

Maritime Labs - Chris Kelly

Day 3 - March 11, 2017

Coding as Real English

Describing a Process - Notes

1) The Imperative

It is possible to use subjects when describing a process. The subject most commonly used is “you”. Here is a recipe for cooking eggs.

- **You** use four eggs.
- **You** put one tablespoon of water in with the eggs.
- **You** mix the eggs with a fork.
- **You** heat oil in a pan for 3 minutes.
- **You** pour the eggs into the hot pan.

It's common when describing a process to use the **imperative**. The **imperative** is made by using the verb first with no subject. The **imperatives** for the same recipe are **in bold**.

- **Use** four eggs.
- **Put** one tablespoon of water in with the eggs.
- **Mix** the eggs with a fork.
- **Heat** oil in a pan for 3 minutes.
- **Pour** the eggs into the hot pan.

Here are some other examples.

Direct orders

- Take that gum out of your mouth.
- Stand up straight.
- Give me the details.

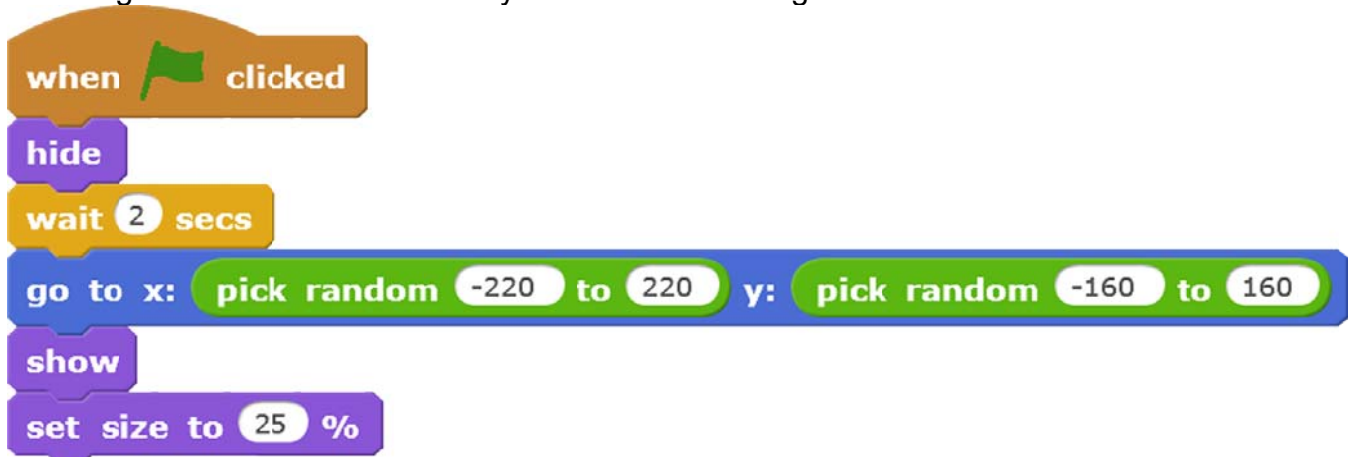
Giving instructions

- Take two pills every evening.
- Take a left and then a right.
- Open your book.

Making an invitation

- Come in and sit down.
- Please start without me.
- Have a piece of this cake.

Look at the **Scratch** code for **Sprite 1** below. The **Stack and Reporter Blocks** use the **imperative** to give instructions. What do you think the real English sentences would be for this code?



- 1) When the green flag is clicked, **hide** Sprite1.
- 2) **Wait** for 2 seconds.
- 3) **Pick** a random number from -220 to 220 for X.
- 4) **Pick** a random number from -160 to 160 for Y.
- 5) **Go** to (coordinates) X,Y.
- 6) **Show** Sprite 1.
- 7) **Set** the size of Sprite 1 to 25% (of its full size).

2) Passive Voice

We use the **active voice** to say what the subject does. For example:

- **I speak** English every day at work.
- **I repaired** the flat tire on the car.

