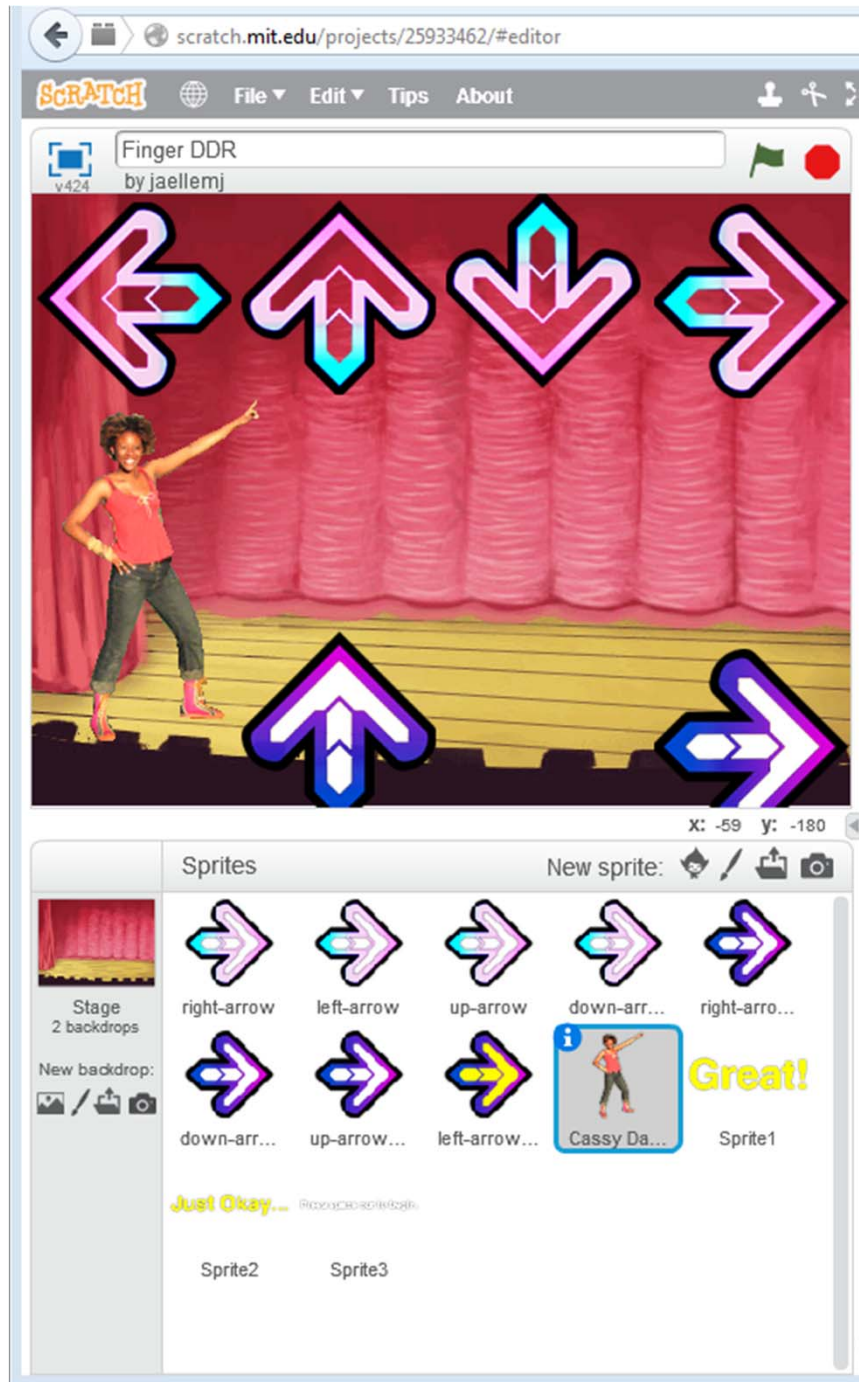


DDR solution

Sprites overview



Moving right arrow

The image shows three Scratch code blocks with yellow callout boxes:

- Initialization:** A "when clicked" block followed by "go to x: 182 y: -204", "go to front", "switch costume to arrow-moving", and "hide".
- Response to right arrow:** A "when right arrow key pressed" block followed by "switch costume to arrow-highlighted", an "if" block with conditions "y position < 148" and "y position > 88", and "broadcast Great and wait" (then) and "broadcast Okay and wait" (else).
- Arrow gliding up:** A "when space key pressed" block followed by a "forever" loop containing an "if" block with conditions "moving_arrow = 4" and "y position = -204", and actions "show", "repeat until y position > 220" (with "change y by 10" inside), "set y to -204", "hide", and "switch costume to arrow-moving".

