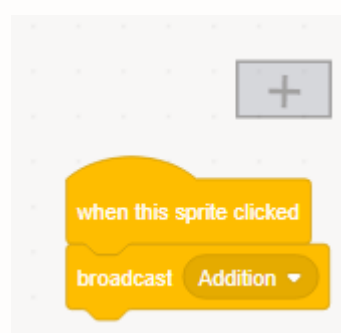
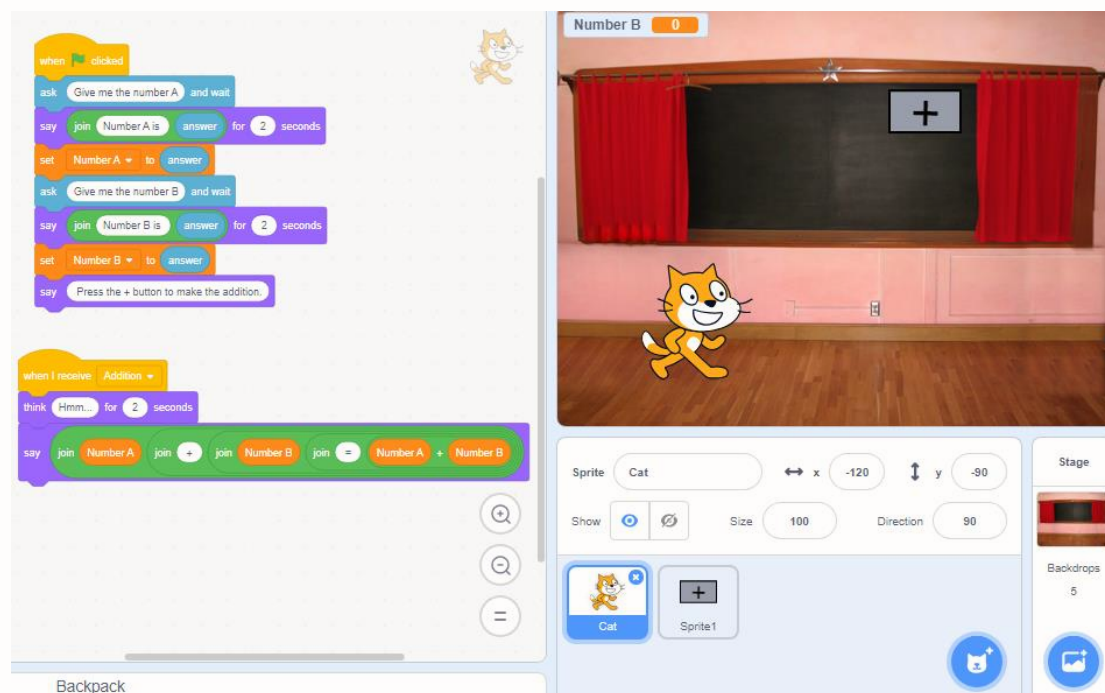


## WORKSHEET 3

### Activity 1

Activity 1 aims to familiarize you with complex applications in the SCRATCH 3.0 programming environment.

A SCRATCH Scenario is open on your desktop. Study the above interface.



1. Run the script
2. Describe in your own words exactly what this scenario does:

.....

.....

.....

