

Blocks Editor View Screenshots
Heather Braum -- Ed Tech 597

The image displays eight event-driven scripts in a Scratch-like blocks editor, each starting with a 'when' event and followed by a 'do' loop containing various 'call' blocks for screen management.

- Screen1.Initialize**:
 - call hidguidelines
 - call hideweblinks
 - call hidelessons screen
 - call hidecredits
- BottomofGuidelinesInstructionsAccessGuidelines.Click**:
 - call accessguidelines
 - call scrolling
- CreditReturnHome.Click**:
 - call hidecredits
 - call showmain screen
 - call scrolling
- AllScreensGuidelines.Click**:
 - call hidemainscreen
 - call hidelessons screen
 - call showguidelines
 - call hideweblinks
 - call hidecredits
 - call scrolling
- CriteriaButton.Click**:
 - call hidemainscreen
 - call showguidelines
 - call hideweblinks
 - call hidelessons screen
 - call hidecredits
 - call scrolling
- LessonButton.Click**:
 - call hidemainscreen
 - call showlessons screen
 - call hideweblinks
 - call hideguidelines
 - call hidecredits
 - call scrolling
- AllScreensLesson.Click**:
 - call hideguidelines
 - call hideweblinks
 - call hidemainscreen
 - call hidecredits
 - call showlessons screen
 - call scrolling
- AllScreensLinks.Click**:
 - call hideguidelines
 - call showwebresources
 - call hidemainscreen
 - call hidelessons screen
 - call hidecredits
 - call scrolling

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The screenshot displays a collection of code blocks in a visual programming environment, organized into several functional groups:

- hideallspecificguidelines**: A large block containing 18 'set' blocks, each setting the 'Visible' property of a specific guideline section (e.g., Guidelines000sSection, Guidelines100sSection, etc.) to 'false'.
- accessguidelines**: A block containing 7 'set' blocks, setting the 'Visible' property of various guideline elements (e.g., GuidelinesNavigation, GuidelinesInstructions, GuidelinesAccessGuidelines, GuidelinesMainScreen1, GuidelinesSpacing1, GuidelinesSpacing3) to either 'true' or 'false'.
- hidemainscreen**: A block containing 7 'set' blocks, setting the 'Visible' property of main screen elements (e.g., MainScreenHeader, MainScreenSpacing2, MainScreenSpacing1, MainScreenText, MainScreenNavigation, CreditsActivate, CreditsActivateSpacing) to 'false'.
- scrolling**: A block containing 3 'set' blocks, setting the 'Scrollable' property of 'Screen1' to 'true' or 'false'.
- hideweblinks**: A block containing 7 'set' blocks, setting the 'Visible' property of web link elements (e.g., WebLinksMainScreen1, WebLinksMainScreen2, WebLinksMainScreen3, WebLinksSpacing1, WebLinksSpacing3, WebLinksSpacing2) to 'false'.
- hidecredits**: A block containing 1 'set' block, setting the 'Visible' property of 'CreditsSection' to 'false'.
- lessonsshowsections**: A block containing 4 'set' blocks, setting the 'Visible' property of lesson sections (LessonInstructions, LessonMainScreen1, LessonSpacing3, LessonSpacing1) to 'true' or 'false'.
- falselessonsections**: A block containing 8 'call' blocks, each calling a function (e.g., lessonobjectionfalse, lessonweedingstepsfalse, lessoncrewmethfalse, lessonweedingfactorsfalse, lessonweedingcriteriafalse, lessonwhyweedfalse, lessonweedingstepsfalse) to set lesson-related properties to 'false'.

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The image displays three screenshots of the Scratch Blocks Editor. The top-left screenshot shows a 'to showwebresources arg' block containing a 'do' loop with seven 'set' blocks and one 'call' block. The 'set' blocks are: 'WebLinksMainScreen3.Visible to true', 'WebLinksMainScreen1.Visible to true', 'WebLinksMainScreen2.Visible to true', 'WebLinksSpacing1.Visible to true', 'WebLinksSpacing3.Visible to true', 'WebLinksSpacing2.Visible to true', and 'WebLinksList.Elements to global WebLinkNames'. The top-right screenshot shows a 'to allguidelinesfalse arg' block containing a 'do' loop with ten 'call' blocks: 'philosophyfalse', 'generalitiesfalse', 'socialsciencefalse', 'religionfalse', 'languagefalse', 'naturalsciencefalse', 'technologyfalse', 'artsfalse', 'literaturefalse3', 'historyfalse', 'biographyfalse', 'otherfalse', 'childrenfalse', and 'mediafalse'. The bottom-left screenshot shows a 'to hideguidelines arg' block containing a 'do' loop with five 'set' blocks and one 'call' block: 'GuidelinesMainScreen1.Visible to false', 'GuidelinesNavigation.Visible to false', 'GuidelinesSpacing1.Visible to false', 'GuidelinesAccessGuidelines.Visible to false', 'GuidelinesInstructions.Visible to false', and 'hideallspecificguidelines'. At the bottom, a partial 'def weblinkindex as number 1' block is visible.

