Using Operators Worksheet

Name:_______________________________

1. Begin with your helicopter game, which you should have saved on the computer. If you don’t have it saved, remember that you will need to add the helicopter sprite and then add controls so that you can make the helicopter go up, right, and left and it gets pulled own by gravity. You will need to use at least these blocks:

```
when [green] clicked
forever
if [key up arrow pressed?]
  [change y by 1]
else
  [change x by 1]
if
```

2. Now, add draw a new sprite that looks like something a helicopter could land on. Rename the new sprite. What is your new sprite’s name?

3. Now, make a new variable and give it a name. What is your variable’s name?

4. Now, add to your helicopter sprite’s scripts so that IF the sprites are touching your variable is set to “yes”, ELSE it is set to “no”. Use your notes and these blocks:

```
if
  [set [landed] to [no]]
else
  [set [landed] to [yes]]
```

Draw the CHANGES to your helicopter script below:

5. Now, add to your helicopter scripts so that the helicopter can land on the landing pad! Use your notes, and remember that you will need to use the block and that you will need to put an IF/ELSE block INSIDE another IF/ELSE block. Make sure your helicopter can land correctly and draw the CHANGES to your script below.
6. Now, add another landing pad, so that your helicopter can fly between them and land on each. Show Mr. Bruno when you have at least 2 working landing pads and he will initial this question. (Hint: One way to do this is to sense whether the helicopter is touching a certain color instead of a different sprite. There are other ways to do it, too.)

7. Last, try to use costumes to make the helicopter blades look like they are moving when the helicopter is moving. Show Mr. Bruno if you can figure this out and get his initial on this question. (Hint: Go to “costumes” and click “copy” to get a 2nd copy of the helicopter costume. Then you can edit that costume to change it a little bit.)