# Lesson 2

## Worksheet 2

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?**

1. **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?**
2. **How does a when-*key*-pressed script work if you hold down the right arrow key for a while (key repeat)?**