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The screenshot displays a collection of Scratch-style code blocks organized into several functional groups:

- Event-Driven Scripts (When Clicked):**
 - CreditButton.Click:** Calls `showcredits`, `hidemainscreen`, and `scrolling`.
 - showcredits arg:** Sets `CreditsActivate.Visible` to `true`.
 - showguidelines arg:** Sets `GuidelinesMainScreen1.Visible` to `true`, `GuidelinesNavigation.Visible` to `false`, `hidealspecificguidelines`, `GuidelinesSpacing1.Visible` to `true`, `GuidelinesAccessGuidelines.Visible` to `true`, `GuidelinesInstructions.Visible` to `true`, and `GuidelinesSpacing3.Visible` to `true`.
 - hidelessonsarg arg:** Sets `LessonMainScreen1.Visible`, `LessonInstructions.Visible`, `LessonSpacing1.Visible`, and `LessonSpacing3.Visible` to `false`, then calls `falselessonsections`.
 - WebResourcesButton.Click:** Calls `hidemainscreen`, `showwebresources`, `hideguidelines`, `hidecredits`, `hidelessonsarg`, and `scrolling`.
 - LessonBackHowToTop.Click:** Sets `LessonInstructions.Visible` to `true` and calls `scrolling`.
 - LessonBackWhyTop.Click:** Sets `LessonWhyweed` to `true` and calls `scrolling`.
 - LessonNextCriteriaBottom.Click:** Sets `LessonWeedingCriteria` to `true`, `LessonCrewMethod` to `false`, and calls `scrolling`.
 - LessonNextCriteriaTop.Click:** Sets `LessonWeedingCriteria` to `true`, `LessonCrewMethod` to `false`, and calls `scrolling`.
 - AccessSpellwFlickr.Click:** Sets `WebLinksLaunch.DataUri` to `http://metaatem.net/words/` and calls `WebLinksLaunch.StartActivity`.
 - AccessCrewManual.Click:** Sets `WebLinksLaunch.DataUri` to `https://www.tsl.state.tx.us/ld/pubs/crew/index.html` and calls `WebLinksLaunch.StartActivity`.
- Navigation and Visibility Scripts:**
 - showmainscreen arg:** Sets `CreditsActivate.Visible`, `CreditsActivateSpacing.Visible`, `MainScreenHeader.Visible`, `MainScreenSpacing2.Visible`, `MainScreenSpacing1.Visible`, `MainScreenText.Visible`, and `MainScreenNavigation.Visible` to `true`.
 - hidelessonsarg arg:** (Detailed above).
 - hidecredits arg:** Sets `CreditsSection.Visible` to `false`.
- Data and Lists:**
 - WebLinks:** A list containing URLs such as `https://www.tsl.state.tx.us/ld/pubs/crew/index.html`, `http://www.lib.az.us/cdl/weeding.aspx`, `http://neklis.libguides.com/weeding`, `http://www.ala.org/ala/professionalresources/libfactsheets/alalibraryfactsheet15.cfm`, `http://www.ilsa.lib.ia.us/weeding.htm`, `http://edtech2.boisestate.edu/heatherbraum/502/webquest/start.html`, and `http://www.nlc.state.ne.us/scripts/calendar/eventshow.asp?ProgID=10289`.
 - WebLinkNames:** A list containing names like `CREW Manual Online (Texas)`, `Weeding Training (Arizona)`, `Weeding LibGuides (NEKLS)`, `Weeding Library Collections (ALA)`, `Weeding FAQs (Iowa)`, `Weeding Web Lesson (Heather Braum)`, and `Weeding Webinar (Nebraska)`.
 - Global Variables:** `weblinksindex` is defined as a number `1`.
- Other Scripts:**
 - LessonWhyweed false:** Sets `LessonWhyweed` to `false` and calls `LessonWeedingSteps false`.
 - LessonCrewMethod false:** Sets `LessonCrewMethod` to `false` and calls `LessonCrewMethod false`.
 - HomeHomeScreen.Click:** Calls `hidelessonsarg`, `hideguidelines`, `hideweblinks`, `showmainscreen`, and `scrolling`.

