**TIPP&SEE**  
**Getting Mack Home**

**Objective:** I can use the repeat block when I know the distance to the intended location.

**Scratch Link:** Getting Mack Home ([https://scratch.mit.edu/projects/210105463/](https://scratch.mit.edu/projects/210105463/))

Start with **TIPP&SEE!**

Get a TIPP from the Project Page.

**Play** the project and circle or write down the action(s) that happened for each question below.

1. When I clicked 🔄, the number line was divided into:
   - halves
   - thirds
   - fourths
   - fifths
   - sixths
   - sevenths
   - eighths
   - ninths
   - tenths

2. The puddle was located at:
   - \( \frac{3}{8} \)
   - \( \frac{5}{6} \)
   - \( \frac{5}{8} \)
   - \( \frac{1}{2} \)
   - \( \frac{3}{4} \)

3. What did the dog Mack do?

4. How much further should Mack walk to get home?
   - \( \frac{3}{8} \)
   - \( \frac{5}{6} \)
   - \( \frac{5}{8} \)
   - \( \frac{1}{2} \)
   - \( \frac{3}{4} \)

5. Write a fraction number sentence for this problem.
   
6. **SEE Inside. First click on the Mack Sprite, then find the Event.**

7. **Explore:** Circle your answers.
   
   a. This block determines how many equal parts the line gets divided into:
      
   b. This block makes Mack walk forward one tick mark:
      
   c. This block determines how many tick marks Mack walks:
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Explore: Help Mack get home!

8 Find these blocks and add them to the starting script:

9 Make changes to the script so that Mack walks home after stepping in the puddle. Think:
   a. What step (block) does Mack have to repeat a few more times to get home?
      Where in my script should I put that block?
   b. How many times does Mack have to repeat that step (block) to get home?
      Where in my script can I enter that number?
Shuffle Puddle

Objective: I can use the repeat until block.

Scratch Link: Getting Mack Home (https://scratch.mit.edu/projects/210105463/)

Press the Shuffle Puddle button and observe the project run again. (Do this at least twice.)

1. How does the project run differently from when you pressed the green flag? ________________

SEE Inside. Click on the Mack sprite, then find the when I receive shuffle puddle event.
Look at the first part of this script.
Then answer the questions below.

2. Where does Mack stop walking? ________________

3. What causes Mack to stop walking? ________________

Now think about how to help Mack walk the rest of the way home.

4. When do you want Mack to stop walking during the second part of his walk?

5. Which block do you think you could use to tell Mack when to stop?

6. Which repeat block can you use with the block you circled in Problem 5?
Add to the script to help Mack walk home.

Then press the button to test your script.

When your script is finished and working, remix, share, and draw your additions to the starting script below.