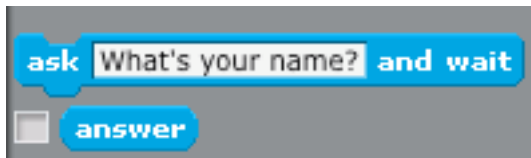


### Sensing Blocks and String-Type Variables

Today in class we continued creating our first game using the yellow Control, the purple Looks, the pink Sound, and the light blue Sensing blocks.

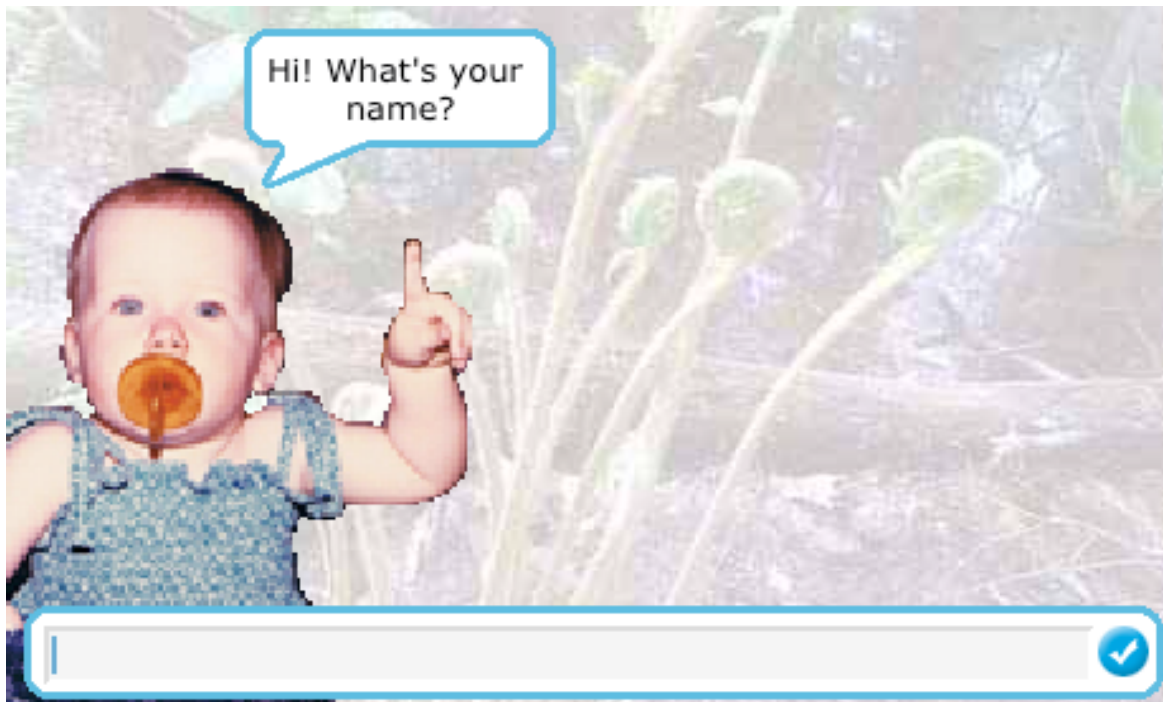


### The Ask Function and the Answer Variable



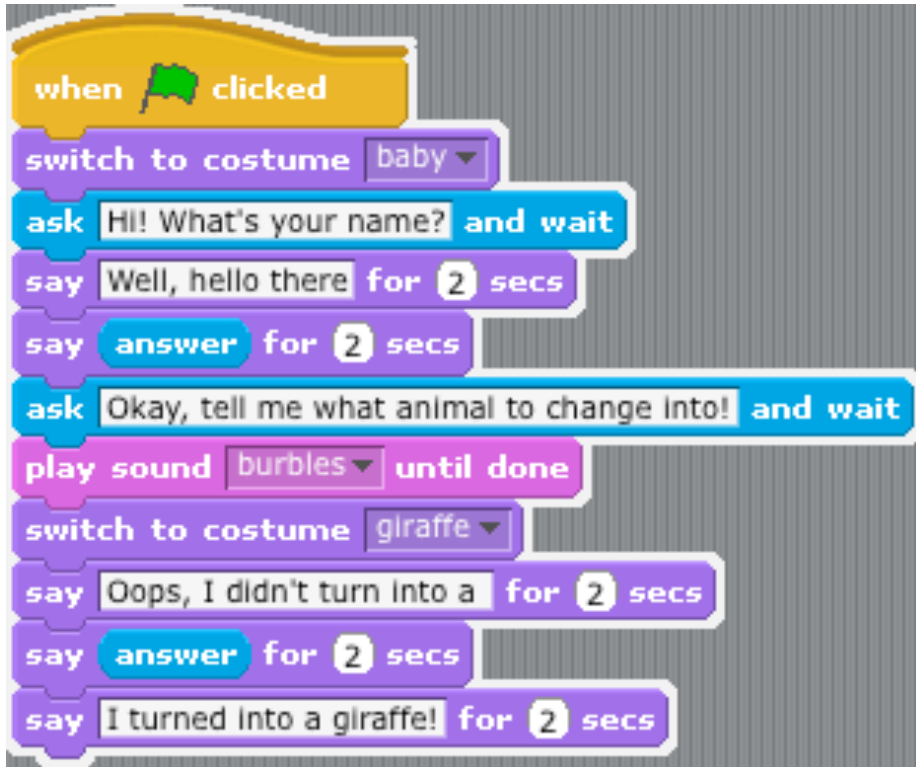
The light blue Sensing blocks come with a built-in function **ask**, which allows your project to store a **string variable**. (A string is a type of variable that contains a string of characters, such as a word, a sentence, or a phone number.) **Ask** stores the string as the variable **answer**.

