TIPP&SEE
Ambling Animals

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

Start with TIPP&SEE!
Read carefully:

Get a TIPP from the Project Page.

Title
Instructions
Purpose

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.

<table>
<thead>
<tr>
<th>animal closer to 1</th>
<th>animal closer to 0</th>
<th>Value in GreaterAnimal</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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?

   _____________________________________________________________________
   _____________________________________________________________________
   _____________________________________________________________________
**TIPP&SEE**

*Ambling Animals (con’t)*

**SEE** Inside. Make changes, play, and observe closely to understand the code.

6 **Explore:** Click on the **Guess** Sprite, and look closely at the code.

Circle your answers.

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

   ![Block](image1)

b. This block stores the user’s answer to a question:

   ![Block](image2)

c. This block compares the user’s answer to a value.

   ![Block](image3)

7 What could the user do to make the program output “Snap Snap!”?

___________________________________________________________________

___________________________________________________________________

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

___________________________________________________________________

___________________________________________________________________

Copyright © Everydaycomputing.org
**Challenge:** Modify the program to make the computer tell the user if their guess is correct or incorrect.

1. What do you want the program to output if the user’s guess is **correct**?

   __________________________________________________________

2. Write a conditional statement for this.

   If __________________________________________,

   Then ___________________________________________ .

3. What do you want the program to output if the user’s guess is **incorrect**?

   __________________________________________________________

4. Write a conditional statement for this.

   If __________________________________________,

   Then ___________________________________________ .

5. Modify the script on the Guess button sprite to complete this challenge. Test your program and when you are ready, have your partner be the user and run your program!

6. **Bonus challenge:** Make your program ask the user another question and use the join block inside a say block to output their answer. Add this code to an existing sprite OR add a NEW sprite and build the script there.

   **Your new question:** __________________________________________________________

   **Example user input:** __________________________________________________________

   **Example program output:** __________________________________________________________