Name:	_ Check Scripts
Look at each part of the script. Check to see if it needs to be debugged.	
1. Is this part ok?	hen space v key pressed
Yes No	et row# v to 1
If not, how will you fix this part?	
<ol> <li>Which sprite moves when the item in this row# equals 1? Is this part ok?</li> <li>Yes No</li> </ol>	repeat length of Straw lengths   if item row# of Straw lengths = 1 then  broadcast move 1   change row# by 1
If not how will you fix this part?	
3. Which sprite moves when the item in this row# equals 1 1/4? Is this part ok?  Yes No  If not how will you fix this part?	if item row# of Straw lengths = 1 1/4 then  broadcast move 1 1/4 change row# by 1
<ul> <li>4. Which sprite moves when the item in this row# equals 1 1/2? Is this part ok?</li> <li>Yes No</li> <li>If not how will you fix this part?</li> </ul>	if item row# of Straw lengths = 1 1/2 then  broadcast move 1 1/2   change row# by 1
	<del></del>

5. Which sprite moves when the item in this row# equals 1 3/4? Is this part ok?

Yes \_\_\_\_ No \_\_\_\_

If not how will you fix this part?

6. Which sprite moves when the item in this row# equals 2? Is this part ok?

Yes \_\_\_ No \_\_\_

If not how will you fix this part?