

TIPP&SEE

Ambling Animals

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

NAME		
Lesson 3-4A 		
SCRATCH ID	DATE	TIME

Start with **TIPP&SEE!**


Get a **TIPP** from the Project Page.

Read carefully: **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**.

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?

TIPP&SEE

Ambling Animals (con't)

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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):



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




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



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!"?

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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: _____