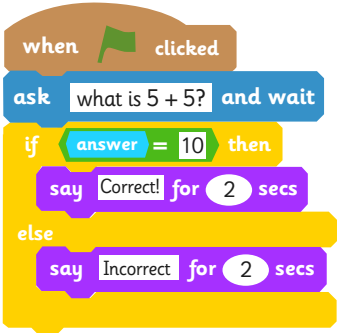







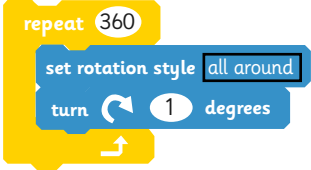

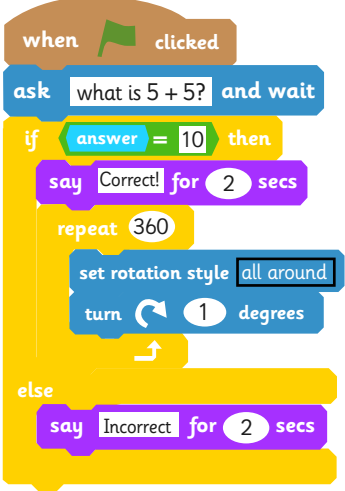
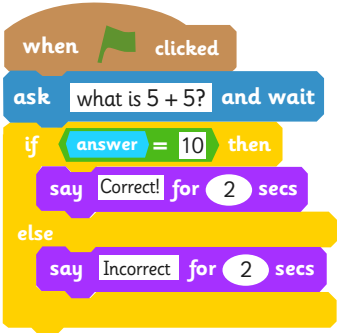
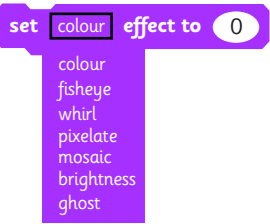
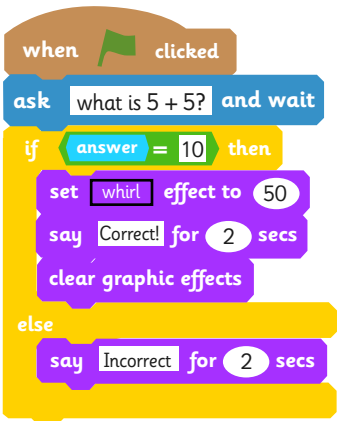


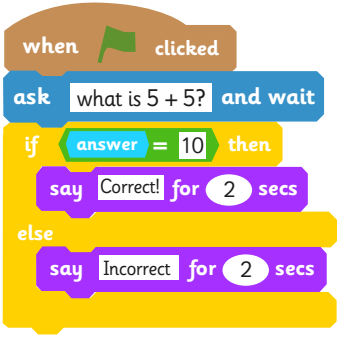



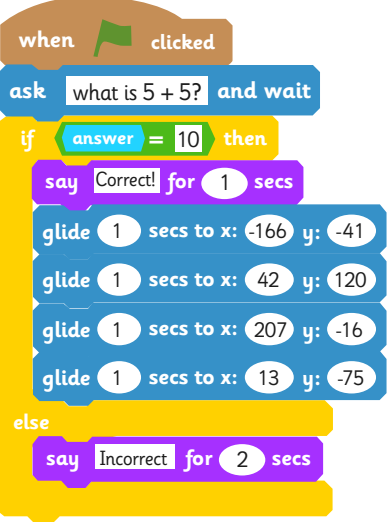
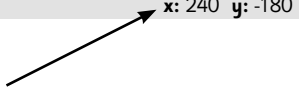


# Sprite Movement Cards: Whole Turn

Basic Algorithm:	Changes:
	<ol style="list-style-type: none"> <li>1. Go to <b>Motion</b> and select .</li> <li>2. Change the number from 15 to 1. .</li> <li>3. Go to <b>Motion</b> and select .</li> <li>4. Change  to .</li> <li>5. Go to <b>Control</b> and select .</li> </ol>
Whole Turn Algorithm:	<ol style="list-style-type: none"> <li>6. Change it from 10 to 360. .</li> <li>7. Add the two motion blocks inside the repeat block.            </li> <li>8. Insert them under .</li> </ol>
	

# Sprite Movement Cards: Whirl

Basic Algorithm:	Changes:
 <pre> when clicked ask "what is 5 + 5?" and wait if answer = 10 then say "Correct!" for 2 secs else say "Incorrect" for 2 secs </pre>	<p>If you want the sprite to change colour when the answer is correct...</p> <ol style="list-style-type: none"> <li>1. Go to <b>Looks</b> and select <b>set colour effect to 0</b>.</li> <li>2. Change the effect from colour to whirl.  </li> <li>3. Change the whirl effect from 0 to 50. <b>set whirl effect to 50</b></li> </ol>
Whirl Algorithm:	
 <pre> when clicked ask "what is 5 + 5?" and wait if answer = 10 then set whirl effect to 50 say "Correct!" for 2 secs clear graphic effects else say "Incorrect" for 2 secs </pre>	<ol style="list-style-type: none"> <li>4. Add it above <b>say Correct! for 2 secs</b>.</li> <li>5. Go to <b>Looks</b> and select <b>clear graphic effects</b>.</li> <li>6. Add it below <b>say Correct! for 2 secs</b>.</li> </ol>

# Sprite Movement Cards: Glide

Basic Algorithm:	Changes:
	<ol style="list-style-type: none"> <li>1. Go to <b>Motion</b> and select <b>glide 1 secs to x: 17 y: -64</b>.</li> <li>2. The number of seconds determines how fast or slow the sprite moves - the lower the number the faster it moves.</li> <li>3. To select where to move the sprite go to the stage. <div data-bbox="646 734 1337 779">  </div> <div data-bbox="798 831 954 987">  </div> <div data-bbox="646 1016 1337 1048">  </div> </li> </ol>
A Gliding Algorithm:	
 <p>The example you have been given is just that – you can and should experiment with different movements. You can glide to fewer places on the stage by removing blocks and glide to more places by adding blocks.</p>	<ol style="list-style-type: none"> <li>4. Look for the x and y values. <div data-bbox="1037 1030 1337 1131">  </div> </li> <li>5. Decide where you want the sprite to go, move the mouse there  and read the x and y values. <div data-bbox="1292 1276 1452 1310"> x: 240 y: -180 </div> </li> <li>6. Change the x and y values from <b>glide 1 secs to x: 17 y: -64</b> to the new values.</li> <li>7. You can get your sprite to glide along in any pattern. Try the following... <div data-bbox="837 1713 1193 1908">  </div> </li> <li>8. Remember the last block has to move your sprite back to where it started.</li> </ol>