We use the **passive voice** to say what happens to people and things. The **passive** is made by using the **BE** and the past participle of the main verb. The **passive** for the same recipe from above is **in bold**.

- Four eggs **are used**.
- One tablespoon of water **is put** in with the eggs.
- The eggs **are mixed** with a fork.
- Oil **is heated** in a pan for 3 minutes.
- The eggs **are poured** into the hot pan.

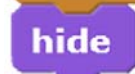
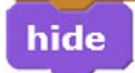
Here are some other examples.

- The car **was damaged** in the parking lot.
- The shirts **were made** in Turkey.
- The report **was approved** by my boss.
- I **was fired** by my manager.

Look at the **Scratch** code for **Sprite 1** below. The **Hat Blocks** use the **passive** to give instructions. What do you think the real English sentences would be for this code? You'll also need to use **imperatives** from above. We already did the first one.



When the green flag **is clicked**, hide Sprite1.



- 1) When the space key **is pressed**, hide Sprite 1.
- 2) When Sprite 1 **is clicked**, hide Sprite 1.

3) Zero Conditional

When we talk about things as part of a process that are always or usually true, we can use **zero conditional**. It is made up of:

If / When present simple (or passive), then imperative

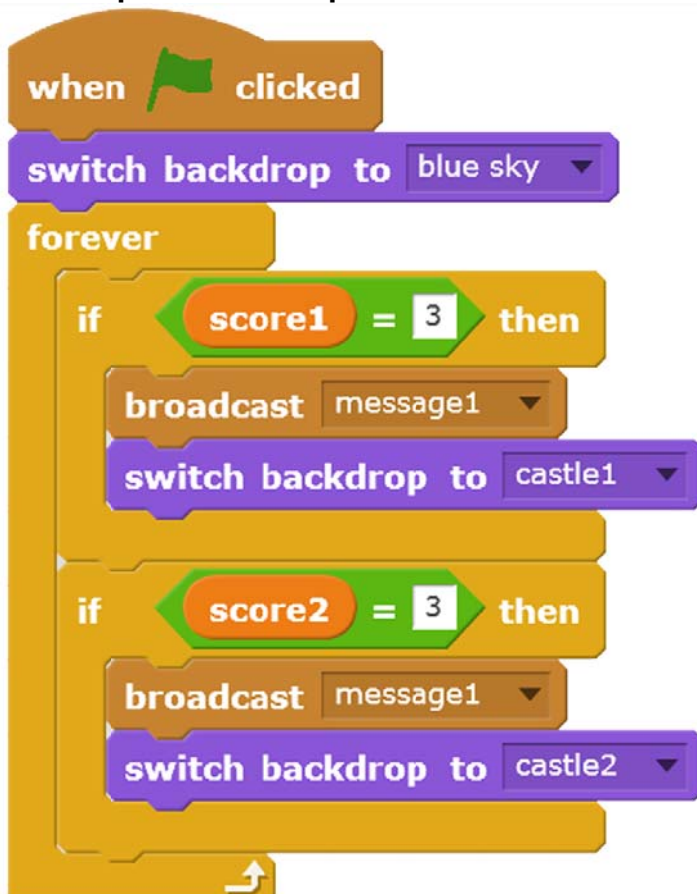
For example:

- **If** four eggs **are used**, **then put** one tablespoon of water in with them.
- Heat oil in a pan for 3 minutes.
- **When** the eggs **are mixed** with a fork, **then pour** the eggs into the hot pan.

Here are some other examples.

- **If** he **gets** there before me, **ask** him to wait.
- **When** you **visit** London, **go** on the London Eye
- **If** you **finish** your work, **go** for a coffee.

Look at the **Scratch** code that ends your game below. The “**if**” **Blocks** use the **zero conditional** to give instructions. What do you think the real English sentences would be for this code? You’ll also need to use **imperatives** and **passive voice** from above.



