## Module 1

## Say "hello" to Scratch

(1) Sample Solution

When the green flag is clicked the sprite will go to the position $\mathrm{x}: 100 \mathrm{y}: 100$ on the stage. The sprite will then pause for 1 second, move downwards by 200 steps, pause for .5 seconds, move left 100 steps and turn forward by 90 degrees. The sprite will glide for 1 second to the stage position $\mathrm{x}: 0 \mathrm{y}: 0$ and point facing in a forward direction.
(2)

(3) The Scratch Interface Quiz


## Playing With Pictures

(1)

```
when flicked
switch to costume costume1 *
wait (1) secs
move (50) steps
switch to costume costume2 *
wait 1}\mathrm{ secs
move 50 steps
switch to costume costume3 -
wait }
move 50 steps
switch to costume costume4*
wait 1 secs
move 50) steps
```


## Tell me what to do

(1) Sample Solution

1. Buy a top up voucher in a shop or at a vending machine.
2. Dial 1741 on your phone.
3. Listen to the instructions.
4. Enter the code on the voucher and press the \# key on your phone.
5. Listen for your new balance to make sure it's correct.
6. Hang up.
(2) Sample Solution
7. Making a cup of tea
8. Brushing your teeth
9. Playing a dvd
(3) Sample Solution
10. Begin on side A
11. Take goat across to side $B$
12. Return with empty boat to side $A$
13. Take dog across river to side $B$
14. Return with goat to side $A$
15. Take cabbage to side B
16. Return with empty boat to side $A$
17. Take goat to side B
18. END

## Playing With Music

(1)

(2)


## End of Module 1 Quiz

(1) C.
(2) B.
(3) A.
(4) D.
(5) Match the following parts of the Scratch interface to the images

(6) Match the letters from the diagram of the Scratch paint Editor to the correct description.

(7) C.

8 A.
(9) B.
(10) B .

