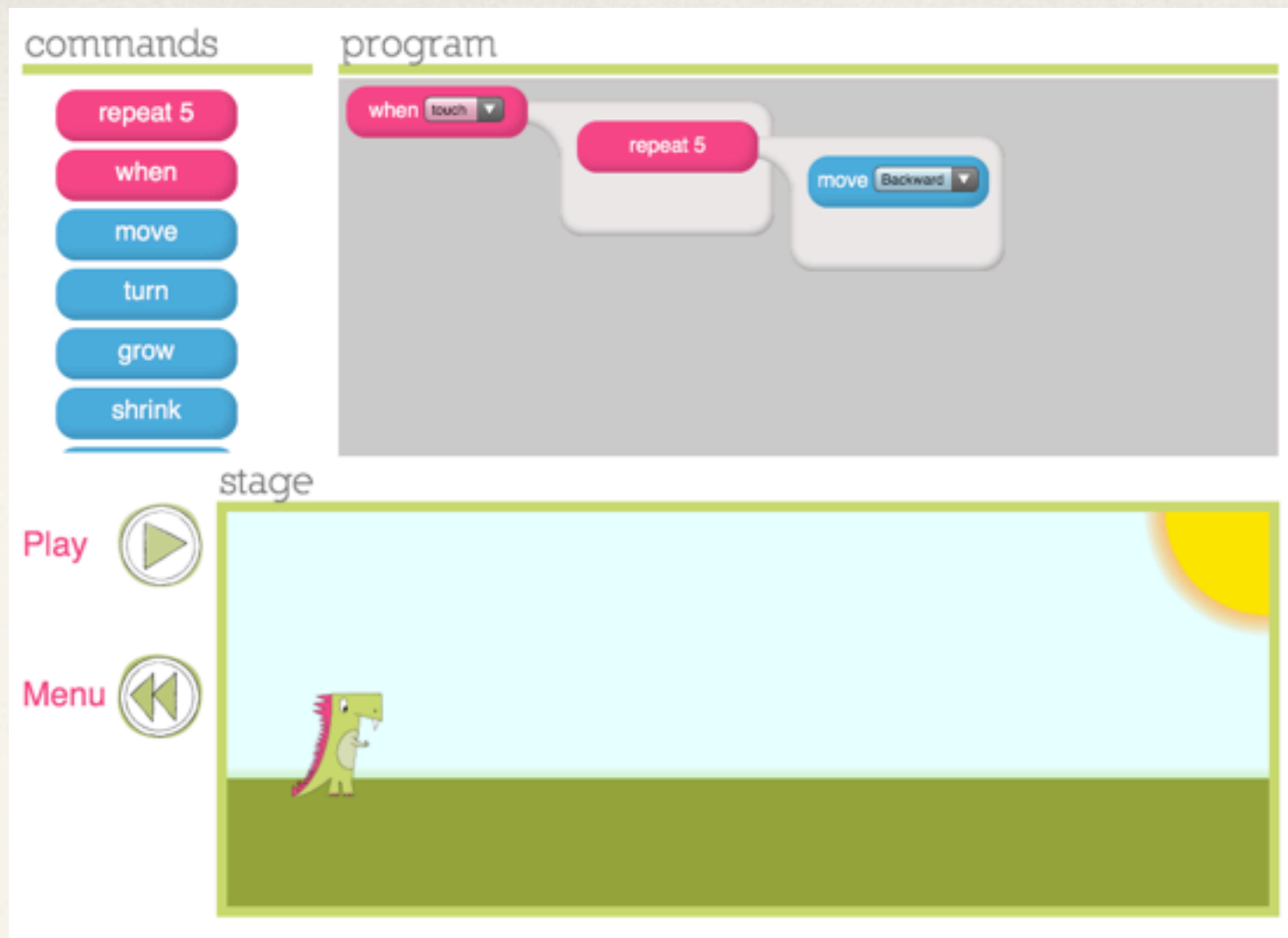


Put an “X” on the picture at the approximate place where Daisy will be at the end of this program.



