

# Perpetually Prepared Penguin

by Seattle Dojo



- Follow this link and remix the project:  
<https://scratch.mit.edu/projects/24621469/#editor>
- Add a "when \_\_\_ key pressed" block to the "thermometer" sprite to make it so that when you press the up arrow the "temperature" variable increases by 2. In addition to using a "change" block, you'll need to broadcast a "show temperature" message.
- Add a "when \_\_\_ key pressed" block to the "thermometer" sprite to make it so that when you press the down arrow the "temperature" variable decreases by 2.
- In the "penguin" sprite, make a few more costumes for the penguin, showing the penguin at different temperatures. Make one for when it's cold, one for when it's very cold, one for when it's normal, one for when it's hot, and one for when it's very hot.

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- Change the "penguin" code so that it shows your different costumes depending on the temperature. That is, if the temperature is average, show the plain penguin. If the temperature is cold (perhaps less than 45 degrees) show the penguin with its "cold" costume (maybe a sweater). If the temperature is very cold (perhaps less than 30 degrees) show the penguin with its "very cold" costume (maybe a heavy jacket and snow boots). If the temperature is very hot (perhaps over 100), show the penguin with its "very hot" costume (maybe the swim suit). It's up to you how many costumes you want (how many temperature levels) and what they are.
- **Bonus:** make the penguin say something appropriate for the weather whenever the temperature changes.