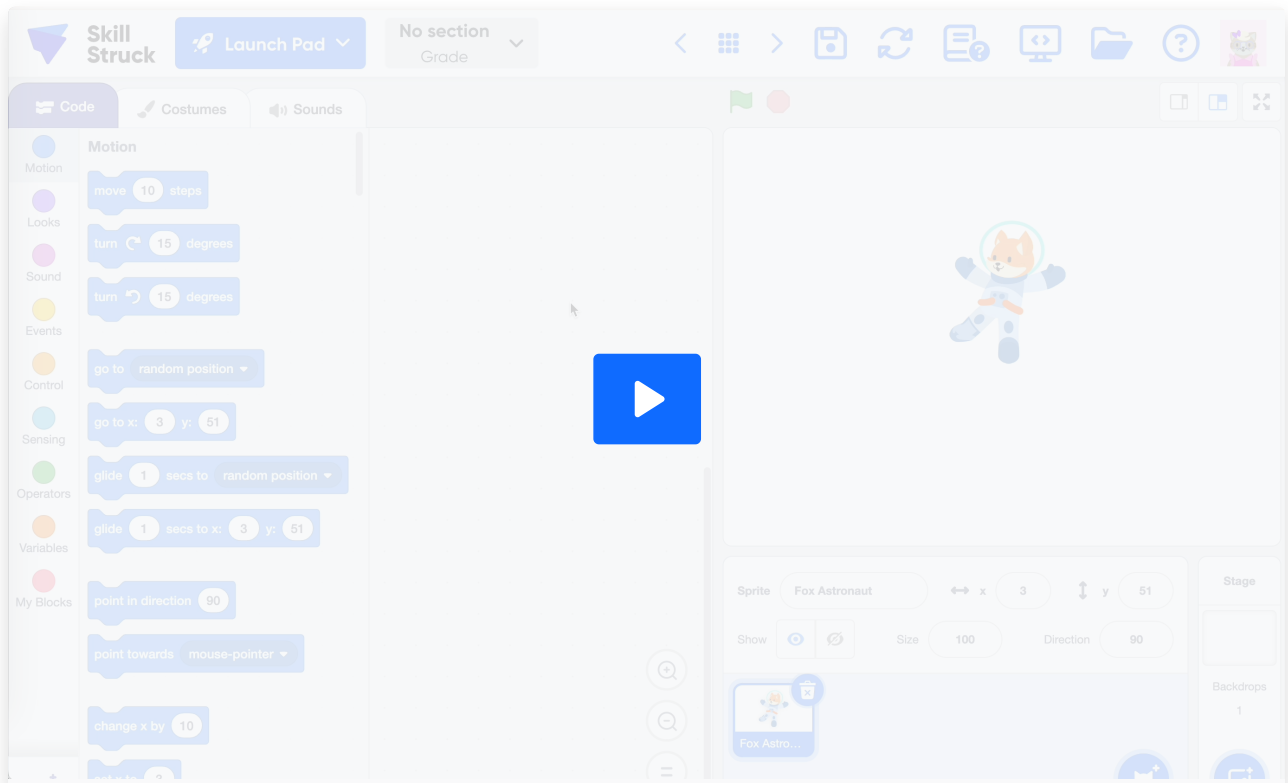
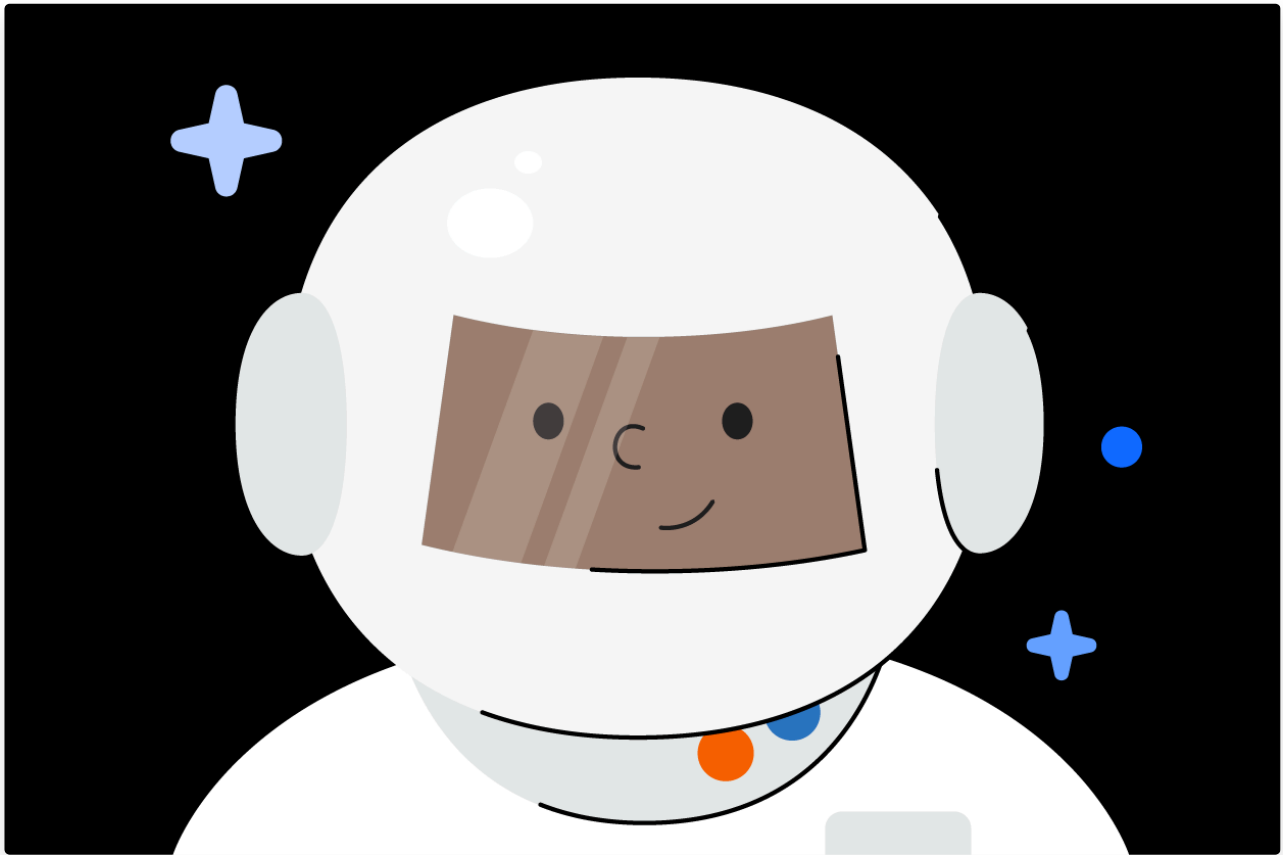


