

Name: _____

Grade: _____

Guess who

Use the worksheet to evaluate the conditions and decide which characters to remove from the game until you have a winner.

Cross out the characters with an X when you think they should be removed (i.e if they are told to disappear)

Statement No.	True or false	Characters to keep or remove
1		
2		
3		
4		

Selection activity

Task 1: Predict

With your partner, take some time to read the code below. Predict what you think will happen. This is not a test so don't worry about your prediction being correct.

```

when clicked
  say Hello! for 2 seconds
  say I'm Big Ed from the year 2182 for 4 seconds
  ask_name
  how_are_you
  birthday

define ask_name
  ask What's your name? and wait
  set name to answer
  say join Hello name for 2 seconds

define how_are_you
  ask Are you OK? and wait
  set health to answer
  if health = yes then
    say Good, glad to hear it for 2 seconds
  say I have another question for 2 seconds

define birthday
  say It's my birthday today for 2 seconds
  ask Is it your birthday today as well? and wait
  set birthday? to answer
  if birthday? = yes then
    say Happy Birthday for 2 seconds
  else
    say A very happy unirthday to you for 2 seconds
  
```

What do you predict will happen when the green flag is clicked? Be as precise as you can (discuss **exactly** what you think will happen).

Open the following Scratch program and select **See inside** — ncce.io/biged2

Questions

Your answers ▾

Now run the code.

- Were your predictions correct?
- Did anything surprise you about what happened when the code was executed?
- Did you miss anything out?

Task 2: Investigate

Answer the following questions with your partner by experimenting with the code in order to investigate how it works.

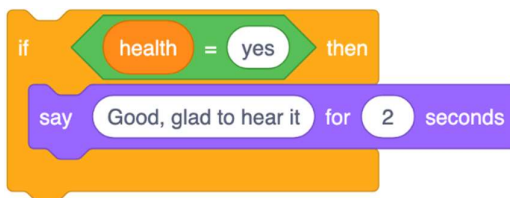
Questions

Your answers ▾

What is the purpose of the following three blocks of code?



Explain what the following block of code does:



What happens if you say “No” when asked “Are you OK?”

What happens if you say “No” when asked if it is your birthday?

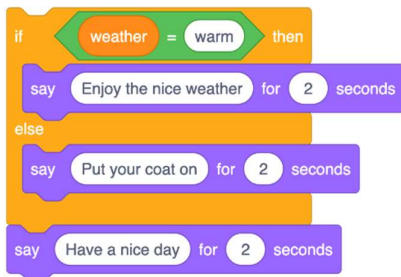
What happens if you say “Yes” when asked if it’s your birthday?

What is the difference between the following two blocks of code:

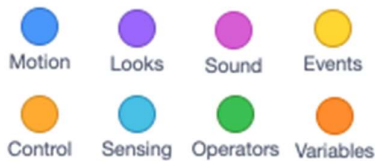
Block 1:



Block 2:



From which menu on the left-hand side of the screen would you find the **If** blocks?



From which menu on the left-hand side of the screen would you find the following blocks?



Task 3: Modify

3.1 The Big Ed 'Easter egg'

Questions

Your answers/screenshot of your modification ▾

An Easter egg in a computer program is extra (hidden) functionality.

Add an Easter egg to the 'ask_name' subroutine that responds with the following, only if the user says their name is "Ed".

say That's an AWESOME name for 2 seconds

3.2 What if I'm not OK?

Questions

Your answers/screenshot of your modification ▾

Change the 'how_are_you' subroutine so that if the user says "no" to the question "Are you OK?" then it responds with the following:

say Oh no, hope you feel better soon for 2 seconds

Note: Your program should still say "Good, glad to hear it", if the user says "Yes".

3.3 The Big Ed 'Easter egg' part 2

Questions

Your answers/screenshot of your modification ▾

Modify the code that you have just added so that it will say the same message if the user says their name is either "Ed" or "Big Ed".