Defines

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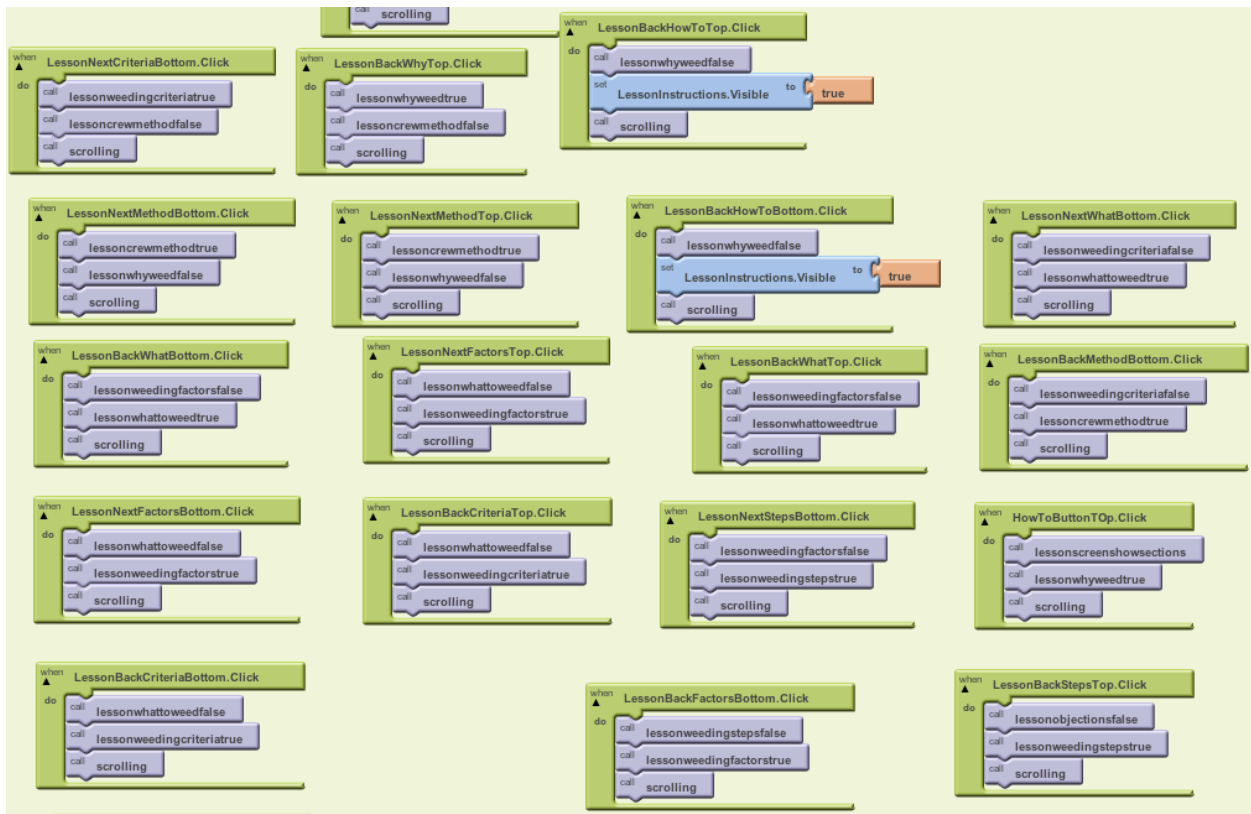
The screenshot displays the App Inventor for Android Blocks Editor interface. The top portion shows several event-driven logic blocks:

- LessonBackWhyBottom.Click**: Triggers calls to `lessonwhyweedtrue`, `lessoncrewmethfalse`, and `scrolling`.
- LessonNextWhatTop.Click**: Triggers calls to `lessonweedingcriteriafalse`, `lessonwhattoweedtrue`, and `scrolling`.
- LessonBackMethodTop.Click**: Triggers calls to `lessonweedingcriteriafalse`, `lessoncrewmethtrue`, and `scrolling`.
- LessonNextStepsTop.Click**: Triggers calls to `lessonweedingfactorsfalse` and `lessonweedingsteptrue`.

