

“Debug-It” Activities

Debugging is the process of locating and fixing problems in a section of computer code. This process is a great way to evaluate your logical reasoning and problem solving skills when it comes to both the Scratch interface in particular and computer programming in general.

The basic process you should follow is given below:

- 1. Run the program
- 2. Verify an error exists
- 3. Find the problem in the code
- 4. Fix the problem in the code
- 5. Go back to the first step

After you fix the Scratch program on your computer write a few sentences describing why it was not working and how you fixed it.

1. “I want the cat to spin in a circle but it's not working. Can you fix it?”

2. “I want the cat to walk back and forth across the screen but he keeps flipping upside down. Can you fix it?”

3. “I want the cat to dance to some music but instead it's dancing after the music. Can you fix it?”

4. “I want the cat to start with his hat on and then run in place. It works the first time but not the second. Can you fix it?”

5. “I want the cat to be able to move around the screen by using the arrow keys but it's not working. Can you fix it?”