Name(s)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Period \_\_\_\_\_\_ Date \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  | **Activity Guide - Collisions A** |  |
| --- | --- | --- |

##

## Draw Your Sprites:

In the grid below, draw two square sprites on the bottom line. The sprites can be touching or not. Don’t let your partner see your sprites.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
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0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

## Sprite Properties:

Using the grid, find the x position of the sprite (right in the middle of the square) and the sprite’s width. This is the only information you should tell your partner about the sprites.

|  | **x** | **width** |
| --- | --- | --- |
| sprite 1 |  |  |
| sprite 2 |  |  |

Name(s)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Period \_\_\_\_\_\_ Date \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  | **Activity Guide - Collisions A** |  |
| --- | --- | --- |

##

## Collision Detection:

Copy the information from the first page onto this chart, then turn your picture over so your partner can’t peek. The chart below is the only information your partner should see about your sprites. Once you’ve filled out the first chart, trade this worksheet with your partner so you can both try out your collision detectors.

|  | **x** | **width** |
| --- | --- | --- |
| sprite1 |  |  |
| sprite2 |  |  |

# STOP!

## Trade worksheets with your partner before continuing.

Look at the information on the chart above. Can you think of any way that you could use these numbers to figure out whether the two sprites are touching? Brainstorm your ideas below.

Do you think the sprites are touching?. Why or why not?

Check your partner’s drawing to see whether you were correct. Do you think your strategy was effective?