**WORKSTATION 1: SCRATCH**



**LEARNING OUTCOMES:**

 **ST2-4LW-S compares features and characteristics of living and non-living things**

 **ST2-3DP-T defines problems, describes and follows algorithms to develop solutions**

**Task: Workstation 1**

**For this task you will be creating an animal guessing game based on physical features and characteristics of animals.**

1. **Find or create a classification diagram for animals.**
2. **Open SCRATCH 3.0 via a web-browser on a computer or an iPad (**[**https://scratch.mit.edu**](https://scratch.mit.edu)**).**
3. **Click on the CREATE tab, and if you have never looked at Scratch before look at the Getting Started tutorial.**
4. **Drag and drop the programming blocks to create the following
 sequence of instructions:**
5. **Explain to your partner how you think this program works.**
6. **Run the program and see if you were correct.**
7. **Now see if you can create a guessing game with 4 animals by nesting if-else blocks within the current if-else block. You can use the animal classification diagram on the next page if you like.**
8. **Can you make a guessing game with 8 animals?**
9. **See if you can add pictures and animate them if they are the correct animal (if you have time).**

**WORKSTATION 1: PROMPT**