The bottom portion shows the main workspace with a `WebLinksList.AfterPicking` event and a grid of visibility control blocks:

- WebLinksList.AfterPicking**: Logic includes setting a global `weblinkindex`, selecting an item from `WebLinksList.Selection`, and launching `WebLinksLaunch.DataUri` and `WebLinksLaunch.StartActivity`.
- Visibility Control Grid**: A collection of blocks for setting the visibility of various sections based on lesson state:
 - `lessonobjectionsfalse` sets `LessonObjectionsSection.Visible` to `false`.
 - `lessonweedingfactortrue` sets `LessonWeedingFactorsSection.Visible` to `true`.
 - `lessonweedingfactorfalse` sets `LessonWeedingFactorsSection.Visible` to `false`.
 - `lessonwhattoweedtrue` sets `LessonWhatToWeedSection.Visible` to `true`.
 - `lessoncrewmethtrue` sets `LessonCrewMethodSection.Visible` to `true`.
 - `lessonwhyweedtrue` sets `LessonWhyWeedSection.Visible` to `true`.
 - `lessoncrewmethfalse` sets `LessonCrewMethodSection.Visible` to `false`.
 - `lessonweedingcriteriafalse` sets `LessonWeedingCriteriaSection.Visible` to `false`.
 - `lessonwhyweedfalse` sets `LessonWhyWeedSection.Visible` to `false`.
 - `lessonobjectionstrue` sets `LessonObjectionsSection.Visible` to `true`.
 - `lessonweedingcriteriatrue` sets `LessonWeedingCriteriaSection.Visible` to `true`.
 - `lessonwhattoweedfalse` sets `LessonWhatToWeedSection.Visible` to `false`.
 - `lessonweedingsteptrue` sets `LessonWeedingStepsSection.Visible` to `true`.
 - `lessonweedingstepsfalse` sets `LessonWeedingStepsSection.Visible` to `false`.

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```
when LessonBackWhyBottom.Click
do
  call lessonwhyweedtrue
  call lessoncrewmethodfalse
  call scrolling
```

```
when LessonNextWhatTop.Click
do
  call lessonweedingcriteriafalse
  call lessonwhattoweedtrue
  call scrolling
```

```
when LessonBackMethodTop.Click
do
  call lessonweedingcriteriafalse
  call lessoncrewmethodtrue
  call scrolling
```

```
when LessonNextStepsTop.Click
do
  call lessonweedingfactorsfalse
  call lessonweedingstepstrue
  call scrolling
```