Moving left arrow

The image displays three event-driven code blocks in Scratch, each with a corresponding yellow note:

- Initialization:** Triggered by "when green flag clicked", it sets the object to x: -180, y: -204, moves it to the front, switches the costume to "arrow-moving", and hides it.
- Key Pressed:** Triggered by "when left arrow key pressed", it switches the costume to "arrow-highlighted". An if-then-else block checks if the y position is between 88 and 148. If true, it broadcasts "Great"; otherwise, it broadcasts "Okay".
- Arrow Gliding:** Triggered by "when space key pressed", it enters a "forever" loop. Inside, it checks if "moving_arrow" is 1 and the y position is -204. If true, it shows the object, glides it to x: -180, y: 180 over 1 second, and then hides it.

Moving down arrow

The image shows three event-driven code blocks in Scratch:

- Initialization:** Triggered by a green flag click, it sets the arrow to x: 60, y: -204, goes to the front, switches to the 'arrow-moving' costume, and hides.
- Down Arrow Key Pressed:** Switches the costume to 'arrow-highlighted'. It then checks if the y position is between 148 and 88. If true, it broadcasts 'Great'; otherwise, it broadcasts 'Okay'.
- Space Key Pressed:** A 'forever' loop that checks if 'moving_arrow' is 3 and 'y position' is -204. If true, it shows the arrow, moves it down by 10 pixels until it reaches y: 220, resets y to -204, hides it, and switches back to 'arrow-moving'.

Yellow callout boxes on the right describe each block: 'Initialization', 'Display "great" or "ok" when down arrow is', and 'Arrow gliding up'.

Moving up arrow

The image displays three Scratch code blocks with associated yellow callout boxes:

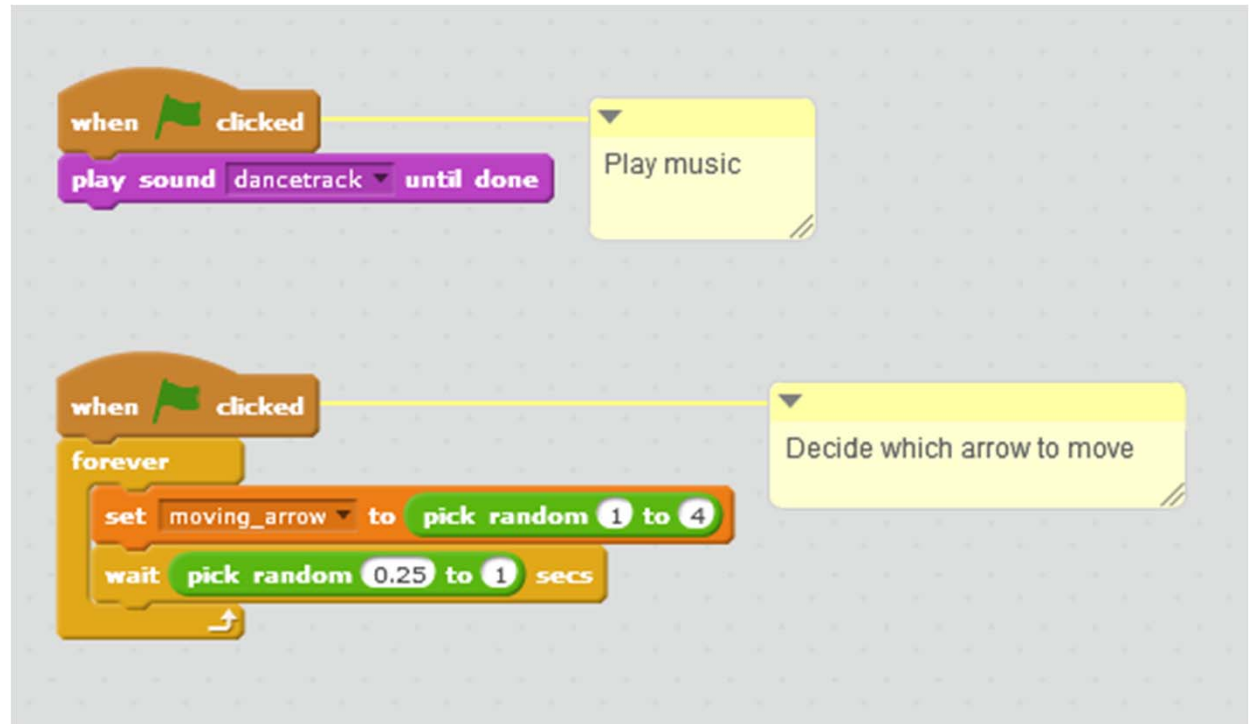
- Initialization:** A 'when clicked' block triggers a sequence of actions: 'go to x: -60 y: -204', 'go to front', 'switch costume to arrow-moving', and 'hide'.
- Display "great" or "ok" when up arrow is pressed:** A 'when up arrow key pressed' block triggers a 'switch costume to arrow-highlighted' block. It then uses an 'if' block with the condition 'y position < 148 and y position > 88'. If true, it broadcasts 'Great' and waits; otherwise, it broadcasts 'Okay' and waits.
- Arrow gliding up:** A 'when space key pressed' block triggers a 'forever' loop. Inside the loop, an 'if' block checks 'moving_arrow = 2 and y position = -204'. If true, it performs a sequence: 'show', 'repeat until y position > 220' (with 'change y by 10' inside), 'set y to -204', 'hide', and 'switch costume to arrow-moving'.