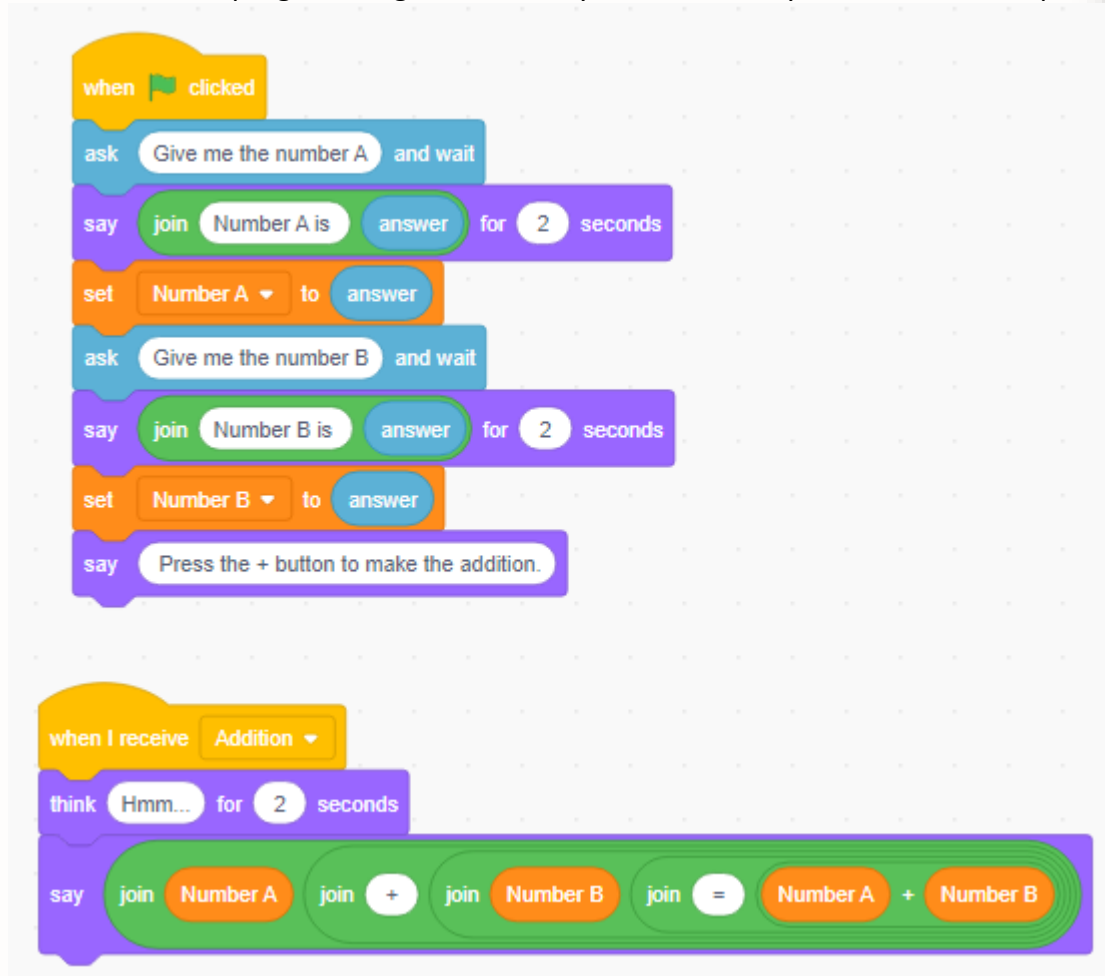
.....

.....



CM

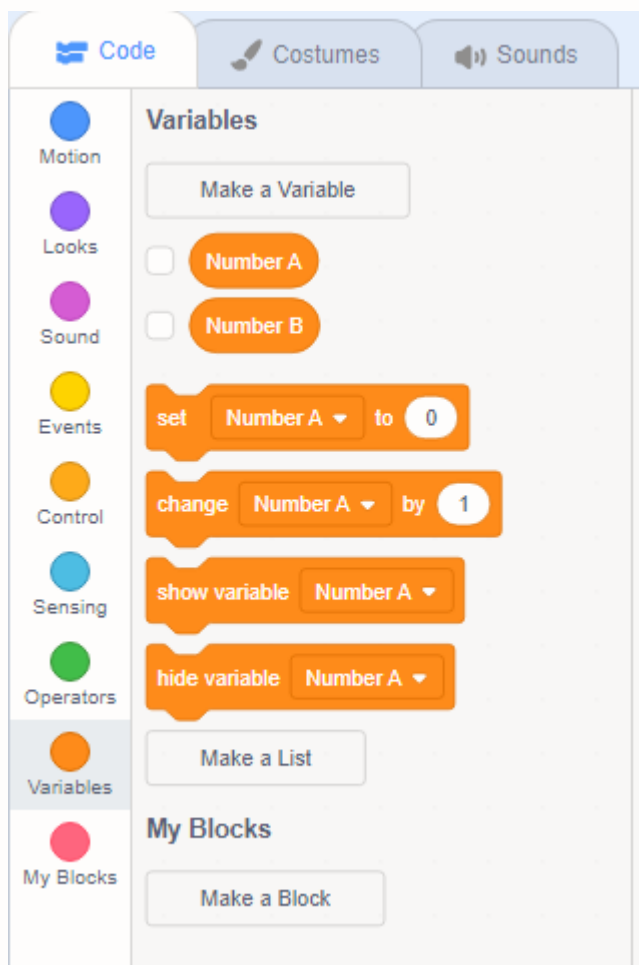
3. Locate the programming information you have already learned in the script



1. For the implementation of this scenario, use is made of variables and if so which ones?
-



CM



.....  
.....  
.....

1. How is the addition done by pressing +, since in the + Scenario script there is nothing relevant about the code?

.....  
.....  
...

## Activity 2

Activity 2 involves deeper familiarity with complex applications in SCRATCH through the implementation of new ideas coming from you.



CM

### *Exercise 1*

Describe in your own words what changes should be made to the original scenario so that this activity is expanded and can implement all four numerical operations in the form of a known calculator.

### *Exercise 2 discussions (brainstorming)*

Apply the suggested ideas to create the calculator by extending the scenario you already have in front of you.