

# Unit 7.5

# Scratch Programming

# Homework Booklet



Name.....

Teacher.....

Lesson Time .....

# Homework for the Whole Unit

## What is the homework about?

Your homework is to try and debug some of the broken Scratch programs that we have made.

## How do I do that?

Your teacher will explain the homework in class. You can also find a video with instructions on how to do it at:

[www.students.stmaryschs.org.uk](http://www.students.stmaryschs.org.uk)  
(scroll down to the 7.5 section)

## How many do I have to do?

You should attempt **one** of the tasks **every two weeks**. You don't have to get a perfect answer every time – the point is that you show what you tried.

## What do I have to hand in?

To show your solutions, you can either write to describe, draw the blocks of code or print out screenshots.

Look at the example on the next page to see how to lay out your work.

You can find a blank template document to help you at:

[www.students.stmaryschs.org.uk](http://www.students.stmaryschs.org.uk)  
(scroll down to the 7.5 section)

**GOOD LUCK!**

# EXAMPLE HOMEWORK

Use this page as an example of how to lay out your homework.



## Computing Homework 1

### Task I Attempted

Bronze Task 5

### The Problem

Scratch cat is supposed to jump up and down 10 times when I click the green flag. At the moment nothing happens.

The original code	
The fixed code	
What I did	<p>I added a 'When Green Flag Clicked' code block to the top of the code to make it run when I click on the flag.</p> <p>I also changed the number of repeats from 3 to 10 so that the code was run 10 times instead of only 3.</p>