

Water Cycle Worksheet

Here are some blocks that might be helpful when making an interactive model of the water cycle in Hopscotch.

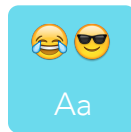
Events: These will get the model started and help manage the program.

Game Starts

is Tapped

is Swiped Left

Objects: Explore the emoji keyboard to gather objects related to the water cycle.



Visibility: use the set invisibility block to make objects appear and disappear.

Set Invisibility

Wait: add a pause to an object.

Wait

Motion: make objects move in different directions.

Move forward

Set Position

Change X by

Change Y by

Turn

Flip

Loops: Make blocks of code repeat.

Repeat

Repeat forever

Sound: Use sounds to animate the model.

Start Sound

Events in the program: once multiple elements of the model are added, use the event blocks to help them interact with each other.



When



is tapped