## TIPP&SEE Ambling Animals

Scratch Link: Ambling Animals (	https://scratch.mit.edu/projects/259190866/)	

Start with <b>TIPP&amp;SEE</b> !		Get a <b>TIPP</b> from the Project Pag	Get a <b>TIPP</b> from the Project Page.	
Read carefully:	Title	Instructions	<b>P</b> urpose	

1 Play the project four times and fill in the table. Each time, write down the animal closer to 1, the animal closer to 0, and the value in the variable GreaterAnimal.

NAME

Lesson 3-4A

DATE

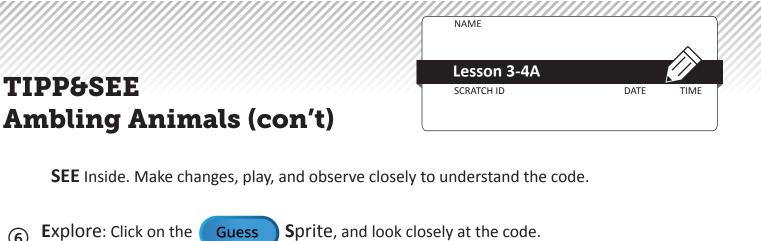
TIME

SCRATCH ID

animal closer to 1	animal closer to 0	Value in GreaterAnimal

2	If the crab's fraction is closer to 1, what is the value in GreaterAnimal?	
3	If the frog's fraction is closer to 1, what is the value in GreaterAnimal?	
4	What value is being stored in the GreaterAnimal variable each time?	

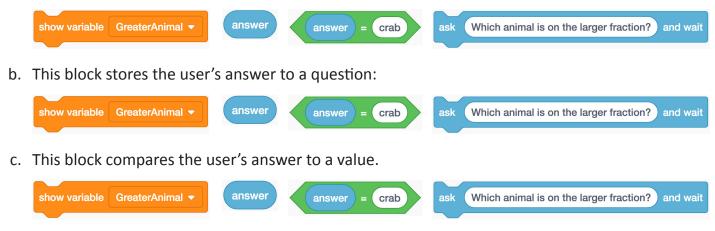
(5) Now click the Guess button. What happens?



Circle your answers.

(6)

a. This block asks the user a question and waits for an answer (input):



What could the user do to make the program output "Snap Snap!"? (7)

8 What could the user do to make the program output "Ribbit Ribbit!"?

		NAME	
An	mbling Animals	Lesson 3-4A DATE TIME	E
	<b>allenge:</b> Modify the program to make the computer tell th prrect.	ne user if their guess is correct or	
1	What do you want the program to output if the user's gu	uess is <b>correct</b> ?	
			_
2	Write a conditional statement for this.		
	If	,	
	Then	·	
3	What do you want the program to output if the user's gu	uess is <b>incorrect</b> ?	
4	Write a conditional statement for this.		-
	If	,	
	Then	·•	
5	Modify the script on the Guess button sprite to complete when you are ready, have your partner be the user and r		d
6	<b>Bonus challenge:</b> Make your program ask the user and inside a say block to output their answer. Add this code t sprite and build the script there.		

Your new question: \_\_\_\_\_\_

Example user input: \_\_\_\_\_

Example program output: \_\_\_\_\_\_