



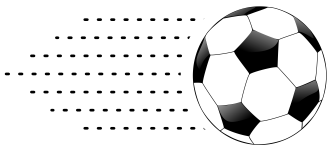
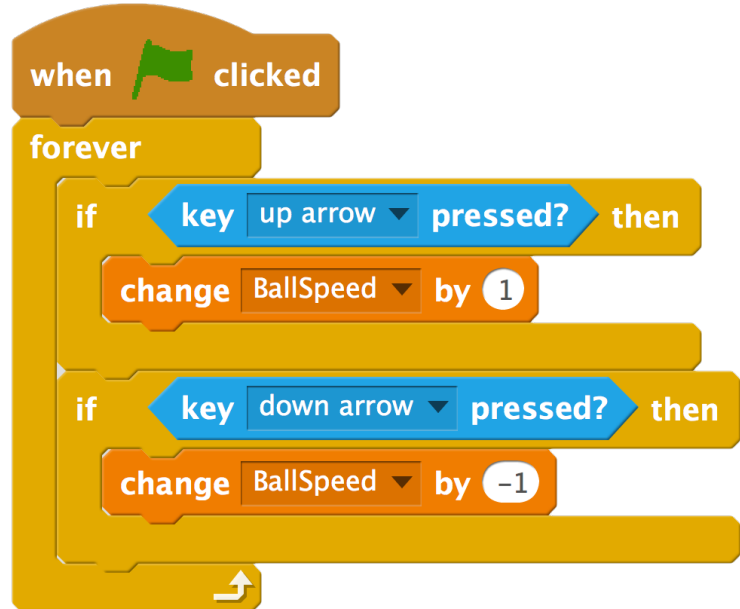
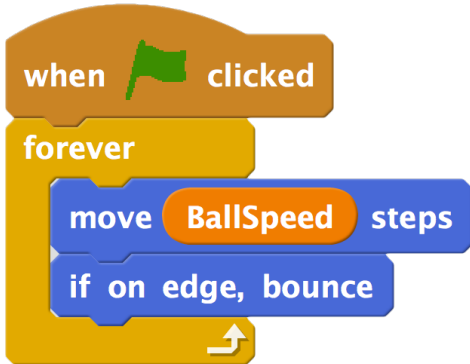
Name: \_\_\_\_\_ Date: \_\_\_\_\_

I can change the value of variables as a program runs

LessonID: 182



Here are some coding blocks for a ball that bounces across the screen. Look closely at the code and work out how the ball's speed is changed.



What happens if you keep pressing the **up** arrow? Why?

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What happens if you keep pressing the **down** arrow? Why?

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Is there any way of stopping the ball from moving as the program runs? How?

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