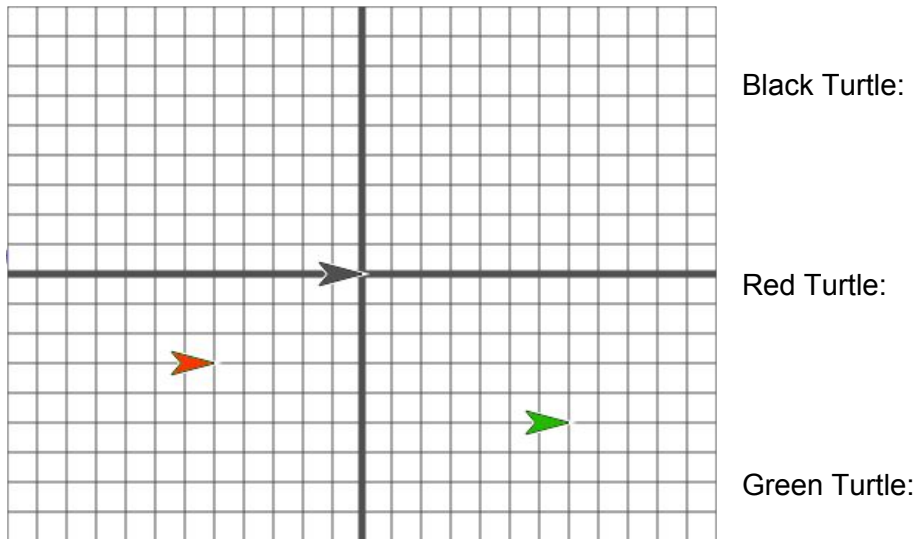**Name 1:** _____

Name 2: _____

Worksheet - Lab 1

Don't forget to get your work checked-off by the instructor before the end of the night.

1. If you want to share a project with your lab partner, the chat room, or the instructor, what two things do you need them to know?

2. How do you make the sprite move backwards?

3. What order do *Snap!* blocks run in?

4. What do the hat shaped blocks do?

5. What does a reporter block do? How are they used in a script?

6. What can you do to see the values for the x and y coordinates of a sprite?

7. What are the coordinates of the sprites shown in the image below?

Black Turtle:

Red Turtle:

Green Turtle:

8. Does the `turn ↻ 15 degrees` block change the x or the y position?

9. In the **Follow that Mouse** activity, when you changed the `go to x: 0 y: 0` block so that the x position is mouse x + 30, how did that change the program's behavior?

10. How do you stop a forever block?

11. Explain how you solved the **Kaleidoscope** exercise.