

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/331584425/>)

### 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? Circle or highlight the action(s) that happened for each event.**




#### 1. When I clicked the green flag:

|  |                                     |   |   |  |                                |
|--|-------------------------------------|---|---|--|--------------------------------|
|  | talked<br>waved flag<br>did nothing |  | hissed<br>raced<br>wiggled<br>did nothing |  | buzzed<br>raced<br>did nothing |
|--|-------------------------------------|---|---|--|--------------------------------|




#### 2. When I pressed the right arrow key:

|   |                                     |   |   |   |                                |
|---|-------------------------------------|---|---|---|--------------------------------|
|  | talked<br>waved flag<br>did nothing |  | hissed<br>raced<br>wiggled<br>did nothing |  | buzzed<br>raced<br>did nothing |
|---|-------------------------------------|---|---|---|--------------------------------|

#### 3. When I pressed the space bar:

|   |                                     |   |   |   |                                |
|---|-------------------------------------|---|---|---|--------------------------------|
|  | talked<br>waved flag<br>did nothing |  | hissed<br>raced<br>wiggled<br>did nothing |  | buzzed<br>raced<br>did nothing |
|---|-------------------------------------|---|---|---|--------------------------------|

#### 4. When I clicked on the bee:

|   |                                     |   |   |   |                                |
|---|-------------------------------------|---|---|---|--------------------------------|
|  | talked<br>waved flag<br>did nothing |  | hissed<br>raced<br>wiggled<br>did nothing |  | buzzed<br>raced<br>did nothing |
|---|-------------------------------------|---|---|---|--------------------------------|

To get the bee to do something, I click on this key: \_\_\_\_\_

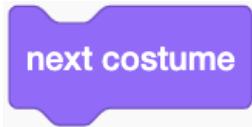
Name: \_\_\_\_\_

Scratch ID: \_\_\_\_\_

### SEE Inside:

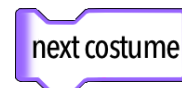
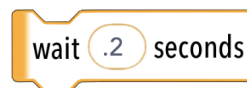
Click on the **Bee** (in bottom-right corner sprite pane) and look at its scripts.

5. Predict which keys make the bee go up, down, left, and right.  
Left\_\_\_\_\_ Right\_\_\_\_\_ Up\_\_\_\_\_ Down\_\_\_\_\_
6. Predict which block(s) makes the **Bee** go to the right. Circle your answer(s).

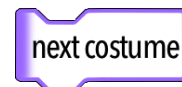


Click on the **Monkey** (in bottom-right corner sprite pane) and look at its right arrow script.

7. Predict which block(s) control(s) how the speed of the **Monkey** waving its flag.



8. Predict which block(s) control(s) how many times the **Monkey** waves its flag.



### 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: Add scripts to make the script go up and left!**