U3Ch1L5_Intro To Programming _ Gradesheet

Work with a partner through the following activities. Run the Program, write and then explain what occurred to your partner and they will initial that your explanation is accurate.

Activity	Task	Partner's Initial
Level 1: **Console Log**	Add two lines of Code: One with a string of text and one with a number.	
Level 2: **SetProperty**	What is the difference between "Console.log" & "SetProperty"?	
	• Add one "Console.log" & one "SetProperty" to the program.	
Level 3: **onEvent** (1)	Run the Program – Explain how the "onEvent" block works?. Do commands outside "onEvent" run different from those inside? • Add one command inside the "onEvent" & one command outside.	
Level 4: **on Event (2)**:	View the Program and predict what will occur. (Enter your prediction in the form field.) Now, Run the Program – What allowed the screen to change?	
Level 5: **setScreen**	Run the Program – What allowed the screen to change? • Add one command inside the second "onEvent" to set on property of the "homeIcon".	
Level 6: **playSound**	Run the Program – How does "playSound" work? What does "//" do? • Add code so the dog button makes sound too. • Change the message when each button is clicked.	

Level 7:
 randomNumber
	Run the Program – How does "randomNumber" work?
	
	 • Challenge:
	   ○ Make the birds move around the entire screen.
	   ○ Add "mouseOver" & "click" to the program.	