

Do not write your name below this line.

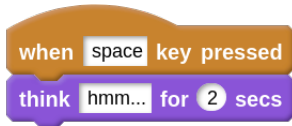
---

## Events and Sequence

Scratch Username: FM-ALCH-21

.....

The scripts below belong to a sprite named Cat:



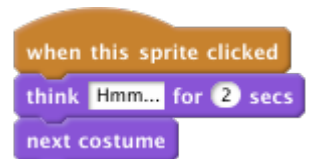
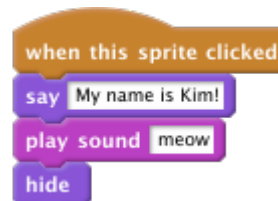
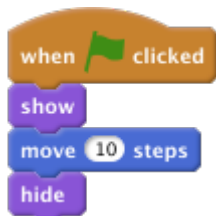
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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 last.



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



When you click the **Green Flag**, the stage looks like this:



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



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



.....  
Compare the two scripts below:



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.
- .....

For question 6, please fill in the blanks below.

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



First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

.....

Question 7a and 7b ask about the script below:



7a. 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?

First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

Do not write your name below this line.

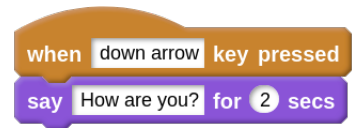
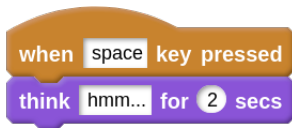
---

## Events and Sequence

Scratch Username: FM-ANRA-21

.....

The scripts below belong to a sprite named Cat:



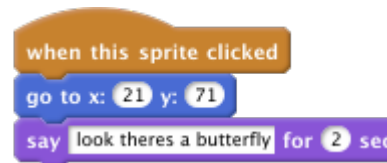
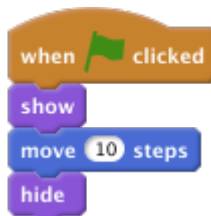
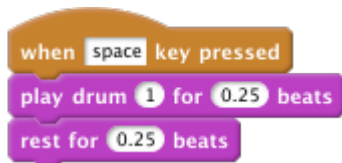
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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 last.



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



When you click the **Green Flag**, the stage looks like this:



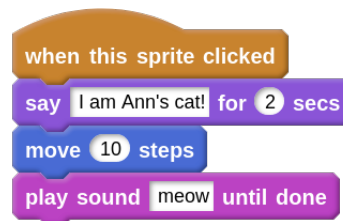
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



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.
- .....

For question 6, please fill in the blanks below.

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



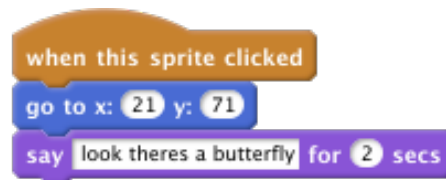
First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

.....

Question 7a and 7b ask about the script below:



7a. 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?

First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Do not write your name below this line.

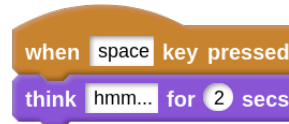
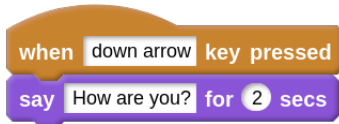
---

## Events and Sequence

Scratch Username: FM-ANTE-21

.....

The scripts below belong to a sprite named Cat:



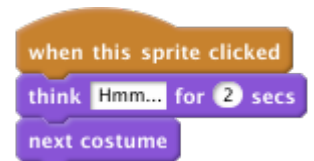
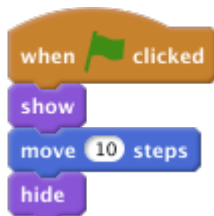
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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 last.