Moving up arrow

The image displays three Scratch code blocks with associated yellow callout boxes:

- Initialization:** A 'when clicked' block triggers a sequence of actions: 'go to x: -60 y: -204', 'go to front', 'switch costume to arrow-moving', and 'hide'.
- Display "great" or "ok" when up arrow is pressed:** A 'when up arrow key pressed' block triggers a 'switch costume to arrow-highlighted' block. It then uses an 'if' block with the condition 'y position < 148 and y position > 88'. If true, it broadcasts 'Great' and waits; otherwise, it broadcasts 'Okay' and waits.
- Arrow gliding up:** A 'when space key pressed' block triggers a 'forever' loop. Inside the loop, an 'if' block checks 'moving_arrow = 2 and y position = -204'. If true, it performs a sequence: 'show', 'repeat until y position > 220' (with 'change y by 10' inside), 'set y to -204', 'hide', and 'switch costume to arrow-moving'.

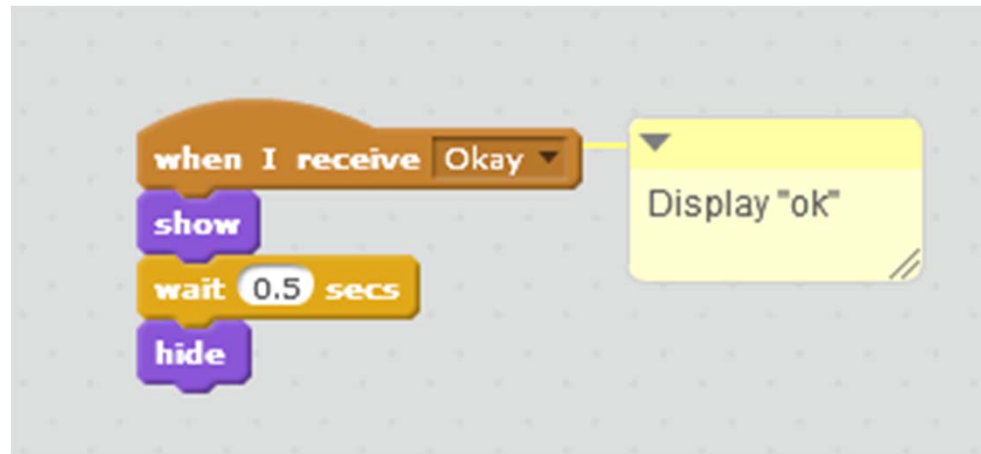
Cassy (control loop)



Great sprite



OK sprite



Space bar sprite

