Scratch Username: WLC-CyGa

.....

The scripts below belong to a sprite named Cat:









- 1. Circle: What should you do to make Cat say "Hello!"?
  - A. Press the space key
  - B. Click the green flag
  - C. Press the down arrow
  - D. Click the sprite

.....

2. Circle the Say block that will be run <u>last</u>.

```
when this sprite clicked
say Hello for 2 secs
wait 2 secs
say How are you? for 2 secs
wait 2 secs
say What's your name?
```

3. The scripts below belong to a sprite. Circle <u>all</u> the scripts that run when you click the sprite.

```
when clicked show move 10 steps
```

```
when space key pressed

play drum 1 for 0.25 beats

rest for 0.25 beats
```



```
when this sprite clicked
say My name is Kim!
play sound meow
```



4a. Circle the script that ran for the butterfly.









4b. Circle the script that ran for the dog.













- 5. **Circle** what is true:
  - A. They do different actions.
  - B. They do the same actions in a different order.
  - C. There is no difference.

6. What will the sprite do when the green flag is clicked?



irst,
fext,
ast,
guestion 7a and 7b ask about the script below:
when this sprite clicked say My favorite princess is Teona for 2 secs
a. What do you do to make the script run?
A. Click the green flag
B. Click the sprite
C. Press the space key
b. What does the sprite do when the script runs?

Scratch Username: WLC-DMMc

.....

The scripts below belong to a sprite named Cat:









- 1. Circle: What should you do to make Cat say "Hello!"?
  - A. Press the space key
  - B. Click the green flag
  - C. Press the down arrow
  - D. Click the sprite

.....

2. Circle the Say block that will be run <u>last</u>.

```
when this sprite clicked
say Hello for 2 secs
wait 2 secs
say How are you? for 2 secs
wait 2 secs
say What's your name?
```

3. The scripts below belong to a sprite. Circle <u>all</u> the scripts that run when you click the sprite.

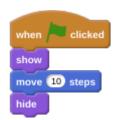
when this sprite clicked
think Hmm... for 2 secs

```
when space key pressed

play drum 1 for 0.25 beats

rest for 0.25 beats
```







4a. Circle the script that ran for the butterfly.









4b. Circle the script that ran for the dog.













- 5. **Circle** what is true:
  - A. They do different actions.
  - B. They do the same actions in a different order.
  - C. There is no difference.

6. What will the sprite do when the green flag is clicked?



say I'm hungry! for 2 secs
move 20 steps
irst,
ext,
ast,
uestion 7a and 7b ask about the script below:  when space key pressed say Let's play! for 2 secs move 10 steps next costume
a. What do you do to make the script run?
A. Click the green flag
B. Click the sprite
C. Press the space key

7b. What does the sprite do when the script runs?

N. . .

Scratch Username: WLC-DoGl

.....

The scripts below belong to a sprite named Cat:









- 1. Circle: What should you do to make Cat say "Hello!"?
  - A. Press the space key
  - B. Click the green flag
  - C. Press the down arrow
  - D. Click the sprite

.....

2. Circle the Say block that will be run <u>last</u>.

```
when this sprite clicked
say Hello for 2 secs
wait 2 secs
say How are you? for 2 secs
wait 2 secs
say What's your name?
```

3. The scripts below belong to a sprite. Circle all the scripts that run when you click the sprite.

```
when this sprite clicked
say My name is Kim!
play sound meow
hide
```

```
when clicked
show
move 10 steps
hide
```

```
when space key pressed
play drum 1 for 0.25 beats
rest for 0.25 beats
```





4a. Circle the script that ran for the butterfly.









4b. Circle the script that ran for the dog.













- 5. **Circle** what is true:
  - A. They do different actions.
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6. What will the sprite do when the green flag is clicked?



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ast,
uestion 7a and 7b ask about the script below:  when space key pressed say Let's play! for 2 secs move 10 steps next costume
a. What do you do to make the script run?
A. Click the green flag
B. Click the sprite
C. Press the space key

7b. What does the sprite do when the script runs?

N. . .

Scratch Username: WLC-JaJa

.....

