"Healthy Hannah " Grade Sheet"
Adding Conditionals (If/Then) & Broadcasting to the "Healthy Food" Variable Program – *(20pts.)*

Purpose: Students will apply an "If/Then" statements to their "Healthy Foods" program.

The original program, "Healthy Food," introduced the concept of Variables. This program, "Healthy Hannah," will allow students to apply their "If/Then" skills to their "Healthy Food" program. It will also let them apply their "Broadcasting" skills

Step #1: View the Model: "Healthy Hannah_Conditionals, Variables & Broadcasting." (On the class website).

Step #2: Go to the "Healthy Foods" program you created in Scratch. **"Save a Copy"** of the "Healthy Foods" program. Title the copy: "Healthy Hannah_Conditionals, Variables & Broadcasting." To save time, you will edit this program instead of starting a new program.

Step#3: Add a Sprite, preferably human.

1. If the healthy selections are greater than 3, then a dialogue box will appear next to Hannah stating, "You have made some very healthy choices." You must use an "If/Then" statement.	5pts
2. If the food choices are poor and are less than -3, then a dialogue box will appear next to Hannah stating, "You have made some very poor eating choices." You must use an "If/Then" statement.	5pts
3. When the counter passes -3, the Backdrop will change and you will see Hannah standing in front of an ambulance ("Broadcasting!"). The food will not be visible when the ambulance appears.	5pts
!!Helpful Hint: Place your "If/Then" statements in a "Forever" loop in order to get Hannah's comments to appear!!	5pts

New Code: