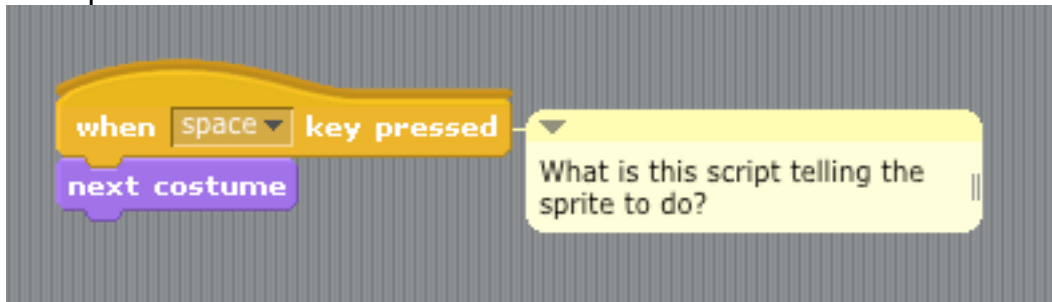


Explaining scripts worksheet

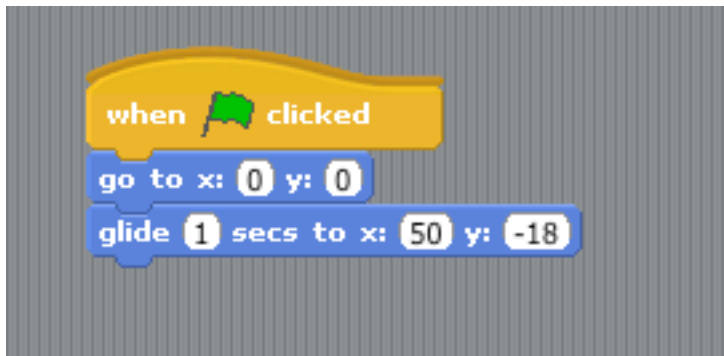
Look at each script and understand what it is telling a sprite to do. Rephrase the script.

Example:

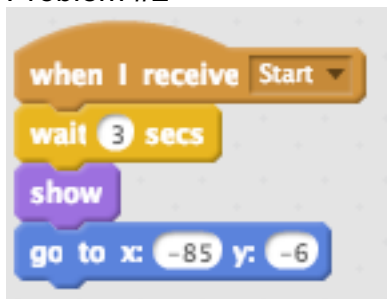


The script says that whenever someone presses the space key, this sprite will switch to its next costume.

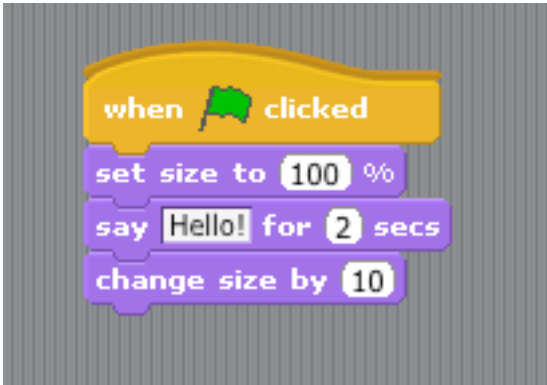
Problem #1



Problem #2



Problem #3



Problem #4



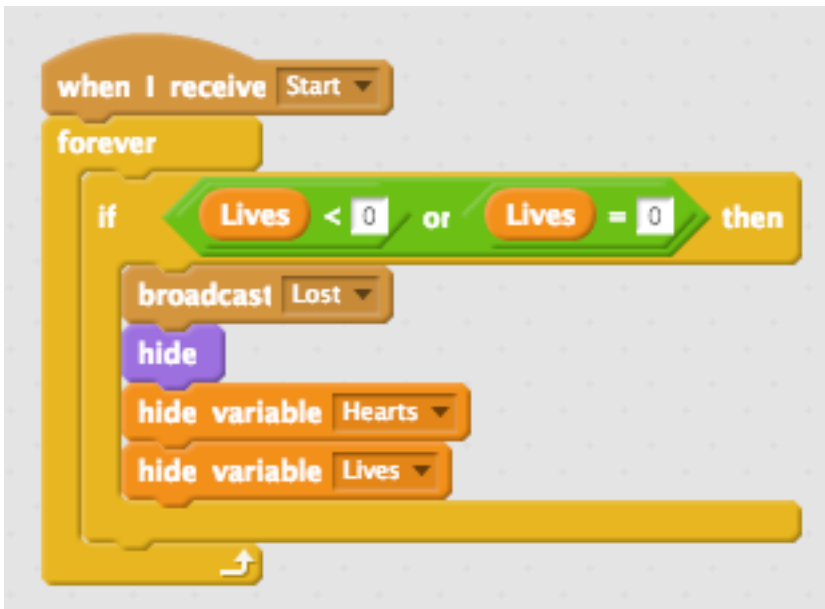
Challenge problems!

Problem

#1



Problem #2



Scratch by Caroline

Answer key

Problem #1-

The script is telling the sprite to go x:0 y:0 then take one second to glide to x: 50 y: -18 when the green flag is clicked.

Problem #2-

The script says that when the sprite receives the broadcast, "start", it will wait 3 seconds before showing and going to x: -85 y: -6

Problem #3-

When the green flag is clicked, the sprite will reset to its default size. It will say "Hello" for 2 seconds before growing.

Problem #4-

The script says that when the sprite receives the broadcast, "won", it will indefinitely go to x: -175 y: 125 then show. It will wait 1 second and hide before relocating to x: 56 y: 129 and reappearing. It will wait a second and hide before waiting another second and restarting the command.

Challenge problems

Problem #1-

When the green flag is clicked, the program will constantly check to see if the sprite is touching the sprite named "player". If it is, this particular sprite will hide, relocate to a random location between x: -227 y: 227 and x: -169 and y: 169. The sprite will then reappear

Problem #2-

The script says that when this sprite receives the broadcast, "start", the program will constantly check to see if the variable, lives, has reached or gone below 0. If the variable is less than or equal to 0, the sprite will broadcast the message, "lost". The sprite will hide and the variables, "heart" and "lives", will hide as well.