```
when StartHowToSection.Click
do
  call lessonscreenshowsections
  call lessonwhyweedtrue
  call scrolling
```

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The image displays two screenshots of a Scratch-like Blocks Editor. The top screenshot shows a collection of 'do' blocks for setting the visibility of various lesson sections. The bottom screenshot shows 'when clicked' blocks for navigating between different sections of the lesson.

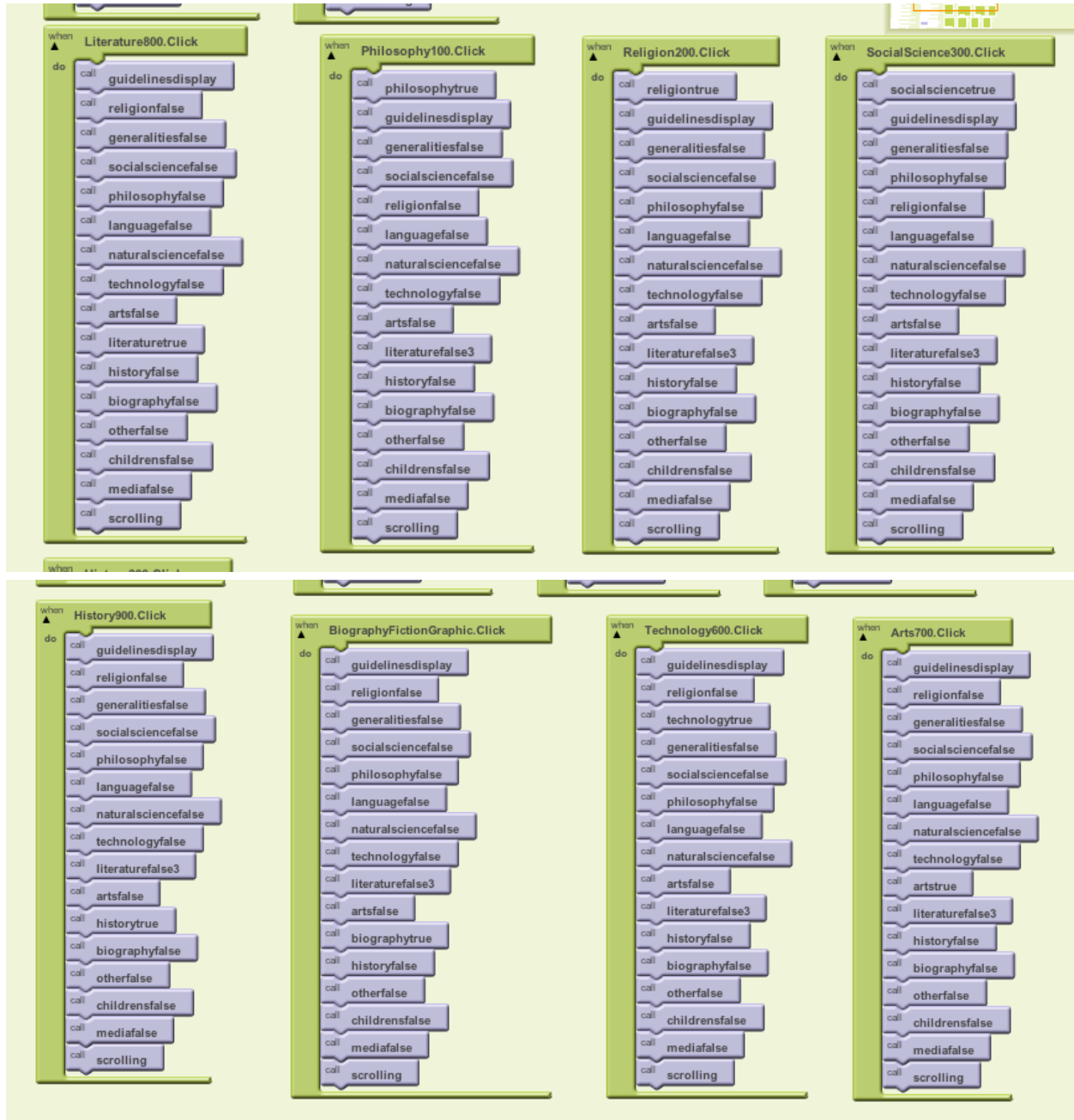
Top Screenshot: Lesson Visibility Blocks

- WebLinksLaunch.StartActivity (call)
- lessonobjectsfalse: LessonObjectSection.Visible to false
- lessonwhatoweedtrue: LessonWhatToWeedSection.Visible to true
- lessoncrewmethfalse: LessonCrewMethodSection.Visible to false
- lessonobjectstrue: LessonObjectSection.Visible to true
- lessonweedingsteptrue: LessonWeedingStepsSection.Visible to true
- lessonweedingfactorstrue: LessonWeedingFactorsSection.Visible to true
- lessoncrewmethtrue: LessonCrewMethodSection.Visible to true
- lessonweedingcriteriafalse: LessonWeedingCriteriaSection.Visible to false
- lessonweedingcriteriatrue: LessonWeedingCriteriaSection.Visible to true
- lessonweedingstepsfalse: LessonWeedingStepsSection.Visible to false
- lessonwhyweedfalse: LessonWhyWeedSection.Visible to false
- lessonweedingfactorsfalse: LessonWeedingFactorsSection.Visible to false
- lessonwhyweedtrue: LessonWhyWeedSection.Visible to true
- lessonwhatoweedfalse: LessonWhatToWeedSection.Visible to false

Bottom Screenshot: Navigation and Content Blocks

- LessonBackCriteriaBottom.Click: lessonwhatoweedfalse, lessonweedingcriteriatrue, scrolling
- LessonBackFactorsBottom.Click: lessonweedingstepfalse, lessonweedingfactorstrue, scrolling
- LessonBackStepsTop.Click: lessonobjectsfalse, lessonweedingsteptrue, scrolling
- StartHowToSection.Click: lessonshowsections, lessonwhyweedtrue, scrolling
- LessonBackStepsBottom.Click: lessonobjectsfalse, lessonweedingsteptrue, scrolling
