Module III:
Processes

Scratch

Exercise: Scratch Script

• to make the triangle to turn faster while still ending at "home base", should I

  A. increase 36
  B. increase 10
  C. increase 0.01
  D. none of the above

Exercise: Another Scratch Script

what will the triangle do?

A. turn counter-clockwise 45 degrees
glide in a NW direction
wiggle three times
glide back to "home" (x=0, y=-110)
turn clockwise 45 degrees

B. turn clockwise 45 degrees
glide in a NE direction
wiggle three times
glide back to "home" (x=0, y=-110)
turn counter-clockwise 45 degrees

Exercise: Using Variables

• to ensure that the triangle ends at "home" (i.e., at x=0, y=my-y-position), which number needs to be changed to "my-y-position"?

  A. -45
  B. 36
  C. 10
  D. -110
Review of Scratch Concepts

- instructions (blocks) are composed into scripts
- the order in which instructions are executed is determined by
  - control blocks
  - principle of sequential execution
- variables can ease data management and describe actions on data

Clicker Exercise: Order of Execution

- in what order are the labeled blocks executed?
  
  A. X, Y, Z
  B. X, Z, Y
  C. Z, X, Y

Clicker Exercise: Using Variables

- if dist is set to 50 in the Stage script, where is the triangle after the "start" script is executed?

  A. (x= 0, y=50 )
  B. (x= 50, y=0 )
  C. (x=-50, y=0 )
  D. (x= 0, y=-50)

Clicker Exercise: Model and Predict

- how much does the triangle turn on the second iteration of the repeat loop?

  A. 0 degrees
  B. 5 degrees
  C. 10 degrees
  D. none of the above