You can ask any question you like with the **ask** function and the program will store the answer as a string in **answer** which you can use later in different ways.

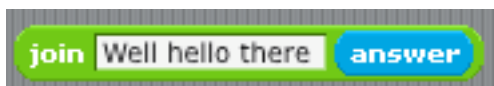


### Getting the Answer

Now you can use **answer** to make things happen!



Another way to join text and your answer variable is to use the **green Operators block** called “**join**”. Then you type into one box and fill the other with the “answer” variable block. **Make sure you have “ask”ed something before using the answer block!**



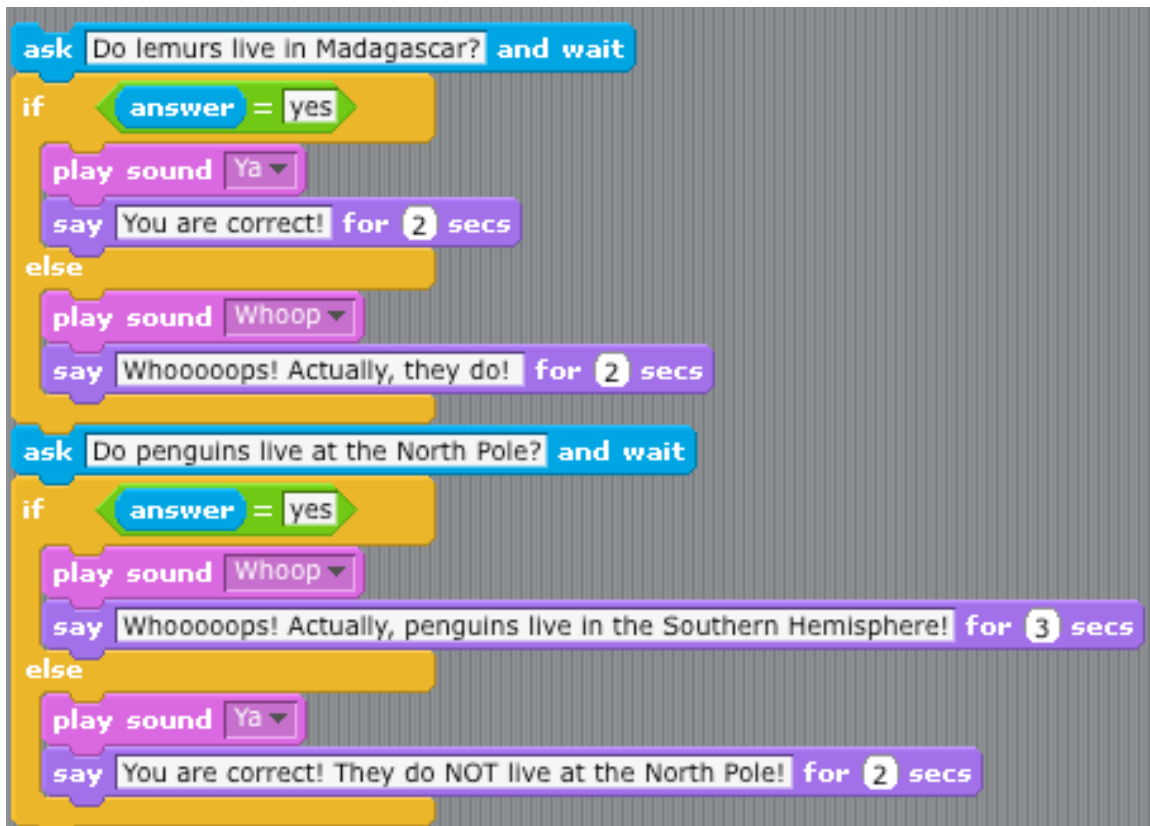
### If/else – Fun with Conditionals!

You can make a simple quiz using the yellow “**If/else**” block found in the yellow Control block set. Each quiz question should:

- 1) Start with a light blue **ask** block and should be a yes/no type question.
- 2) After each ask block, add a yellow **If/Else** block.
- 3) You can find the green **= block** in the green Operators block set



- 4) Put the blue **answer** variable in the first blank space of the green = block. In the second blank space type ‘yes’ or ‘no’.
- 5) After If and else, add appropriate actions using the pink Sound, purple Looks, and if you know how, the blue Motion blocks
- 6) Press Command (or Control on a PC) and mouse click over your code to copy it and make a second quiz question. Make 3 questions in all!



If you have email and want to ask me anything, you can email me at [alfiawallace@yahoo.com](mailto:alfiawallace@yahoo.com) See you next week! Keep on Scratching! ☺ ~ Mrs. Wallace

For the class “Creating Games with Scratch” – Instructor: Alfia Wallace  
[www.plumsite.com](http://www.plumsite.com) - [marinscienceseminar@gmail.com](mailto:marinscienceseminar@gmail.com)