The scripts below belong to a sprite named Cat:









- 1. Circle: What should you do to make Cat say "Hello!"?
  - A. Press the space key
  - B. Click the green flag
  - C. Press the down arrow
  - D. Click the sprite

.....

2. Circle the Say block that will be run <u>last</u>.

```
when this sprite clicked
say Hello for 2 secs
wait 2 secs
say How are you? for 2 secs
wait 2 secs
say What's your name?
```

3. The scripts below belong to a sprite. Circle all the scripts that run when you click the sprite.

```
when this sprite clicked
say My name is Kim!
play sound meow
hide
```

```
when clicked
show
move 10 steps
hide
```

```
when space key pressed
play drum 1 for 0.25 beats
rest for 0.25 beats
```





4a. Circle the script that ran for the butterfly.









4b. Circle the script that ran for the dog.













- 5. **Circle** what is true:
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6. What will the sprite do when the green flag is clicked?



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move 20 steps
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uestion 7a and 7b ask about the script below:  when space key pressed say Let's play! for 2 secs move 10 steps next costume
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A. Click the green flag
B. Click the sprite
C. Press the space key

7b. What does the sprite do when the script runs?

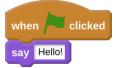
N. . .

Scratch Username: WLC-JaLa

.....

The scripts below belong to a sprite named Cat:









- 1. Circle: What should you do to make Cat say "Hello!"?
  - A. Press the space key
  - B. Click the green flag
  - C. Press the down arrow
  - D. Click the sprite

.....

2. Circle the Say block that will be run <u>last</u>.

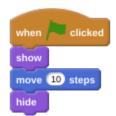
```
when this sprite clicked
say Hello for 2 secs
wait 2 secs
say How are you? for 2 secs
wait 2 secs
say What's your name?
```

3. The scripts below belong to a sprite. Circle <u>all</u> the scripts that run when you click the sprite.

```
when this sprite clicked
think Hmm... for 2 secs
next costume
```

```
when space key pressed
play drum 1 for 0.25 beats
rest for 0.25 beats
```







4a. Circle the script that ran for the butterfly.









4b. Circle the script that ran for the dog.













- 5. **Circle** what is true:
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move 20 steps
irst,
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a. What do you do to make the script run?
A. Click the green flag
B. Click the sprite
C. Press the space key

7b. What does the sprite do when the script runs?

N. . .

Scratch Username: WLC-JaPu

.....

The scripts below belong to a sprite named Cat:









- 1. Circle: What should you do to make Cat say "Hello!"?
  - A. Press the space key
  - B. Click the green flag
  - C. Press the down arrow
  - D. Click the sprite

.....

2. Circle the Say block that will be run <u>last</u>.

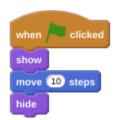
```
when this sprite clicked
say Hello for 2 secs
wait 2 secs
say How are you? for 2 secs
wait 2 secs
say What's your name?
```

3. The scripts below belong to a sprite. Circle <u>all</u> the scripts that run when you click the sprite.

when this sprite clicked
say My name is Kim!
play sound meow
hide

```
when space key pressed
play drum 1 for 0.25 beats
rest for 0.25 beats
```







4a. Circle the script that ran for the butterfly.









4b. Circle the script that ran for the dog.













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A. Click the green flag
B. Click the sprite
C. Press the space key

7b. What does the sprite do when the script runs?

N. . .

Scratch Username: WLC-JaTo

.....

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wait 2 secs
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wait 2 secs
say What's your name?
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when space key pressed

play drum 1 for 0.25 beats

rest for 0.25 beats
```

```
when this sprite clicked
think Hmm... for 2 secs
next costume
```



```
when this sprite clicked
say My name is Kim!
play sound meow
hide
```



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B. Click the sprite
C. Press the space key

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N. . .

Scratch Username: WLC-KiAa

.....

The scripts below belong to a sprite named Cat:









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when clicked show move 10 steps
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hide
```

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when space key pressed
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N. . .

Scratch Username: WLC-KiHo

.....

The scripts below belong to a sprite named Cat:









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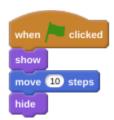
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when space key pressed

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rest for 0.25 beats
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N. . .

Scratch Username: WLC-KrHe

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