

Name 1: _____

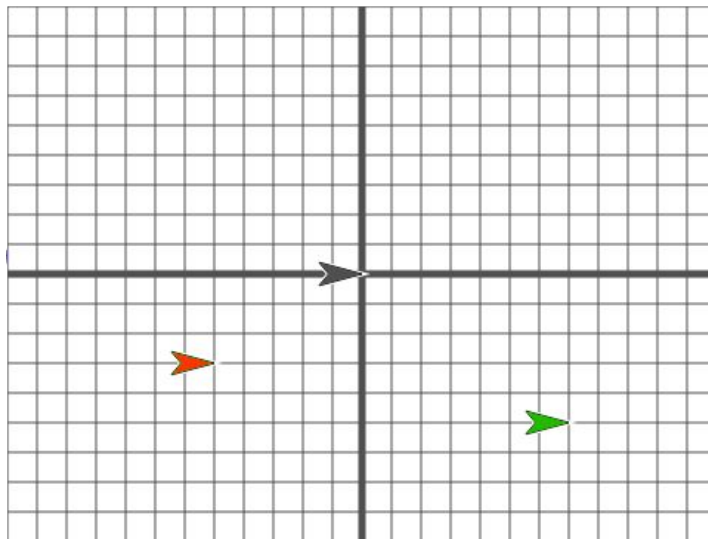
Name 2: _____

Worksheet: Lab 1 In-class

Don't forget to turn in this worksheet and get your work checked by the instructor before the end of the night.

1. If you want to share a project with your lab partner or the instructor, what two things do you need to tell them so that they can access your project?
2. What does the shared Welcome Program do? What is the super secret message in the code comment?
3. How do you make the sprite move backwards?
4. What order do *Snap!* blocks run in?
5. What do the hat shaped blocks do?
6. What does a reporter block do? What is different about how you add them to a script?

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




Black Turtle:

Red Turtle:

Green Turtle:

8. Does the  block change the x or the y position?

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

10. Why do you think you cannot attach a block to the bottom of the forever block?

11. Explain how you solved the **Kaleidoscope** exercise. If you did not complete it, what did you try?