

# Master Code Key: Interactive Punnett Square

```

when green flag clicked
  go to x: -206 y: -129
  switch costume to Question Mark_408px width 360 px Height
  forever
    if key space pressed? then
      create clone of Question Mark_408px width 360 px Height
      go to Poof Tail cat
      wait 1 secs
  when this sprite clicked
    next costume
  
```



## Sprite 1: Letters (? , a, B)

Note: This sprite has three costumes inside it (? , a, and B) and the programming will allow the user to choose which costume to display.

Programming objective:

- Students use the clone function to place letters on their workspace with the space bar.
- Students use the "When this sprite is clicked" button to change costumes between the "?", the "a", and "B."

```

when green flag clicked
  go to x: -172 y: 42
  say Press the arrows to make me move! for 3 secs
  forever
    if key up arrow pressed? then
      change y by 7
    if key down arrow pressed? then
      change y by -7
    if key right arrow pressed? then
      change x by 7
    if key left arrow pressed? then
      change x by -7
  
```



## Sprite 2: Navigator

Note: Programming will allow this sprite to drive around the screen in the x, -x, y, and -y directions (up, down, left, and right)

Programming Objective:

- Go to a start point
- Tell the user a message
- Move up, down, left, and right

*This is the scratch template your students will be using*

