


Coding Lesson 1 - Output, Input and Variables

Mild - perfect for beginners

1. Make the sprite say "I love programming"
2. Try the hide block - what does this do? How did you get the sprite to  reappear?
3. Display "Welcome to Computer Science!"
4. Input a word and Make the sprite say it on the screen three times.
5. Ask the user for their name and age. Make the sprite say: "Hello [name]" then "You are [age]"
6. Click the sound menu - and try the **play sound** block.
7. Record a new sound for the Sprite to play. When recording and playing sounds, what is the output and what is the input?

Medium - expanding your skills

1. Add a second sprite and have them say hello to each other.
2. Input two words and have the sprite say them backwards.
3. Why is the variable name **age** better than **x**?
4. What is wrong with the Scratch program to the right?:
5. Write the code to input a word and print it to the screen. What happens in the last problem if you type in a number instead of a word?



Spicy - looking for a challenge?

1. Ask the user for their name and an adjective. Make the sprite say "Hi there [adjective] [name], I am glad to meet you."
2. Ask the user to input two adjectives. Print "The ___ pig is ___."
3. Input three words and have the sprite say them backwards.
4. Input your initials and print a monogram. My initials are RED and my monogram would be RDE.
5. Input a number and add 25. Have the Sprite say the answer.