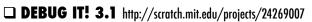# DEBUG IT!

HELP! CAN YOU DEBUG THESE FIVE SCRATCH PROGRAMS?

In this activity, you will investigate what is going awry and find a solution for each of the five Debug It! challenges.

## START HERE

❑ Go to the Unit 3 Debug It! Studio:
http://scratch.mit.edu/studios/475554
❑ Test and debug each of the five debugging challenges in the studio.
❑ Write down your solution or remix the buggy program with your solution.

## FEELING STUCK?

THAT'S OKAY! TRY THESE THINGS...

❑ **DEBUG IT! 3.1** http://scratch.mit.edu/projects/24269007

In this project, the Scratch Cat teaches Gobo to meow. But when it's Gobo's turn to try – Gobo stays silent. How do we fix the program?

❑ **DEBUG IT! 3.2** http://scratch.mit.edu/projects/24269046

In this project, the Scratch Cat is supposed to count from 1 to the number the user provides. But the Scratch Cat always counts to 10. How do we fix the program?

❑ **DEBUG IT! 3.3** http://scratch.mit.edu/projects/24269070

In this project, the Scratch Cat is doing roll call with Gobo's friends: Giga, Nano, Pico, and Tera. But everything is happening all at once! How do we fix the program?

❑ **DEBUG IT! 3.4** http://scratch.mit.edu/projects/24269097

In this project, the Scratch Cat and Gobo are practicing their jumping routine. When Scratch Cat says "Jump!", Gobo should jump up and down. But Gobo isn't jumping. How do we fix the program?

❑ **DEBUG IT! 3.5** http://scratch.mit.edu/projects/24269131

In this project, the scene changes when you press the right arrow key. The star of the project – a dinosaur – should be hidden in every scene except when the scene transitions to the auditorium backdrop. In the auditorium, the dinosaur should appear and do a dance. But the dinosaur is always present and is not dancing at the right time. How do we fix the program?

❑ Make a list of possible bugs in the program.
❑ Keep track of your work! This can be a useful reminder of what you have already tried and point you toward what to try next.
❑ Share and compare your problem finding and problem solving approaches with a neighbor until you find something that works for you!

## FINISHED?

+ Add code commentary by right clicking on blocks in your scripts. This can help others understand different parts of your program!
+ Discuss your testing and debugging practices with a partner, and make note of the similarities and differences in your strategies.
+ Help a neighbor!