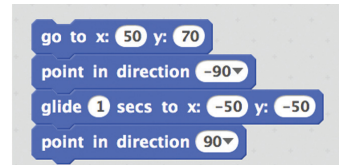
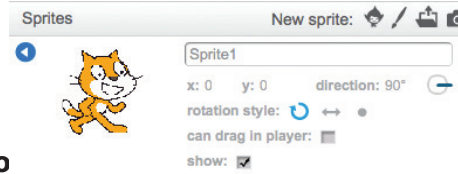


Module 1

Exercises Say “hello” to Scratch

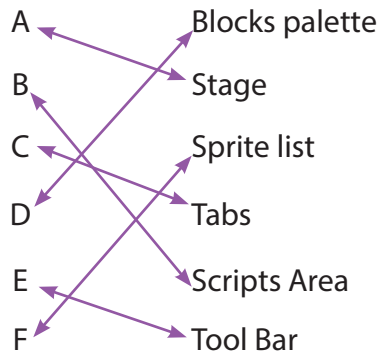
- 1 Sample Solution
When the green flag is clicked the sprite will go to the position x:100 y:100 on the stage. The sprite will then pause for 1 second, move downwards by 200 steps, pause for .5 seconds, move left 100 steps and turn forward by 90 degrees. The sprite will glide for 1 second to the stage position x:0 y:0 and point facing in a forward direction.

2



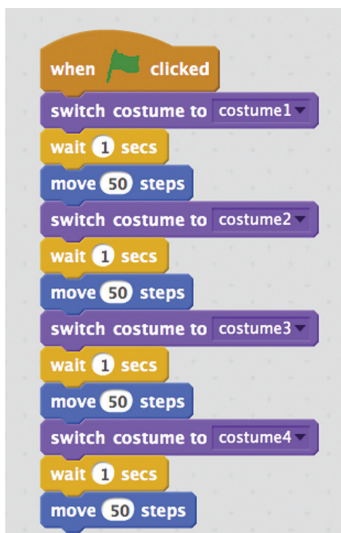
Select can rotate butto
(Select the 'i' at the top left hand corner of the selected sprite in the sprites area to reveal the sprite editor to rotate.)

3 The Scratch Interface Quiz



Exercises: Playing With Pictures

1



Exercises: Tell me what to do

1 Sample Solution

1. Buy a top up voucher in a shop or at a vending machine.
2. Dial 1741 on your phone.
3. Listen to the instructions.
4. Enter the code on the voucher and press the # key on your phone.
5. Listen for your new balance to make sure it's correct.
6. Hang up.

2 Sample Solution

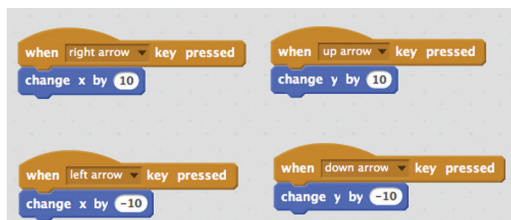
1. Making a cup of tea
2. Brushing your teeth
3. Playing a dvd

3 Sample Solution

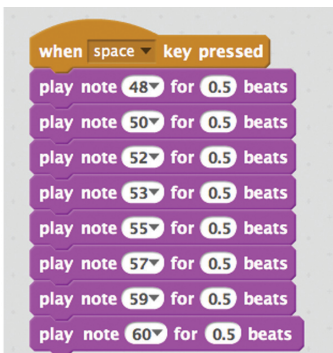
1. Begin on side A
2. Take goat across to side B
3. Return with empty boat to side A
4. Take dog across river to side B
5. Return with goat to side A
6. Take cabbage to side B
7. Return with empty boat to side A
8. Take goat to side B
9. END

Exercises: Playing With Music

1



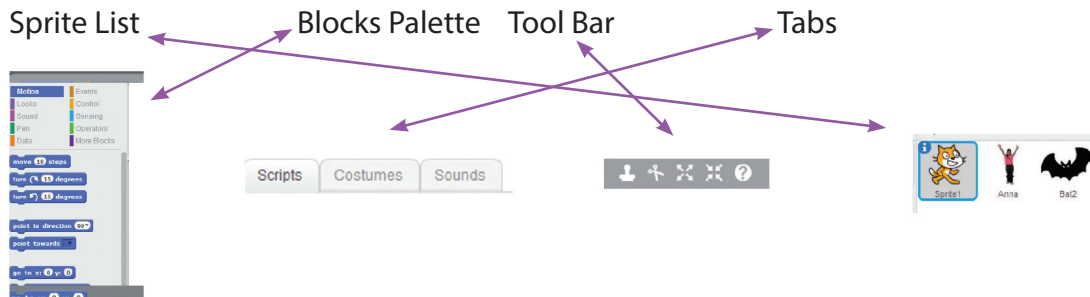
2



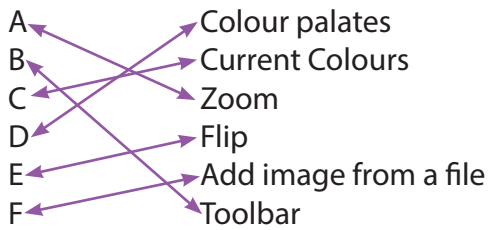
End of Module 1 Quiz

- 1 C.
- 2 B.
- 3 A.
- 4 D.

5 Match the following parts of the Scratch interface to the images



6 Match the letters from the diagram of the Scratch paint Editor to the correct description.



- 7 A.
- 8 B.
- 9 B.