

Bell Work

Coding

Day 1 - March 21st 2016

- 1) What is your favorite thing to do on the computer?
- 2) What computer programming languages have you heard of?
- 3) What programming languages have you programmed?
- 4) On a Scale of 1 - 10 (10 being good)
How excited are you to be in this class?

Day 2 - March 22nd 2016

WHAT ARE AT LEAST 3 STRATEGIES FOR TAKING A TEST THAT WILL HELP YOU BE SUCCESSFUL?

Day 3 - March 23rd 2016

Write your definition of what is needed for something to be a story.

Day 4 - March 24th - 2016

What are the 4 steps in the process of creating a computer program?

Day 5 - March 28th - 2016

What are the 5 parts of the scene of a Visual storyboard?

Day 6 - March 29th - 2016

Name three of the blocks of code that we learned yesterday and what do they do?

Day 7 - March 30th 2016

1. What Block do you use if you want a sprite to disappear?
2. What Block do you use if you want a sprite to re-appear?

Day 8 - March 31st

What different blocks of code can you use to move your sprite around?

How are they different from each other.

April 6th - 2016

Name three modern tools that you use to communicate to other people when you want to get them a message.

Day 16 - April 14th

PRINT your name in the box for Thursday and then answer the following question.

How many times did you have to lift and put down your pencil to write your name?

Day 16 - February 2nd - 2016

- 1) You are eating popcorn, how many handfuls do you eat until you stop?
- 2) You are playing your favorite video game, how long do you play until you stop?
- 3) You are studying flash cards for a test that you want to do well on. What percentage of flash cards do you want to make sure you know for sure until you stop practicing?

Day 17 - Februaryrd - 2016

Write these inequalities on your paper and label them as either true or false.

1) $3 < 2$

2) $2 < 3$

3) $-5 > 4$

4) $-5 < 4$

Day 18 - February 4th - 2016

- 1) What is the shape of the block that represents a Number data type?
- 2) What is an example of one of those blocks?
- 3) What is the shape of the block that represents a Boolean data type?
- 4) What is an example of one of those blocks?

Day 19 - February 8th - 2016

Draw a picture, filling the entire rectangle of your bell work, showing what a screenshot of a game you could design would look like.

Day 20 - February 9th - 2016

Think of 3 examples in your everyday life that you could be compared to a variable in a computer program.

A variable, in programming terms, is an item that stores information that can be changed.

Day 21 - February 10th - 2016

**HOW OLD DO YOU HAVE TO BE TO GET A DRIVERS
LICENSE?**

**NOTE: YOU MUST WRITE OUT THIS QUESTION ON YOUR
BELL SHEET.**

Day 22 - February 11th - 2016

**WHAT PROGRAMS HAVE YOU USED FOR CREATING
GRAPHICS?**

**WHAT IS YOUR FAVORITE PROGRAM FOR CREATING
GRAPHICS?**

**WHY IS THIS YOUR FAVORITE PROGRAM FOR CREATING
GRAPHICS?**

Day 24 - February 17th - 2016

**DESCRIBE WHAT YOU WOULD NEED TO DO IN SCRATCH
TO WRITE THE CODE TO CONTROL A SPRITE SO THAT IT
MOVES AROUND THE SCREEN DEPENDING ON WHAT
ARROW YOU PRESS.**

Day 26 - February 22nd - 2016

LIST THREE ITEMS OF INFORMATION THAT INTERNET PREDATORS TRY TO FIND ABOUT YOU ON YOUR FACEBOOK PAGE OR SOME OTHER SOCIAL MEDIA WEBSITE.

Day 27 - February 23rd - 2016

WHAT TYPE OF BLOCK WOULD YOU NEED TO CREATE IF YOU WANTED TO KEEP TRACK OF SOMETHING LIKE A SCORE?

Day 28 - February 24th - 2016

**WHAT BLOCK OF CODE IS USED TO COMMUNICATE
BETWEEN 2 SPRITES? (NOT THE “THINK” BLOCK)**

**WHAT SORT OF SITUATION WOULD YOU USE THIS BLOCK
OF CODE?**

Day 30 - February 29th - 2016 - Leap Day

1) WHAT IS THE DIFFERENCE BETWEEN THE IF BLOCK AND THE IF ELSE BLOCK? GIVE A DETAILED ANSWER.

2) GIVE AN EXAMPLE OF HOW IT WOULD BE USED.

**AND DO NOT JUST SAY ONE HAS THE WORD “ELSE”.
GIVE DETAILS AND BE SPECIFIC.**

Day 31 - March 1st - 2016

DRAW ONE OF THE SCREENS FROM YOUR GAME.

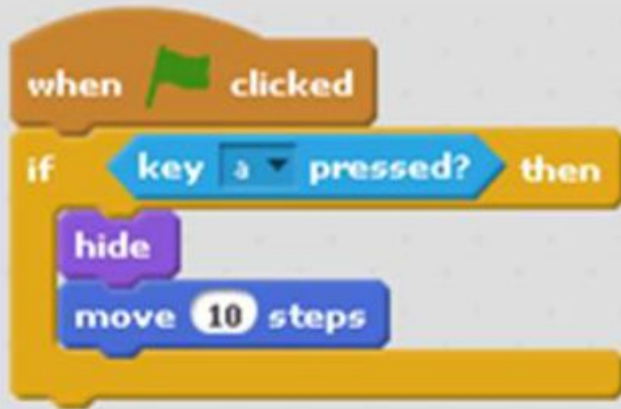
Day 32 - March 2nd - 2016

1) HOW DO YOU CREATE A VARIABLE SO YOU CAN KEEP SCORE IN YOUR GAME?

2) HOW DO YOU CHANGE THE VARIABLE SO YOU CAN KEEP SCORE IN YOUR GAME?

Day 33 - March 3rd - 2016

_____ When will this sprite be hidden?



- A. Never
- B. When 'A' is pressed on the keyboard
- C. When the green flag is clicked
- D. When 'A' is pressed on the keyboard and the green flag is clicked

Day 34 - March 7th - 2016

- 1) How does the "broadcast" block work?
- 2) How does the "when I receive" a message block relate to the "broadcast" block?