

Activity 1: Learn about functions and arguments and write pseudocode

Functions are instructions in programs that tell the computer to perform a certain task. For example a function could be:

```
MakeCake ();
```

This function is giving the instruction to make a cake. An argument makes a function more specific. For example:

```
MakeCake ("Chocolate");
```

This function with an argument is giving the instruction to make a chocolate cake. Arguments and functions work together all the time in computer code.

Another important vocabulary word to know is pseudocode. Pseudocode is a simplified programming language. Programmers use pseudocode to write down their ideas before actually writing the code. I'm going to write some pseudocode now.

```
Ask ("What is 5 + 5?")
```

```
If
```

```
    Answer = 10;
```

```
    Say ("That's correct.");
```

```
Else
```

```
    Say ("That is incorrect.");
```

In this code, I have the computer asking a question and you will answer it. If you answer the question correctly, it will say you are correct. If you answer it incorrectly, it will say that you are incorrect. Now, let's use [Scratch](#) to write our code!

[Here is a video](#) of me creating my own code in Scratch!

Activity 2: Explore how memes are created

Memes are created by combining images and text to create a larger meaning than either the image or the text has on its own.

So let's create our own meme! Using the images at the end of this lesson, choose one and go to [Make a Meme](#) or use your own website!

Activity 5: Share your meme

Share your meme with your family and friends!

This is the meme that I created



