

Lesson 2: Let's explore warning messages

Estimated time	15-30 minutes
Additional resources needed	nil

Overview

The bug box in EdScratch provides warning messages to users. These messages can flag different problems or potential issues. In this activity, students learn about the bug box and the two types of warning messages they may encounter in the bug box. Neither the idea of bugs in programming nor the practice of debugging are explicitly introduced in this activity, but will be taught in later lessons.

The critical learning objective of this activity is that warning messages in EdScratch are not 'failures' or inherently bad things. Quite the opposite! The bug box and its warning messages are wonderful tools to help discover and fix issues – critical problem solving and coding skills. This lesson activity aims to help students develop a good attitude towards the bug box, viewing it as a tool they can use, while laying the framework for debugging as a skill to be developed in future lessons.

Tips and tricks

- Some students may fix the bugs before answering the questions. Reloading the demo program will bring back the original program and its bugs. Using the keyboard shortcut 'undo' (PC: Ctrl + z) (Mac: command + z) will also undo changes one by one.
- You can find a complete guide to the warning messages in EdScratch at <https://meetiedison.com/robot-programming-software/edscratch/>. This guide includes all warning messages, what they mean and examples of when you may encounter them.

Answer key

Question	Answer/Sample answer	Marking notes
1	<i>Sample answer: An error message popped up and said that the program cannot download because there is a red warning message.</i>	While a red message is displaying, the program will not download. Student answers must demonstrate an understanding of this.
2	<i>Sample answer: I took the orange 'wait 1 sec' block out of the purple blocks.</i>	Removing the non-musical note block from the stack will fix the issue. Other fixes which result in the same outcome (such as deleting all blocks) are technically correct but are not ideal solutions.
3	<i>Answer: The two blue 'drive' blocks ('forwards for 10 cm at speed 2' and 'backwards for 17 cm at speed 5') will not be programmed into Edison.</i>	This answer is based off the program without any changes applied.