Looks

Textbook

Looks





You can also find more ways for your sprites to show information. Maybe you will create a story about a fairy! Or you will create a movie trailer about a superhero. You will find more ways to make your projects as you learn how to use different blocks. We can add more ways for sprites to show information using the "look" blocks.

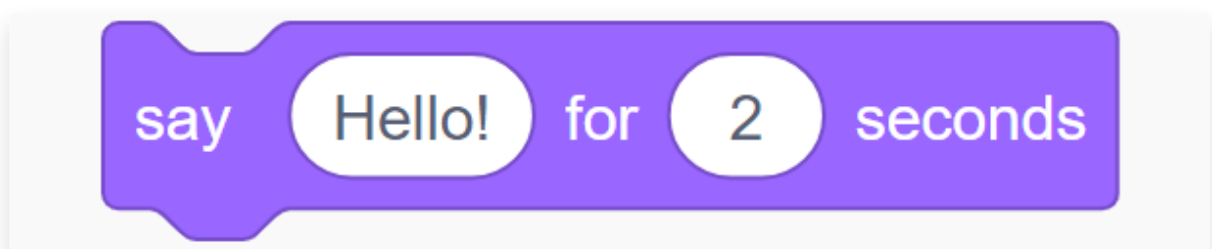
Algorithms

Remember, an algorithm is a step-by-step list of instructions. When you build your [algorithms](#), you can change how your sprite shows information by using the blocks in the "looks" category.

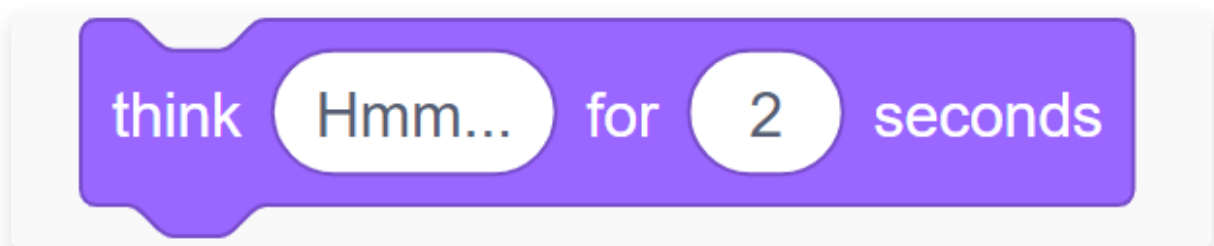
Look Block

To use a look block:

1. First, drag an event block into your code editor.
2. Drag the `say [Hello] for 2 seconds` block and connect it to your event block.