Put an “X” on the picture at the approximate place where Daisy will be at the end of *this* program.



commands

- when
- move
- turn
- grow
- shrink
- jump

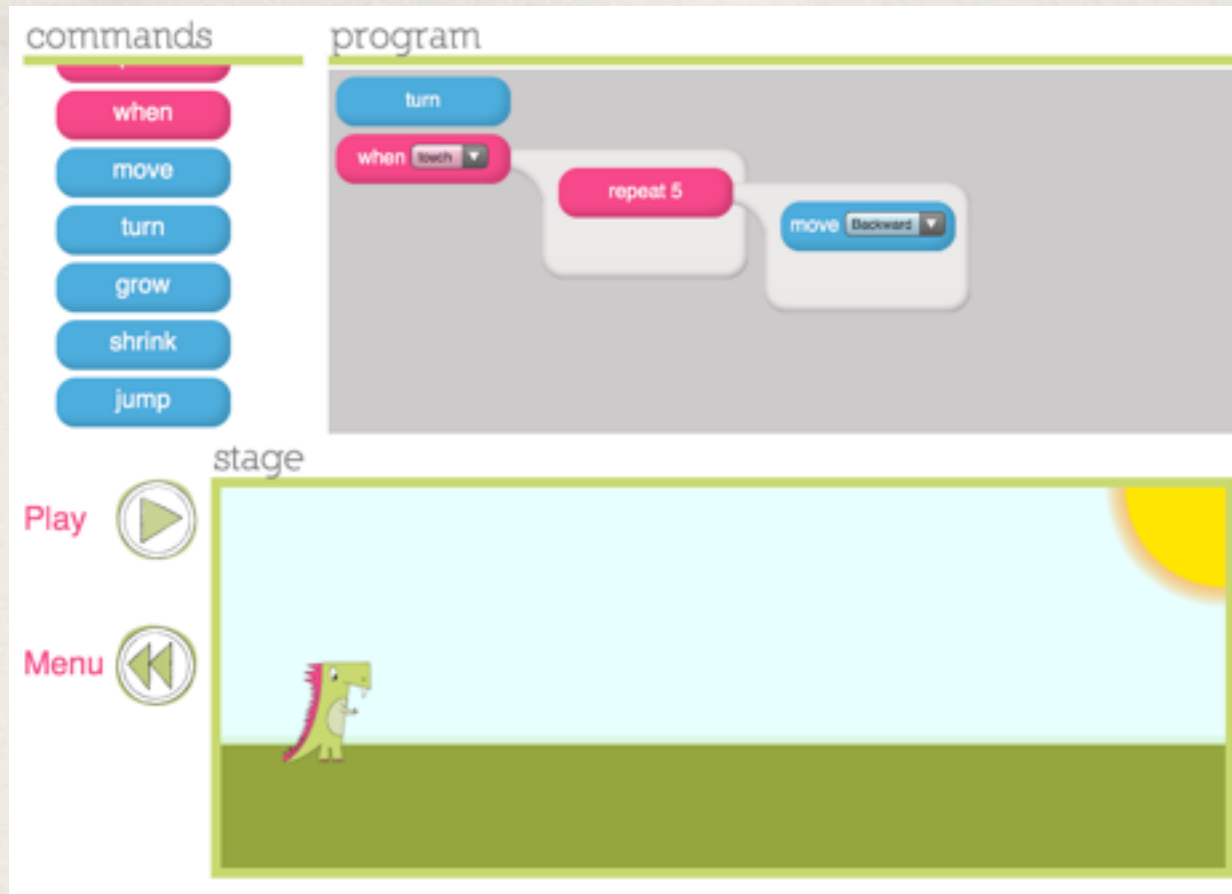
program

- turn
- when touch
- repeat 5
- move Backward

stage

Play

Menu



1

commands

- repeat 5
- when
- move
- turn
- grow
- shrink

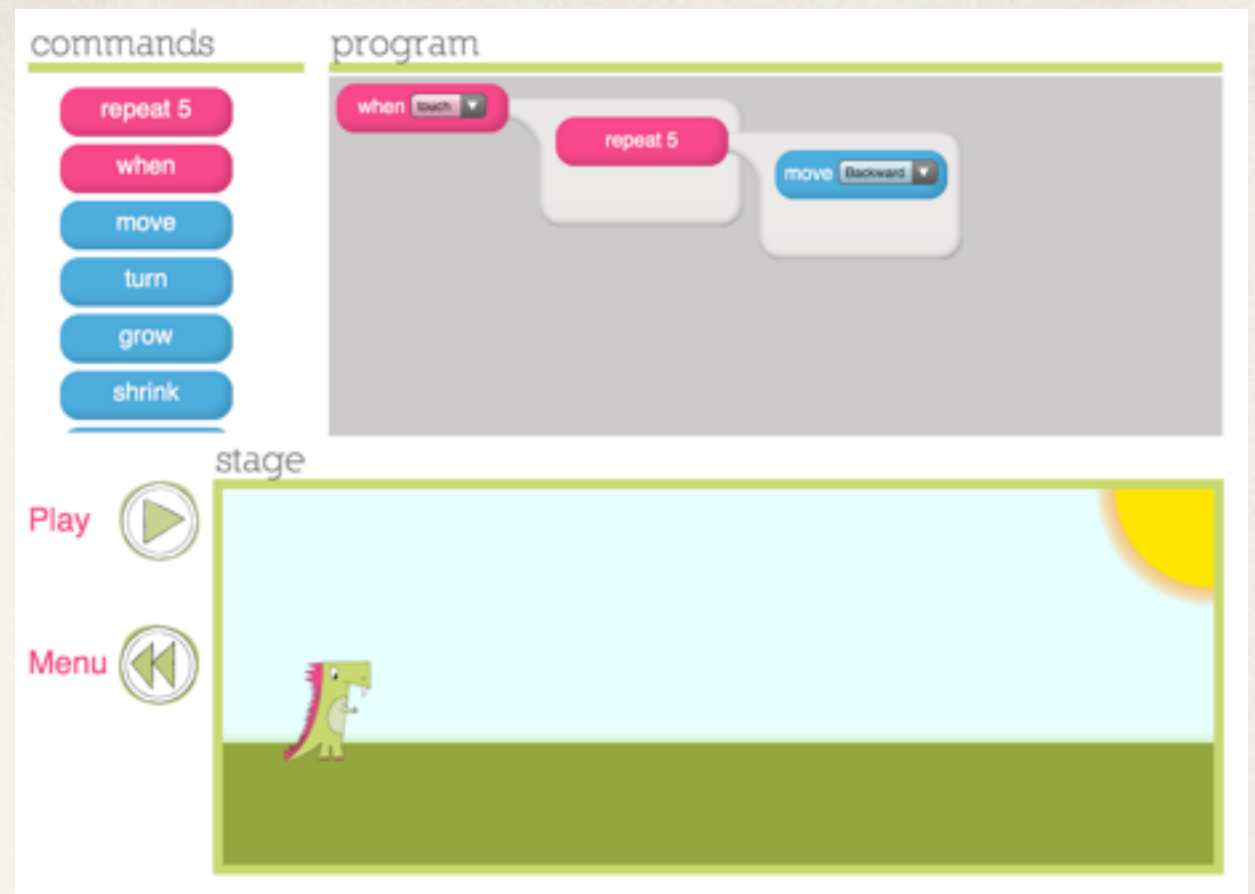
program

- when touch
- repeat 5
- move Backward

stage

Play

Menu



2

What is the difference between Program 1 and Program 2?

The image shows a Scratch interface for Program 1. On the left, the 'commands' palette lists: when, move, turn, grow, shrink, and jump. The 'program' area contains three blocks: a 'when touch' block, a 'repeat 5' block, and a 'move Backward' block. Below the program is a 'stage' area with a 'Play' button and a 'Menu' button. The stage shows a green dinosaur character on a green ground with a yellow sun in the top right corner.

1

The image shows a Scratch interface for Program 2. On the left, the 'commands' palette lists: repeat 5, when, move, turn, grow, and shrink. The 'program' area contains three blocks: a 'when touch' block, a 'repeat 5' block, and a 'move Backward' block. Below the program is a 'stage' area with a 'Play' button and a 'Menu' button. The stage shows a green dinosaur character on a green ground with a yellow sun in the top right corner.

2

By removing one small instruction from Program 1, I completely changed Daisy's outcome. Describe a real-life example where changing one small thing can completely change the results.



commands

- when
- move
- turn
- grow
- shrink
- jump

program

- turn
- when touch
- repeat 5
- move Backward

stage

Play

Menu

1

commands

- repeat 5
- when
- move
- turn
- grow
- shrink

program

- when touch
- repeat 5
- move Backward

stage

Play

Menu

2

What is a rule that you would make about changes in systems?