Computing

Fly cat, fly!
Lesson 2 of 6

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Investigate the code

Use this link to find the Scratch file: oaknat.uk/comp-flycatfly

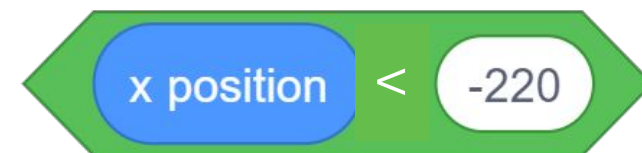| Question 1	Question 2	Question 3
How many costumes does the building sprite have?	Does the program ever run out of costumes? Explain your answer.	What needs to happen for the program to stop? Why do you think this?

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Question 4

This block is a condition like the ones that you have seen in an If statement.
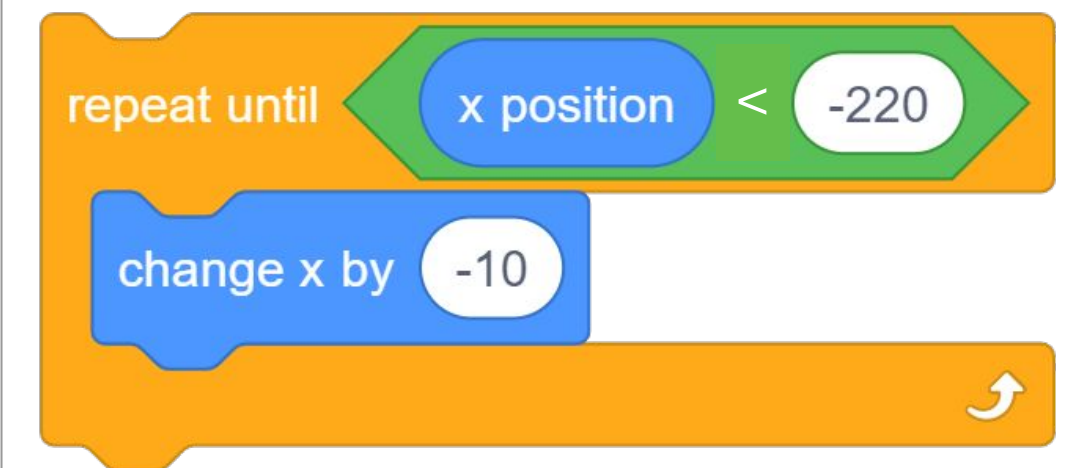

When will this condition be 'true'?

Source: Scratchblocks

Question 5

When will the condition in question 4 be 'false'?

Question 6

What specifically will happen when this block of code is executed?

Source: Scratchblocks

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Question 7	Question 8	Question 9
All of the code underneath when green flag clicked is surrounded by a Forever block. What do you think the Forever block is being used for?	When will the Forever block stop running?	The Repeat until block repeats until the condition becomes 'true'. Why does the loop start again once the building has left the screen?