

## Worksheet Answers

### The Noisy Counter

Counting up in even numbers:



Counting up in odd numbers:



Play Pop on the odd numbers and a duck on the even numbers:



Getting the cat to run on the spot when the counter is active:



### The Bouncing Ball

Making the ball fall faster:



Getting the ball bouncing all over the screen:



Getting the balls to bounce off one another:

Ball 1:



Ball 2:

```
when  clicked
  go to x: 118 y: -96
  point in direction 180
  turn  15 degrees
  forever
    move 10 steps
    if on edge, bounce
    if  Ball  ? then
      turn  180 degrees
```