

TIPP&SEE

Animal Number Story

Objective: I can closely observe a Scratch program and find the scripts that caused the actions.

Scratch Link: Animal Number Story (<https://scratch.mit.edu/projects/227391112/>)

Start with **TIPP&SEE!**

Get a **TIPP** from the Project Page.


Read carefully:

Title

Instructions

Purpose

Play the project and circle the action(s) that happened for each event below.

① When I clicked  :



moved

talked



moved

talked

nothing happened

② When I clicked on  :



moved

talked



moved

talked

the background changed

③ When I clicked on  :



moved

talked



moved

talked

nothing happened

④ When I pressed the space key:



moved

talked



moved

talked

the background changed

SEE inside. (Click the  button at the top right.)

First click on the **Sprite**, then find the **Event** that starts the script, then find the code.

⑤ **Explore:** Circle your answer.

a. Which block makes the **crab** move?

Setup

move 40 steps

say I have 9 counters. for 2 seconds

wait 1 seconds

b. Which block puts the **crab** in its start position?

Setup

move 40 steps

say I have 9 counters. for 2 seconds

wait 1 seconds

c. Which block makes the **hippo** talk?

Setup


move 40 steps

say I have 9 counters. for 2 seconds

wait 1 seconds

TIPP&SEE

Animal Number Story (con't)


NAME		
Lesson 2-3A 		
SCRATCH ID	DATE	TIME

d. Which button stops the program before it is finished?



⑥ Explore: Make these changes to the **Crab's** script and see what happens.

a. Change  to . Run and watch.

b. Remove the  block. Click the crab three times. What happens? _____

c. Add another say block that says "Hi, how are you today?" Run and watch. What happens?

⑦ Now modify the project!

- Reload, Remix, Rename, and Share the project.
- Make the **hippo** move 30 steps before it talks.
- Change the Hippo script to make the **hippo** say "I have 7 counters."
- Change the Crab script to make the **crab** say "I have 5 counters."
- Write the new number sentence: _____
- Run the program and make sure it does all of the above.

Did the final number sentence change? Why or why not? _____

- Save your finished program.

⑧ If you finish early:

- Make the hippo play the drums after talking.
- Change the backdrop (in the stage) to match the new number sentence.
- Change the colors of the Hippo and the Crab (click on the costumes tab).
- Make both animals say "Hi!" when the green flag is clicked.