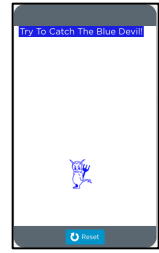


Introduction - Event Driven Programming Grade Sheet



This lesson is composed of simple tutorial which will train you how to use basic Event Driven Programming Tools. Students will view the tutorials and rebuild each of the puzzles shown below. Partners will then sign each other off that they have successfully completed each puzzle

Event Driven Programming	Initial
1. Puzzle #4: Create "Click Me" red button.	
1. Puzzle #6: Make Turtle move forward when button is clicked. (Then explore other Events.)	
2. Puzzle #7: Create "Turn Left" green button. Make the Turtle move/create 3 steps.	
3. Puzzle #10: Write descriptive and meaningful IDs for your buttons. Also change the Event Handler Code. <ul style="list-style-type: none"> • Create a "TraceRightStaircase," and write correct IDs. 	
4. Puzzle #13 & #14: Run the program. Read the Error Message. Repair.	
5. Puzzle #15: Make a Prediction – Observe – Reflect.	
6. Puzzle #16: Debugging Logical Errors <ul style="list-style-type: none"> • Error: The IDs don't match titles. 	
7. Puzzle #18: Set Position & Screen Dimensions. (Move button to middle of screen when clicked.) <ul style="list-style-type: none"> • 0,0 is the top left corner. • Specify a location by how many pixels from the left and down from the top of the screen it is. • The screen is 320 by 450 pixels. You can hover over the screen to see the x,y coordinate of any point.	
8. Puzzle #19: Set Position & Random Number (slide Random number blocks for 'x' and 'y').	
9. Puzzle #20: Create A Game: "Try To Catch The Button." <ul style="list-style-type: none"> • Add a Title. 	
10. Add Image – Catch the Image (no longer catch the button). <ul style="list-style-type: none"> • Delete the button. 	

11. State the difference between an "Event," "Event Driven Program," and "UI."

Define "Event": _____

Define "Event Driven Program": _____

Define "UI": _____