- LessonBackFactorsTop.Click: lessonweedingstepfalse, lessonweedingfactorstrue, scrolling
- Generalities000.Click: generalitiestrue, guidelinesdisplay, socialsciencesfalse, religionfalse, philosophyfalse, languagefalse, naturalsciencesfalse, technologyfalse, artsfalse, literaturefalse3, historyfalse, biographyfalse, otherfalse, childrenfalse, mediafalse, scrolling
- Language400.Click: guidelinesdisplay, generalitiesfalse, socialsciencesfalse, religionfalse, philosophytrue, naturalsciencesfalse, technologyfalse, artsfalse, literaturefalse3, historyfalse, biographyfalse, otherfalse, childrenfalse, mediafalse, scrolling
- LessonNextObjectionsTop.Click: lessonweedingstepfalse, lessonobjectstrue, scrolling
- LessonNextObjectionsBottom.Click: lessonweedingstepfalse, lessonobjectstrue, scrolling
- LessonNextGuidelinesBottom.Click: hidemainscreen, hidelessonscreen, showguidelines, hideweblinks, scrolling
- LessonNextGuidelinesTop.Click: hidemainscreen, hidelessonscreen, scrolling
- BacktoObjectionsBottom.Click: lessonshowsections, lessonobjectstrue, scrolling
- BacktoObjectionsTop.Click: lessonshowsections, lessonobjectstrue, scrolling
- Literature800.Click: guidelinesdisplay, religionfalse, generalitiesfalse
- Philosophy100.Click: philosophytrue, guidelinesdisplay

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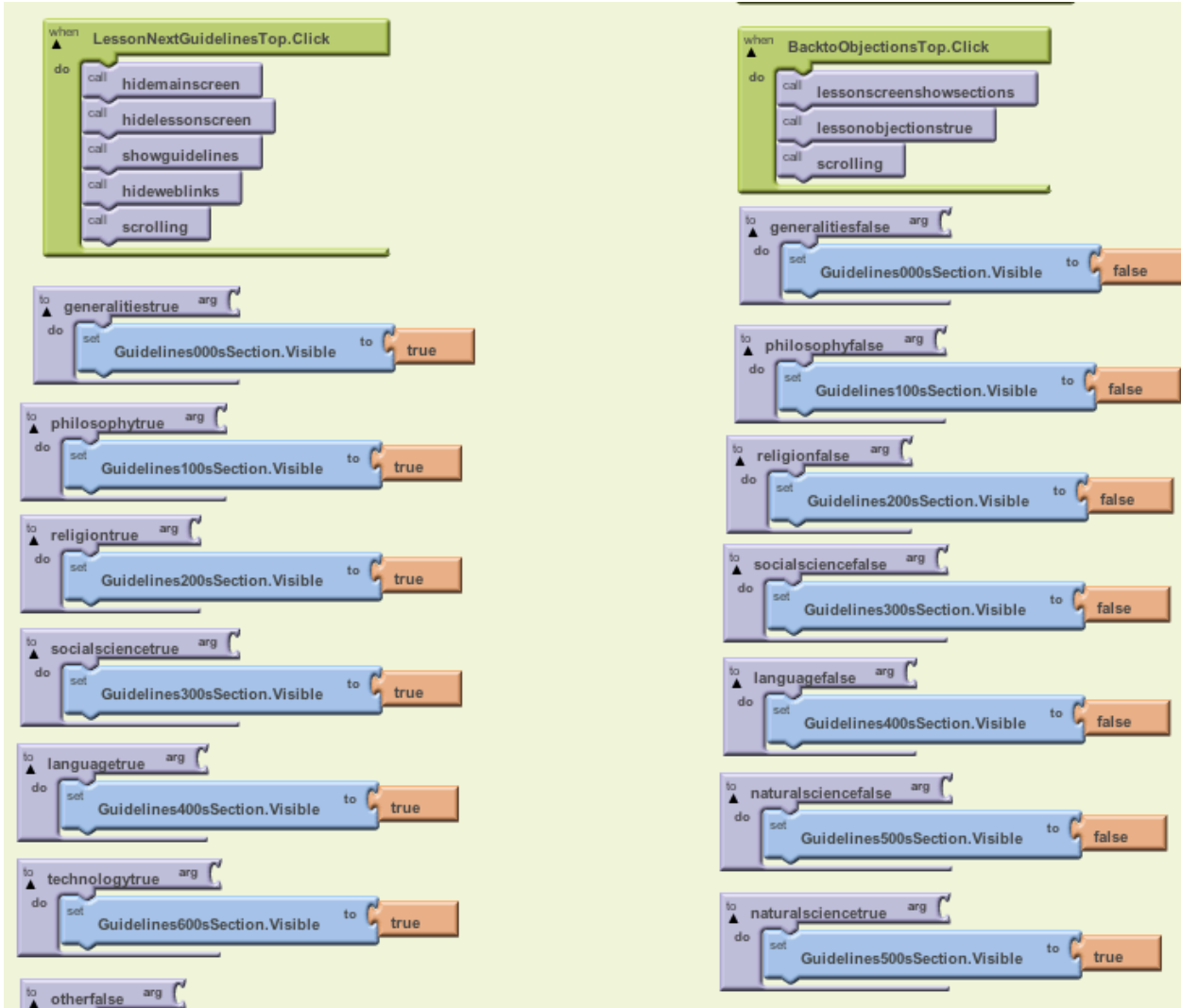
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The image displays eight event-driven scripts in a blocks editor, each starting with a 'when clicked' event and followed by a 'do' loop containing several 'call' blocks. The scripts are:

- OtherMaterials.Click**: A long script with 17 'call' blocks: othertrue, childrensfalse, mediafalse, guidelinesdisplay, religionfalse, generalitiesfalse, socialsciencefalse, philosophyfalse, languagefalse, naturalsciencefalse, technologyfalse, literaturefalse3, artsfalse, historyfalse, biographyfalse, and scrolling.
