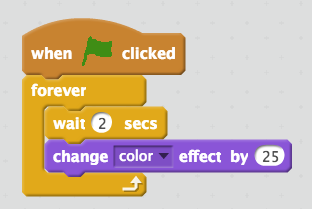
**Conditional and Sensing Blocks**

**#8 Using Dialogue and Changing Backgrounds**

* Use the default sprite or delete the cat and add a new one (see #2 on first instructions sheet)
* Click on the LOOKS menu (purple) and drag the “Say Hello! for 2 secs” block into the Scripts workspace
* Drag another copy of the same block into the workspace and snap below the first; change the text to “Hola!”
* Drag a third copy of the same block into the workspace and snap below the first; change the text to “Ciao!”
* Drag a fourth copy of the same block into the workspace and snap below the first; change the text to “Aloha!”
* From the CONTROL menu, drag the “Forever” block into workspace and wrap around the set of four blocks
* Now, drag the “When [green flag] clicked” block into workspace and snap on top of other blocks
* Next, click on the Stage icon below the sprite screen (small white box with the label “Stage” underneath)
* Add a backdrop (see #4 on first instructions sheet)
* Now, click on the “Scripts” tab for the backdrop (not the sprite)
* Add/modify the blocks to match the script to the right:

“When…” → EVENTS

“Forever” → CONTROL

“Wait…” → CONTROL

“Change…” → LOOKS

**#9 Using Sensing and an IF-ELSE Statement**

* Delete any existing sprites using the scissors icon (see #2 on first instructions sheet)
* Add a new sprite (see #2 on first instructions sheet) – specifically, the “horse1” sprite from the Animals folder
* Now click on the “Costumes” tab in the middle section of the program (instead of the default “Scripts”)
* Under the “New costume:” section, click the “Choose costume from library” icon (which looks like an elf)
* Select “bat1-a” from the Animals folder; then repeat that last step and also add “fish1”
* Now click back to the “Scripts” tab in the middle section of the program (instead of the “Costumes”)
* Add/modify blocks to match the script below:



“When…” → EVENTS

“Switch…” → LOOKS

“Ask…” → SENSING

“If...Else…” → CONTROL

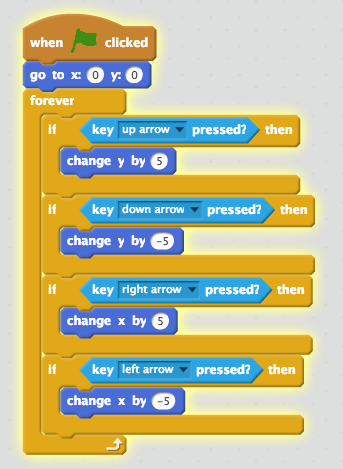
Equal Sign Block → OPERATORS

“Answer” Variable → SENSING

“Say…” → LOOKS

“Switch…” → LOOKS

Note: You can add a third choice by putting a second “if…else” block inside the ELSE section of the first “if…else” block.

**#10 Using Sensing for Sprite Movement**

* Delete any existing sprites using the scissors icon (see #2 on first instructions sheet)
* Add a new sprite (see #2 on first instruction sheet)-specifically the “ball” from the Things folder
* Add/modify blocks to match the script to the right:

“When…” → EVENTS

“Go to...” → MOTION

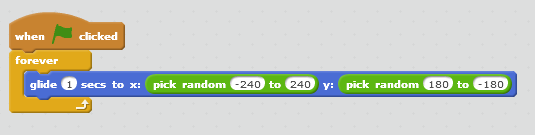
“Forever...” → CONTROL

“If…” → CONTROL

“Key…” → SENSING

“Change by...” → MOTION

**#11 Randomly Moving A Sprite**

* Add a new Sprite (see #2 on first instruction sheet)-specifically the “balloon1” from the Things folder
* Add/modify blocks to match the script below:

“When…” → EVENTS

“Forever...” → CONTROL

“Glide...” → MOTION

“Pick…” → OPERATORS

* Add a new Sprite (see #2 on first instruction sheet) - specifically the “apple” from the Things folder
* Add/modify blocks to match the script below

“When…” → EVENTS

“Forever...” → CONTROL

“Change by...” → MOTION

“If…” → CONTROL

“Touching…” → SENSING

“Go to...” → MOTION

“Pick…” → OPERATORS