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: **T**itle   **I**nstructions   **P**urpose

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 _____
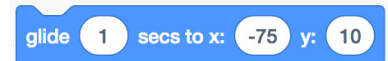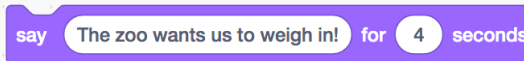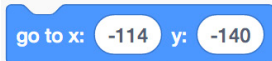
③ When I clicked on _____

④ When I clicked on _____

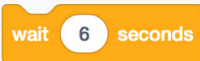⑤ When I pressed the space key: _____

_____

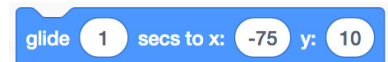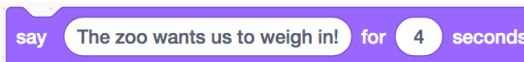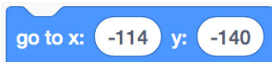**SEE** inside. (Click the [↻ See inside] button at the top right.)

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

⑥ **E**xplore: Circle your answer.

a. Which block makes the **orangutan** talk?

`wait 6 seconds`   `go to x: -114 y: -140`   `say The zoo wants us to weigh in! for 4 seconds`   `glide 1 secs to x: -75 y: 10`

b. Which block puts the **orangutan** on the scale?

`wait 6 seconds`   `go to x: -114 y: -140`   `say The zoo wants us to weigh in! for 4 seconds`   `glide 1 secs to x: -75 y: 10`

c. Which block starts the **wolf** on the grass?

`wait 6 seconds`   `go to x: -114 y: -140`   `say The zoo wants us to weigh in! for 4 seconds`   `glide 1 secs to x: -75 y: 10`
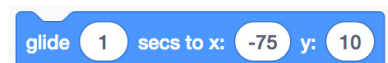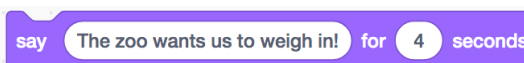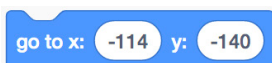
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⑦ **Explore**: Write your answer.

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).