- ChildrensYA.Click**: A long script with 17 'call' blocks: guidelinesdisplay, religionfalse, generalitiesfalse, socialsciencefalse, philosophyfalse, languagefalse, naturalsciencefalse, technologyfalse, literaturefalse3, artsfalse, historyfalse, biographyfalse, mediafalse, otherfalse, childrenstrue, and scrolling.
- AVMedia.Click**: A long script with 17 'call' blocks: guidelinesdisplay, religionfalse, generalitiesfalse, socialsciencefalse, philosophyfalse, languagefalse, naturalsciencefalse, technologyfalse, literaturefalse3, artsfalse, historyfalse, biographyfalse, otherfalse, childrensfalse, mediatrue, and scrolling.
- Natura500.Click**: A long script with 17 'call' blocks: naturalsciencetrue, religionfalse, guidelinesdisplay, generalitiesfalse, socialsciencefalse, philosophyfalse, languagefalse, technologyfalse, literaturefalse3, historyfalse, biographyfalse, otherfalse, childrensfalse, mediafalse, and scrolling.
- LessonBackCriteriaBottom.Click**: A short script with 3 'call' blocks: lessonwhattoweefalse, lessonweedingcriteriatrue, and scrolling.
- LessonBackFactorsBottom.Click**: A short script with 3 'call' blocks: lessonweedingstepsfalse, lessonweedingfactorstrue, and scrolling.
- LessonBackStepsBottom.Click**: A short script with 3 'call' blocks: lessonobjectionsfalse, lessonweedingstepstrue, and scrolling.
- LessonBackFactorsTop.Click**: A short script with 3 'call' blocks: lessonweedingstepsfalse, lessonweedingfactorstrue, and scrolling.
- LessonNextObjectionsTop.Click**: A short script with 3 'call' blocks: lessonweedingstepsfalse, lessonobjectionstrue, and scrolling.
- LessonNextObjectionsBottom.Click**: A short script with 3 'call' blocks: lessonweedingstepsfalse, lessonobjectionstrue, and scrolling.
- LessonNextGuidelinesBottom.Click**: A short script with 5 'call' blocks: hidemainscreen, hidelessonscreen, showguidelines, hidewebinks, and scrolling.
- BacktoObjectionsBottom.Click**: A short script with 3 'call' blocks: lessonscreenshowsections, lessonobjectionstrue, and scrolling.

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