

# 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.



**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.



**Wait:** add a pause to an object.



**Motion:** make objects move in different directions.



**Loops:** Make blocks of code repeat.



**Sound:** Use sounds to animate the model.



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