- 1) When the green flag is clicked, switch the backdrop to *blue sky*.
- 2) Forever, **if** *score1* **equals** 3, then **broadcast** *message1* and **switch** the backdrop to *castle1*.
- 3) **If** *score2* **equals** 3, then **broadcast** *message1* and **switch** the backdrop to *castle2*.

4) Sequence Words

When describing a process, it's more natural to join the different parts together with **sequence words**.

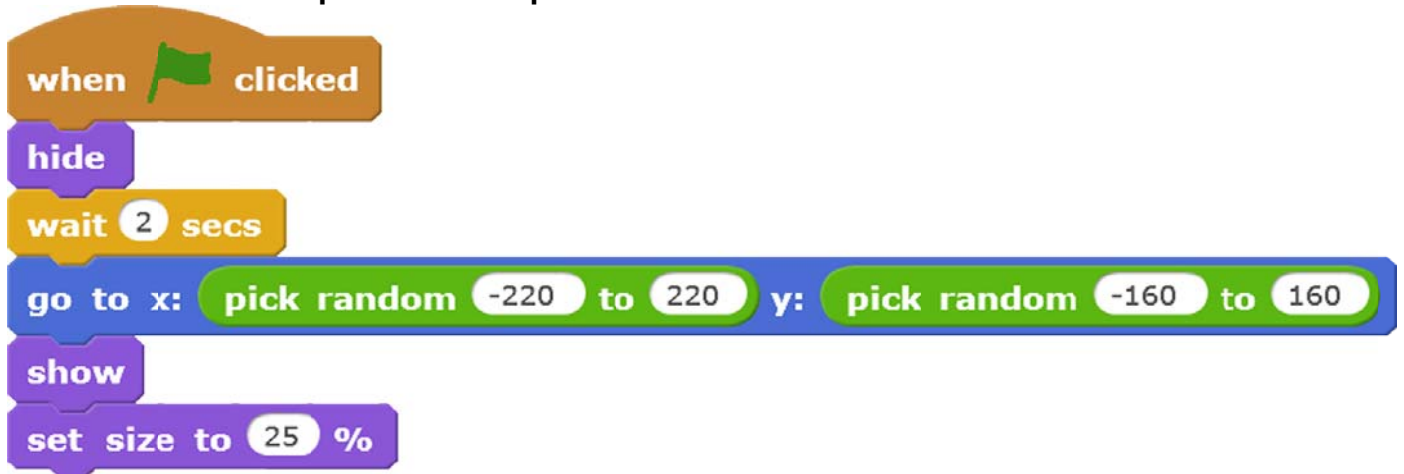
For example:

- **First**, use four eggs.
- **Then**, put one tablespoon of water in with the eggs.
- **Third**, mix the eggs with a fork.
- **After that**, heat oil in a pan for 3 minutes.
- **Finally**, pour the eggs into the hot pan.

Here are some useful **sequence words**.

| | | |
|---------|-----------------|----------|
| First, | Next, | Finally, |
| Second, | Then, | Lastly, |
| Third, | After that, | |
| | Following this, | |

Look at the **Scratch** code from the section on imperatives. Re-write the real English for this coding using **sequence words**. What do you think the real English sentences would be for this code? You'll also need to use **imperatives** and **passive voice**.



```

when green flag clicked
  hide
  wait 2 secs
  go to x: pick random -220 to 220 y: pick random -160 to 160
  show
  set size to 25%
  
```

- 1) **First**, when the green flag is clicked, hide Sprite1.
- 2) **Following this**, wait for 2 seconds.
- 3) **Third**, pick a random number from -220 to 220 for X.
- 4) **Next**, pick a random number from -160 to 160 for Y.
- 5) **After that**, go to (coordinates) X Y.
- 6) **Then**, show Sprite 1.
- 7) **Finally**, set the size of Sprite 1 to 25% (of its full size).