Name: _____

Scratch ID: _____

Scratch & Events: TIPP&SEE worksheet

Objective: Today, I will explore a Scratch project with the TIPP&SEE strategy.
Scratch Link: Animation: Animal Races (https://scratch.mit.edu/projects/250306497/)

Start with TIPP&SEE!

Get a TIPP from the Project Page:

Title: What is the title of the project? Does it tell you something about the project?
Instructions: What do the instructions tell you to do?
Purpose: What is the purpose of this activity? What will this code teach you?
Play: Run the project and see what it does! Look at which sprites are doing the actions.

What happened when you played the project?

 **Press the red stop sign before you begin. Then make the bee fly around.** **What did it do when it....**		
1. Flew into the middle divider:		
	Blinked Reset to beginning	Said "I won!!!" Did nothing
2. Flew into the finish line:		
	Blinked Reset to beginning	Said "I won!!!" Did nothing
 **Press the green flag before you begin. Then make the bee fly around.** **What did it do when it...**		
3. Flew into the middle divider:		
	Blinked Reset to beginning	Said "I won!!!" Did nothing
4. Flew into the finish line:		
	Blinked Reset to beginning	Said "I won!!!" Did nothing

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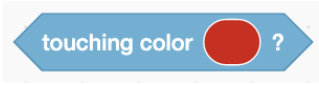
SEE Inside:

Click on the **Bee** (in bottom-right corner sprite pane) and look at its scripts.

5. Predict which keys senses when the bee touches the finish line. Circle your answer(s).



6. When does it check to see if the bee has touched the finish line?
    a. Once when you press green flag
    b. Each time you press a key
    c. Continuously after you press green flag
    d. Continuously

7. Explain your answer to #6.

8. Which block controls how quickly the bee blinks

Explore the project through deliberate tinkering!

Choose a sprite, choose a script. Try making the following changes. After each one, run again to see how that changed the output:

1. Change the parameter in the white circle
2. Change the parameter in a drop-down box
3. Remove a *block* (an instruction)
4. Replicate an instruction
5. Reorder a set of instructions

The goal is to understand:

1. What does each individual block do?
2. What causes a particular *script* to run?
3. What is the relationship between different scripts?

Your task:

1. **Add blocks to sense if the animal runs into the Monkey. Have the animal says "Oof! Excuse me!"**
2. **Make it blink faster**

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