Student's Workbook

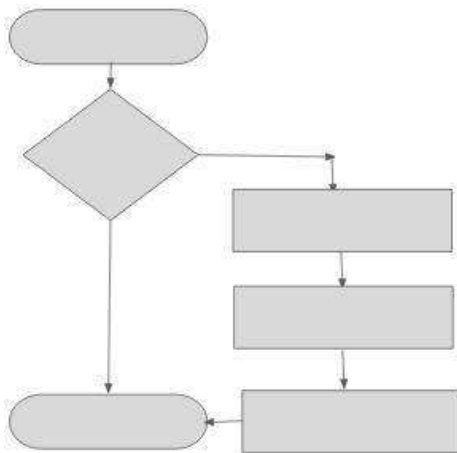## Lesson No. 1. What is a game? My First Game.

Key words

- Homework. Scratch account.
- Painting.
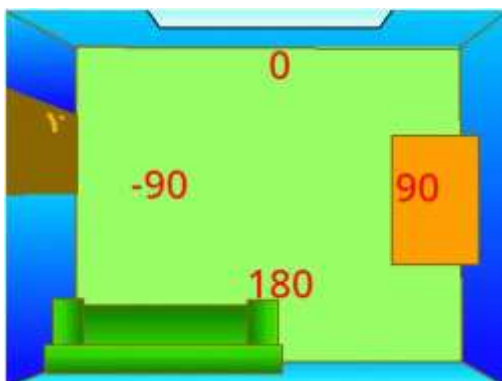- Advertisement.

Exercise No. 1

Write down the algorithm of your life. Place words and phrases in the flow chart.

You can use acronyms.

Start, End, Yes, No, HD? (Homework done?), RBC (Going to RobboClub), LP (Learning how to Program), MCG (Making a Computer Game).

Exercise No. 2

An invisible crab looks in the (-150) degree direction. What does it see? (Sofa).

Exercise No. 3

Our code still contains a few commands with certain values instead of random numbers. However, random number operators can be inserted in them as well. Within what range would you change the Wait... Seconds command?
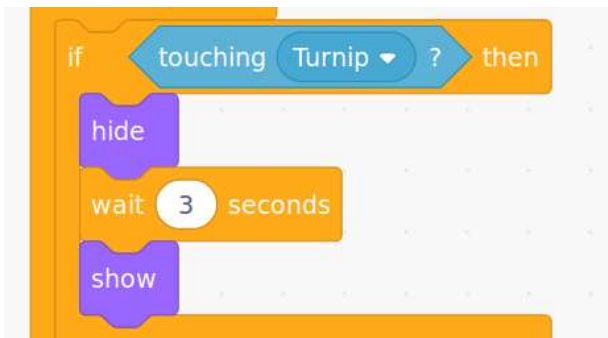
How many random number operators are required for the (Go to x :.. y: …) command? Which of them? What limits would you establish for x and y? Though these issues will be covered at the next lesson, think about them!

Exercise No. 4

Make correct pairs of numbers and letters to denote the movement direction of the sprite.

1. Right. 2. Left. 3. Up. 4. Down.

A. 180; B. 90; C. -90; D. 0

Exercise No. 5

What do you think will appear in 3 seconds? Choose the answer:

1. Old man.
2. Old woman.
3. Mouse.
4. Turnip.
5. It can't be defined by this fragment!

Please rate how much you liked the lesson.