3. Then, drag the `think [Hmm...] for 2 seconds` block and connect it.



4. Run your set of instructions by starting the event block you programmed.

Critical Thinking Questions

1. Why is it important to use different blocks, like "say" and "think," when coding a sprite? How do these blocks help the sprite show information?
2. Can you think of other ways things communicate without using words, like a blinking light on a machine or a symbol on a screen?

Questions (5)

1. What is an algorithm?

MULTIPLE CHOICE

Choose the correct answer:

- A. A list of step by step instructions
- B. A programming language
- C. A musical term for the pattern of sound
- D. A save button

2. True or False: Look blocks are used to change the look of the sprite you are programming.

MULTIPLE CHOICE

Choose the correct answer:

- A. True
- B. False

3. What is a costume?

MULTIPLE CHOICE

Choose the correct answer:

- A. A code block that programs your sprite to jump
- B. An outfit that changes how someone or something looks
- C. A musical sound

4. Which tab lets you see all the costume options for a sprite?

Choose the correct answer:

- A. Code tab
- B. Sounds tab
- C. Costume tab

5. What do you do first to use a look block?

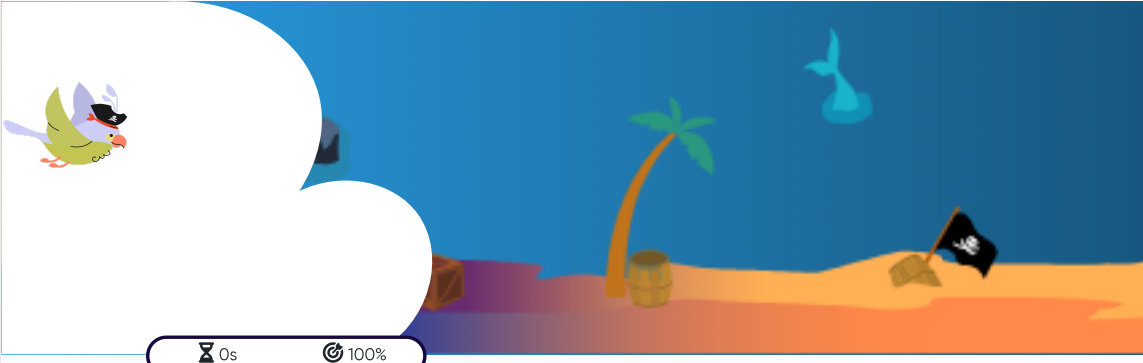
Choose the correct answer:

- A. Click on the backdrop library
- B. Drag an event block into your code editor
- C. Select a sprite from the library
- D. Start the green flag event

Games (2)

1. Looks Typing Game

Full Screen Audio Instructions Restart Pause



⌚ 0s 🎯 100%

Remember, an algorithm

2. Looks Matching Game

Full Screen

Audio

Instructions

Answer Key

Pause

Clear All

Check Matches

Attempts: 0

say Hello! for 2 seconds

say Hello!

think Hmm... for 2 seconds




say Hello! for 2 seconds

think Hmm... for 2 seconds

think Hmm...

think Hmm...

say Hello!



Blocks Pro Challenges (3)

1. Divers Ready

Divers Ready

Code a diver sprite saying "Watch my dive!" followed by them diving into the pool.

You will need to use the **Turn 15 degrees** and **Move ___ Steps** blocks to make the sprite look like it's diving.

Requirements 0/3

2 Motion

1 Looks

1 Event

Blocks must be connected to an Event block in order to pass the requirements

Submit ↗

The image shows the Scratch code editor interface for the 'Divers Ready' challenge. The 'Code' tab is selected, showing a sequence of blocks for a diver sprite. The blocks are: a 'when green flag clicked' event block, followed by a 'say' block (set to 'Watch my dive!' for 2 seconds), a 'turn 15 degrees' block, a 'move 10 steps' block, another 'turn 15 degrees' block, a 'go to random position' block, a 'glide 1 secs to random position' block, a 'glide 1 secs to x: 0 y: 0' block, a 'point in direction 90' block, a 'point towards mouse-pointer' block, a 'change x by 10' block, a 'set x to 0' block, a 'change y by 10' block, a 'set y to 0' block, an 'if on edge, bounce' block, and a 'set rotation style left-right' block. The 'Sprite' panel on the right shows the diver sprite, and the 'Stage' panel shows the stage with a backdrop.

