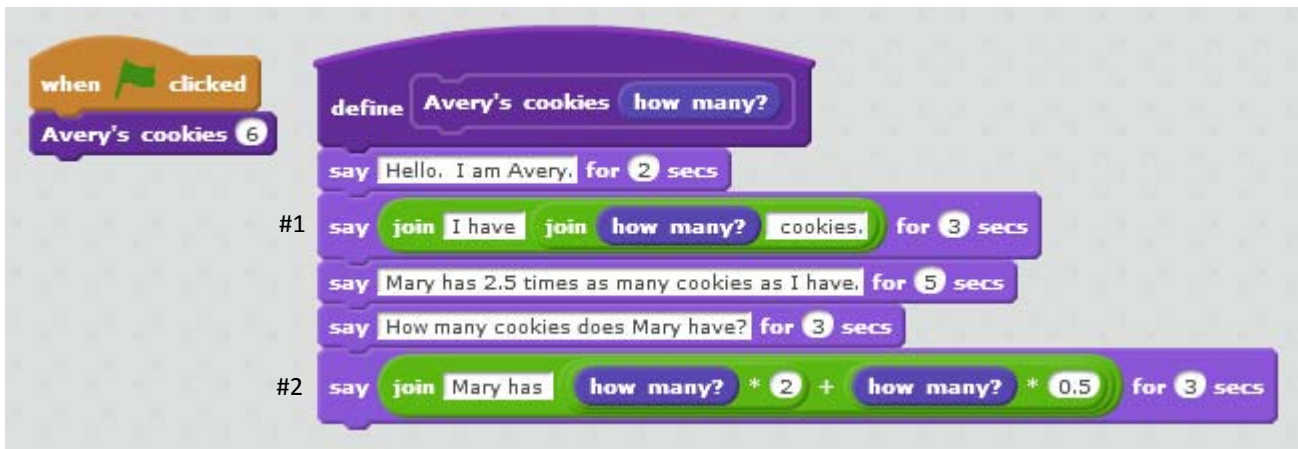


Name: _____ **Generalize the Problem**

1. Use the scripts below. What would the sprite say for the lines labeled #1 and #2?

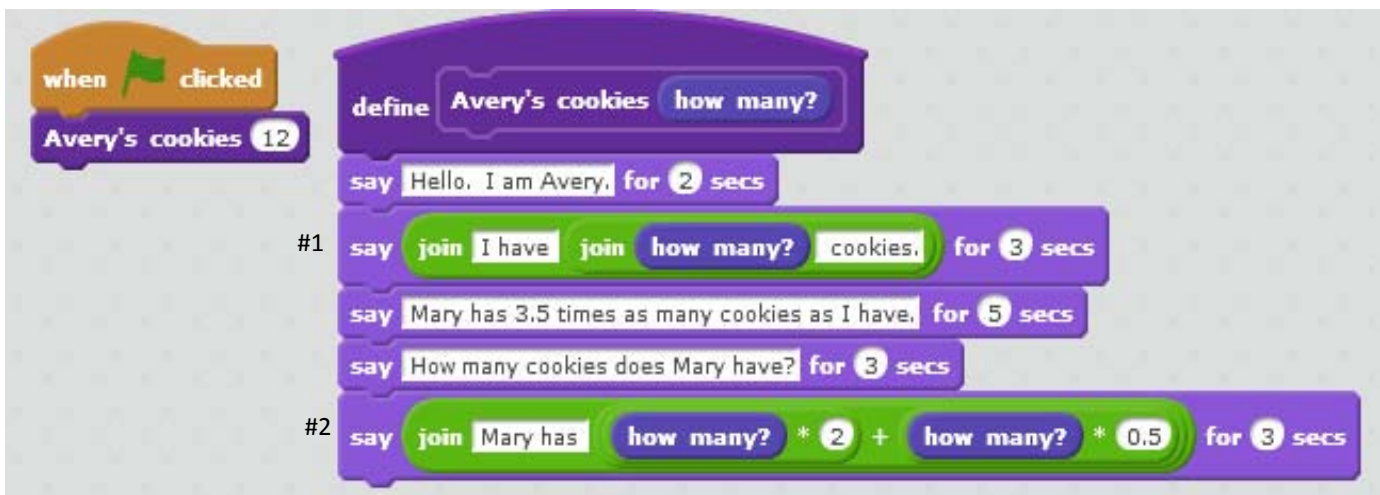
- #1 _____
- #2 _____



The script starts with a 'when clicked' event block. A variable 'Avery's cookies' is set to 6. A 'define' block for 'Avery's cookies' with parameter 'how many?' follows. The script then contains several 'say' blocks: 'Hello, I am Avery, for 2 secs', a line labeled #1: 'say join I have join how many? cookies, for 3 secs', 'Mary has 2.5 times as many cookies as I have, for 5 secs', 'How many cookies does Mary have? for 3 secs', and a line labeled #2: 'say join Mary has how many? * 2 + how many? * 0.5 for 3 secs'.

2. Use the scripts below. What would the sprite say for the lines labeled #1 and #2?

- #1 _____
- #2 _____



The script starts with a 'when clicked' event block. A variable 'Avery's cookies' is set to 12. A 'define' block for 'Avery's cookies' with parameter 'how many?' follows. The script then contains several 'say' blocks: 'Hello, I am Avery, for 2 secs', a line labeled #1: 'say join I have join how many? cookies, for 3 secs', 'Mary has 3.5 times as many cookies as I have, for 5 secs', 'How many cookies does Mary have? for 3 secs', and a line labeled #2: 'say join Mary has how many? * 2 + how many? * 0.5 for 3 secs'.