





Project 2

1. Open Scratch Jr. /1
2. Create a blank project. /1
3. Choose a background like this. /1



4. Choose a **Boat** character. /1
5. This algorithm is for the Boat to Sail. /4

Step	Instruction	
①	Start on Green Flag	
②	Move at slow speed	
③	Move 14 steps right	14 
④	Stop program	

6. Run your program to see what happens. /1
7. Change the speed from slow to medium. /1

8. Answer the following question.

/2

What will happen if this block:



is used instead of this block?



Answer: _____

9. Change your code to match the new algorithm.

/2

10. Run your program.

/1