**Task 2**

1)Write a program in scratch to match the following algorithm.

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| **STEP** | **INSTRUCTION** |
| 1 | When the green flag is clicked  |
| 2 | Set size to 50%  |
| 3 | Point towards mouse pointer  |
| 4 | Glide 0.5 seconds to random position  |
| 5 | Wait for 1 second  |
| 6 | Repeat steps 3 and 4 forever  |

1. Open Scratch.
2. Write a program in scratch using appropriate blocks.
3. Follow the sequence of block.
4. Save your Scratch Program with your name - Class.

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| **RUBRIC FOR SCRATCH PROGRAM.** |
|  | 1 | 2 | 3 |
| Able to insert spreadsheet |  |  |  |
| Able to identify data type |  |  |  |
| Able to insert chart in excel |  |  |  |
| Able to Save |  |  |  |
| **Key**: 1. Needs more opportunity to develop this skill.
2. Beginning to demonstrate this skill.
3. Has achieved this skill.
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