2. Bigger, Smaller

Bigger, Smaller

Program your sprite to grow in size when the up arrow key is pressed and then shrink again when the down arrow key is pressed. Use the 'change the size by 10' blocks to do this.

Requirements 0/2

2 Looks

2 Event

Blocks must be connected to an Event block in order to pass the requirements

Submit ↗

The image shows the Scratch code editor interface for the 'Bigger, Smaller' challenge. The 'Code' tab is selected, showing a sequence of blocks for a diver sprite. The blocks are: a 'when green flag clicked' event block, followed by a 'say' block (set to 'Watch my dive!' for 2 seconds), a 'turn 15 degrees' block, a 'move 10 steps' block, another 'turn 15 degrees' block, a 'go to random position' block, a 'glide 1 secs to random position' block, a 'glide 1 secs to x: 0 y: 0' block, a 'point in direction 90' block, a 'point towards mouse-pointer' block, a 'change x by 10' block, a 'set x to 0' block, a 'change y by 10' block, a 'set y to 0' block, an 'if on edge, bounce' block, and a 'set rotation style left-right' block. The 'Sprite' panel on the right shows the diver sprite, and the 'Stage' panel shows the stage with a backdrop.

3. Disappearing Donut

Challenge

Textbook

Disappearing Donut

Select the donut sprite. Program the donut to go to a random position and hide when the up arrow key is pressed.

Then, program the donut to show again when the down arrow key is pressed.

Requirements 0/3

1 Motion

2 Looks

2 Event

Blocks must be connected to an Event block in order to pass the requirements

Submit

Code

Costumes

Sounds

Motion

Looks

Sound

Events

Control

Sensing

Operators

Variables

My Blocks

Motion

move 10 steps

turn 15 degrees

turn 15 degrees

go to random position

go to x: 0 y: 0

glide 1 secs to random position

glide 1 secs to x: 0 y: 0

point in direction 90

point towards mouse-pointer

change x by 10

set x to 0

change y by 10

set y to 0

if on edge, bounce

set rotation style left-right

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Sprite

Sprite1

x 0 y 0

Size 100 Direction 90

Sprite1

Sprite1

Sprite1

Sprite1

Sprite1

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Stage

Backdrops

1

Answer Keys & Solutions

Questions

1. What is an algorithm?

MULTIPLE CHOICE

Correct Answer:

- A. A list of step by step instructions ✓ Correct
- B. A programming language ✗ Incorrect
- C. A musical term for the pattern of sound ✗ Incorrect
- D. A save button ✗ Incorrect

Explanation:

An algorithm must be followed in order.

2. True or False: Look blocks are used to change the look of the sprite you are programming.

MULTIPLE CHOICE

Correct Answer:

- A. True ✓ Correct
- B. False ✗ Incorrect

Explanation:

Look blocks can be used to make your sprite appear as if they are speaking, thinking, growing, changing costumes, and more!

3. What is a costume?

MULTIPLE CHOICE

Correct Answer:

- A. A code block that programs your sprite to jump ✗ Incorrect
- B. An outfit that changes how someone or something looks ✓ Correct

C. A musical sound

✗ Incorrect

Explanation:

People wear costumes to change their appearance.

4. Which tab lets you see all the costume options for a sprite?

MULTIPLE CHOICE

Correct Answer:

A. Code tab

✗ Incorrect

B. Sounds tab

✗ Incorrect

C. Costume tab

✓ Correct

Explanation:

The code tab has the blocks and the sounds tab has different noises.

5. What do you do first to use a look block?

MULTIPLE CHOICE

Correct Answer:

A. Click on the backdrop library

✗ Incorrect

B. Drag an event block into your code editor

✓ Correct

C. Select a sprite from the library

✗ Incorrect

D. Start the green flag event

✗ Incorrect

Explanation:

What initial action must you perform?









Games

1. Looks Typing Game

Typing game - no answer key needed. Students practice typing the provided content.

2. Looks Matching Game

Matching Game Solutions:

1.  A purple code block that says "Say Hello for 2 seconds" →  A purple code block that says "Say Hello for 2 seconds"
2.  A purple code block that says "Say Hello" →  A purple code block that says "Say Hello"
3.  A purple code block that says "Think hmmm for 2 seconds" →  A purple code block that says "Think hmmm for 2 seconds"
4.  A purple code block that says "Think hmmm" →  A purple code block that says "Think hmmm"

Students must drag items from the left to match with corresponding items on the right.