1. **How does varying the number in self.change_x affect what happens? Try it with: Positive numbers, negative numbers, big numbers, small numbers and 0. What do you think this value represents?**

2. **What happens if we increase the number in self.set_size? If you write self.set_size(1) you can see the normal/default size of the bird in your stage. Try big numbers, small numbers.**

   What numbers would you use to make it half size or double size? What other numbers work?

   What do you think will happen if the number is 0?

3. If you click the three-dots arrow at the side of a script you can change its hat block. What happens if you change the *"right arrow"* hat block to be a *"down arrow"* hat block?

4. How does a when-*key*-pressed script work if you hold down the right arrow key for a while (key repeat)?