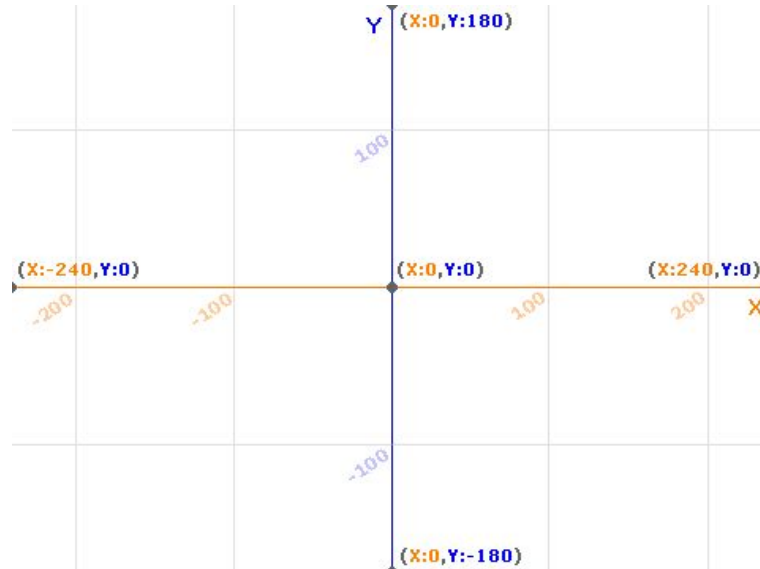


Lesson :: Green Operators and the xy-grid

Remember that Scratch is set up with a coordinate plane.



What happens when you program these scripts for your sprite? Take notes!!!

```
when clicked
  go to x: 103 y: 88
  wait 1 secs
  glide 2 secs to x: -173 y: -103
  wait 0.5 secs
  move 40 steps
```

```
when clicked
  go to x: pick random 0 to 360 y: pick random 0 to 360
```

```
when clicked
  go to x: pick random -240 to 240 y: pick random -180 to 180
```

```
when clicked
  go to x: pick random -180 to 180 y: pick random -180 to 180
```

Operators in computer programming are typically used to perform mathematical or logical equations.

Scratch Challenge :: Random Dice

Your challenge is to create a Scratch program that acts as if you were throwing a playing die.

Planning Your Program

You will want to show the face of the die, so you will need to have how many costumes for the die?

_____ (How many faces are on a playing die?)

You can certainly take your time and draw a 3-D image of a die, but you could also just draw a simple square to show the one face.



How are you going to activate the die? Will you press a letter? The space bar? Mouse click?

What's the difference between these two programs? Which works better?