TIPP&SEE
Sharing Equally

Objective: I can closely observe a Scratch program and find the scripts that caused the actions.
Scratch Link: Sharing Equally (https://scratch.mit.edu/projects/225444068/)

Start with **TIPP&SEE!**   Get a **TIPP** from the Project Page.
Read carefully: **T**itle   **I**nstructions   **P**urpose

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

① When I clicked 🚩 :

Glowy   moved   talked   changed color   Smokey   moved   talked   changed color   nothing happened

② When I pressed the space key:

Glowy   moved   talked   changed color   Smokey   moved   talked   changed color   nothing happened

③ When I clicked on 🐱 :

Glowy   moved   talked   changed color   Smokey   moved   talked   changed color   nothing happened

④ When I clicked on 🐱 :

Glowy   moved   talked   changed color   Smokey   moved   talked   changed color   nothing happened

⑤ At the end:

a. Glowy — Glowy had _____ toys.   b. Smokey — Smokey had _____ toys.

c. There were ____ toys left over.

SEE inside. (Click the **⟳ See inside** button at the top right.)

First click on the **S**prite, then find the **E**vent that starts the script, then find the code.

⑥ **E**xplore: Circle your answer.

a. Which block makes **Glowy** talk?

say Hello! for 2 seconds   start sound meow ▼   get a toy   change color ▼ effect by 25

b. Which block makes **Glowy** change color?

`say Hello! for 2 seconds` `start sound meow ▼` `get a toy` `change color ▼ effect by 25`

c. Which block makes **Smokey** get a toy?

`say Hello! for 2 seconds` `start sound meow ▼` `get a toy` `change color ▼ effect by 25`
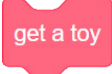
d. Which block makes **Smokey** meow?

`say Hello! for 2 seconds` `start sound meow ▼` `get a toy` `change color ▼ effect by 25`

e. Where can I find the `change color ▼ effect by 25` and `say Hello! for 2 seconds` blocks?

⬤ Motion   ⬤ Looks   ⬤ Events   ⬤ Control   ⬤ My Blocks

⑦ **Ex**plore: Make these changes to the Glowy script and see what happens.

a. Add `get a toy` to the end of the `when 🚩 clicked` script. Run and watch. *(Take the block off when done.)*

b. Remove `Setup`. Click the green flag three times. *(Put back the block when done.)*

c. Remove `wait 2 seconds`. Run and watch.

⑧ Now modify the project!

Write the division number model you want to use: _____ ÷ _____ → _____ R _____

❑ Reload, Remix, Rename, and Share the project.

❑ Make the cats get the right number of toys. Use your division number model.

❑ Test and Save your finished program.

⑨ If you finish early:

❑ Switch the Toy's costume to an apple or ball.

❑ Choose a new backdrop for the stage.   ❑ Write the number sentence on the backdrop.

❑ Make Smokey dance around after it meows.