



Scan the code or use the lesson ID to access this lesson online.

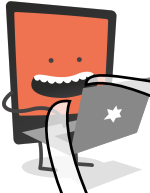


Name: _____

Date: _____

I can use debugging to fix a number of problems

LessonID: 162

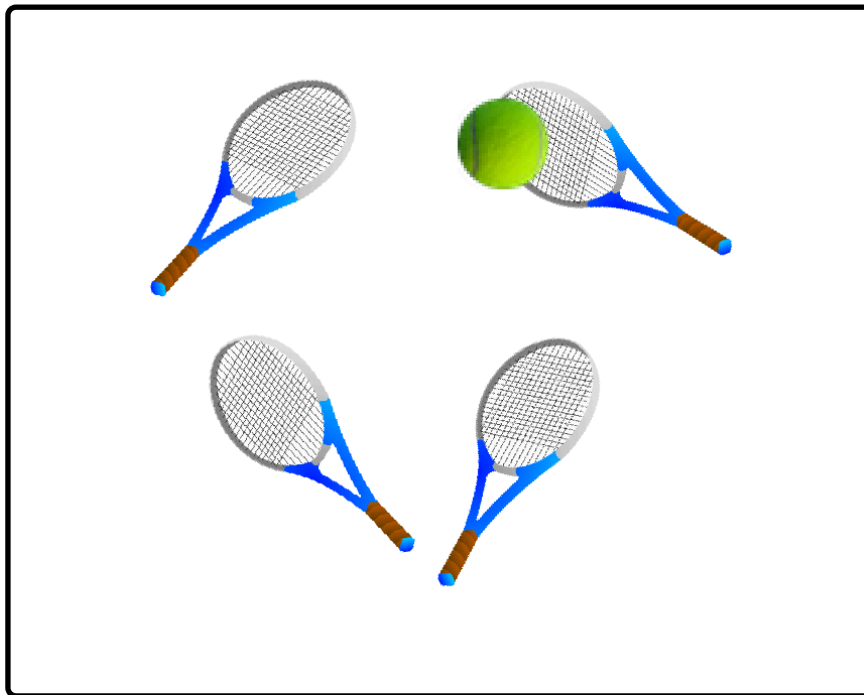


Take care to open the Scratch project at this website:
scratch.mit.edu/projects/21577252/

Click 'See inside' to open the project.



In this program, a ball should bounce between four tennis rackets, making a sound every time it bounces. Unfortunately, **one** programming block is in the wrong place. Use your debugging skills to work out where the problem is and to fix it.



What mistake did you find and how did you fix it?

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