

1. Right click on the cat and delete the cat.
2. Click on the background tab in the center of the screen and Import the “Muscular System” image from the desktop.
3. Click on the paintbrush/star to make a sprite, then select the text tool and type in green the word “Correct.”
4. Click on the paintbrush/star again to make a sprite, then select the text tool and type in red “Incorrect.”
5. Click on the paintbrush/star to make a sprite, then select the text tool and type in black the name of a muscle that appears in the word document on the desktop.
6. Repeat step five to create buttons for a few more muscles from the the word document.
7. Copy a question the word document that goes with one of the muscles you selected.
8. Click on the paintbrush/star to make a sprite, then select the text tool, set a small font size and paste in your question.

9. With the Question sprite still selected, click on costumes tab in the center of the screen. Click on copy to duplicate the “costume.”

10. Click on Edit to edit the “costume.” Select and delete or erase the old question. Then click on the text tool, click into the stage and paste in a new question for one of your muscles from the word document.

11. Repeat step Ten for the rest of your muscles.

12. Create the following scripts:

Stage Script:



Correct and Incorrect scripts:

Another 2

The interface shows a red square on the stage. The script area contains the following blocks: when clicked, hide, forever loop containing: if correct = 1 then (show, wait 3 secs, set correct to 0, hide), else (hide). The variables area shows: Question, S1, S2, Score, correct, incorrect, set S2 to 0, change S2 by 1, show variable S2, and hide variable S2.

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The interface shows a red square on the stage. The script area contains the following blocks: when clicked, hide, forever loop containing: if incorrect = 1 then (show, wait 3 secs, set incorrect to 0, hide), else (hide). The variables area shows: Question, S1, S2, Score, correct, incorrect, set S2 to 0, change S2 by 1, show variable S2, and hide variable S2.

Questions script:

The interface shows a stage with a black square, a red square, and a text box containing "Another 2". The script area contains: when clicked, forever loop containing: if Question = 1 then (switch costume to costume1), if Question = 2 then (switch costume to costume2). The variables area shows: Question, S1, S2, Score, correct, incorrect, set S2 to 0, change S2 by 1, show variable S2, and hide variable S2. The Sprites area shows: Another 2 (Sprite2), Sprite1, Sprite3, Sprite4, and Sprite5.

“Button 1” Script:

The screenshot displays the Scratch development environment. On the left, the stage features a 'Score' variable set to 0, a black square, a red square, and a text box labeled 'Another 2'. Below the stage is the 'Sprites' panel, showing five sprites: 'Another 2', 'Sprite1' (black square), 'Correct' (green square), 'Incorrect' (red square), and 'Sprite5'.

The 'Scripts' area on the right contains two event-driven scripts:

- when clicked:** set S1 to 1
- when this sprite clicked:** if S1 = 1 then:
 - change correct by 1
 - wait 3 secs
 - set S1 to 0
 - set S2 to 1
 - set Question to 2else:
 - change incorrect by 1

The 'Variables' area shows a 'Score' variable with sub-variables for 'correct' and 'incorrect'. The 'Sensing' area shows 'S1' and 'S2' variables. The 'Data' area shows 'Question' and 'Score' variables.