

The image shows a Scratch interface with three main sections: commands, program, and stage.

- commands:** A vertical list of blue buttons: turn, grow, shrink, jump, roll, and spin.
- program:** A grey workspace containing a sequence of blocks:
 - A blue 'spin' block.
 - A pink 'repeat 5' block connected to a grey loop body containing a blue 'shrink' block.
 - A blue 'jump' block.
 - A second pink 'repeat 5' block connected to a grey loop body containing a blue 'grow' block.
 - A blue 'spin' block.
- stage:** A green field with a light blue sky and a yellow sun. A small green dinosaur with a pink spine is on the left. To the left of the stage are two circular buttons: a 'Play' button (right-pointing triangle) and a 'Menu' button (left-pointing double triangle).

If I want Daisy to end up larger than her original size by the end of this program, will that happen?

The image shows a programming interface with three main sections:

- commands:** A vertical list of blue buttons labeled "turn", "grow", "shrink", "jump", "roll", and "spin".
- program:** A script area containing a sequence of blocks: a pink "repeat 5" block, a blue "grow" block, another pink "repeat 5" block, and a blue "jump" block. Two grey callout boxes are attached to the first and second "repeat 5" blocks, each containing a blue button labeled "spin" and "shrink" respectively.
- stage:** A rectangular area with a light blue sky and a yellow sun in the top right corner. A green dinosaur with a red spine is on a green ground. To the left of the stage are two circular buttons: a "Play" button with a right-pointing triangle and a "Menu" button with a left-pointing double triangle.

Okay, I have fixed the program. *Now*, will she be larger at the end?

1

2

What is the difference between Program 1 and Program 2?

Even though I changed the program, the results are the same, aren't they? What should I have fixed, instead, to make Daisy bigger at the end?

commands: turn, grow, shrink, jump, roll, spin

program: spin, repeat 5 (shrink), jump, repeat 5 (grow), spin

stage: Play, Menu, dinosaur on a green field under a blue sky with a sun.

1

commands: turn, grow, shrink, jump, roll, spin

program: repeat 5 (spin), grow, repeat 5 (shrink), jump

stage: Play, Menu, dinosaur on a green field under a blue sky with a sun.

2

Give an example of a time you tried to fix something because you were not getting the results you wanted, and your fix made things worse.

commands

- turn
- grow
- shrink
- jump
- roll
- spin

program

- spin
- repeat 5
 - shrink
- jump
- repeat 5
 - grow
- spin

stage

Play

Menu

1

commands

- turn
- grow
- shrink
- jump
- roll
- spin

program

- repeat 5
 - spin
- grow
- repeat 5
 - shrink
- jump

stage

Play

Menu

2

What is a rule that you would give someone who wants to “fix” something ?