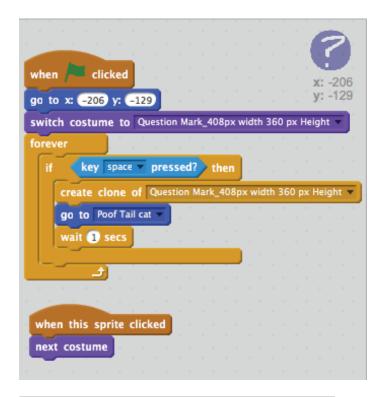


Master Code Key: Interactive Punnett Square



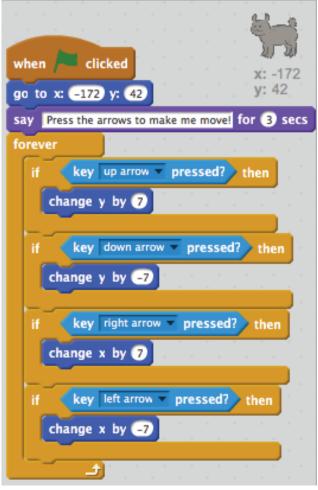


Sprite 1: Letters (?, a, B)

Note: This sprite has three costumes inside it (?, a, and B) and the programing 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."



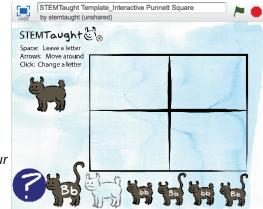


Sprite 2: Navigator

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