Planning a program

Name: _____

The purpose of the program

1 Circle the correct words in bold.

The purpose of this program is for **two** / **three** characters to react to certain **inputs** / **outputs**.

The events in the program

2 Write in the missing words.

There are four events that take place:

a When the _____ is clicked.

b When the _____ sprite is clicked.

c When the backdrop switches to _____.

d When the _____ character is clicked.

The expected outcome for each event

3 We can write this in algorithm form as shown below. Write in the missing words:

a)	Dinosaur2 Sprite (Part 1)
1	Start program when backdrop switches to _____ backdrop
2	Move sprite _____ steps
3	Play _____ sound

b)	Dinosaur2 Sprite (Part 2)
1	_____ when this sprite is clicked
2	Switch to _____ backdrop
3	Say "_____!" for 2 seconds

c)	Dinosaur1 Sprite (Part 1)
1	Start program when the _____ is clicked
2	Say, "Hi" for _____ seconds

d)	Dinosaur1 Sprite (Part 2)
1	_____ when this sprite is clicked
2	Switch to _____ backdrop

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