TIPP&SEE

Zoo Animals Number Story

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

Scratch Link: Zoo Animals Number Story (https://scratch.mit.edu/projects/236238013)

Start with TIPP&SEE! Get a TIPP from the Project Page.

Read carefully:

<table>
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<th>Title</th>
<th>Instructions</th>
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Play the project and circle or write down the action(s) that happened for each event below.

1. When I clicked 🌼:
   
   This animal moved: 🦧
   
   This animal talked: 🦧
   
   nothing happened

2. When I clicked on 🦧: _______________________________________________________

3. When I clicked on 🦧: _______________________________________________________

4. When I clicked on 🦧: _______________________________________________________

5. When I pressed the space key: ____________________________________________________

   __________________________________________________________________________

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

First click on the Sprite, then find the Event that starts each script, then look at the code.

6. Explore: Circle your answer.

   a. Which block makes the orangutan talk?

   ![Orange block] wait 6 seconds [say The zoo wants us to weigh in!] for 4 seconds

   b. Which block puts the orangutan on the scale?

   ![Orange block] wait 6 seconds [say The zoo wants us to weigh in!] for 4 seconds

   c. Which block starts the wolf on the grass?

   ![Orange block] wait 6 seconds [say The zoo wants us to weigh in!] for 4 seconds
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7 Explore: Write your answer.
   a. Which event makes the scale talk? _____________________________________________
   
   b. Which event makes the animals get off the scale? ________________________________

8 Now modify the project!
   □ Reload the project.
   □ Make the three animals move to the scale at the same time.
   □ Change the wolf’s script to make the wolf say “I weigh 150 pounds.”
   □ If the total weight of the three animals is still 490 pounds, write the new number sentence to find the weight of the mountain lion: __________________________________________
   □ Change the scale’s script to say the new number sentence.
   □ Run the program and make sure it does all of the above.
   □ Remix, Rename, and Share the project.

9 If you finish early:
   □ Make the wolf growl before she moves.
   □ Make the second lion get on the scale with the others. What is the new total weight? ______
   □ Change the scale’s costume to match the new total weight.
   □ Change the colors of the animals (click on the costumes tab).