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



When you click the **Green Flag**, the stage looks like this:



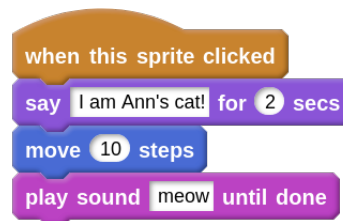
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



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.
- .....



For question 6, please fill in the blanks below.

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



First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

.....

Question 7a and 7b ask about the script below:



7a. 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?

First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

Do not write your name below this line.

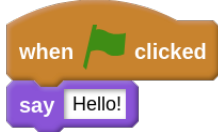
---

## Events and Sequence

Scratch Username: FM-BRSO-21

.....

The scripts below belong to a sprite named Cat:



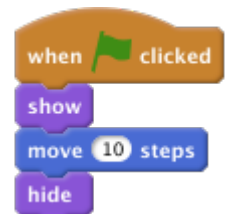
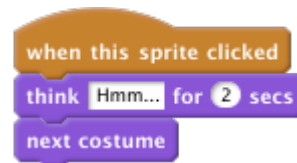
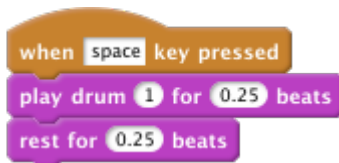
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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 last.



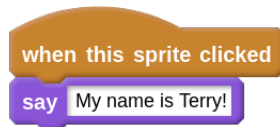
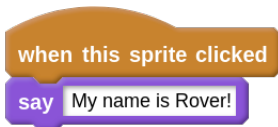
3. The scripts below belong to a sprite. **Circle** all the scripts that run when you click the sprite.



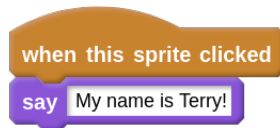
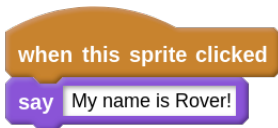
When you click the **Green Flag**, the stage looks like this:



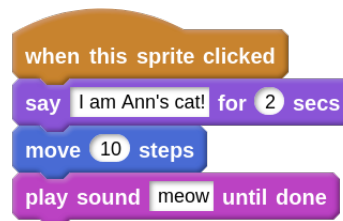
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



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.
- .....

For question 6, please fill in the blanks below.

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



First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

.....

Question 7a and 7b ask about the script below:



7a. 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?

First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

Do not write your name below this line.

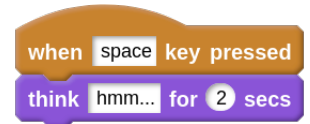
---

## Events and Sequence

Scratch Username: FM-CHCH-21

.....

The scripts below belong to a sprite named Cat:



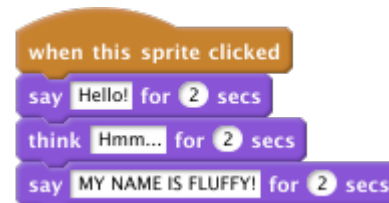
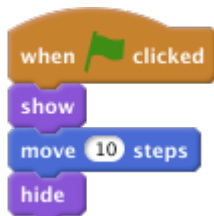
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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 last.



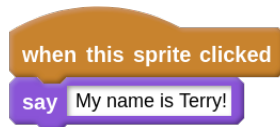
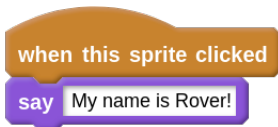
3. The scripts below belong to a sprite. **Circle** all the scripts that run when you click the sprite.



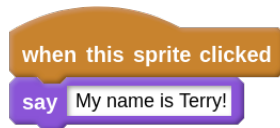
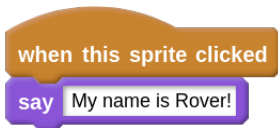
When you click the **Green Flag**, the stage looks like this:



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



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



.....  
Compare the two scripts below:



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.
- .....

For question 6, please fill in the blanks below.

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



First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

.....

Question 7a and 7b ask about the script below:



7a. 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?

First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

Do not write your name below this line.

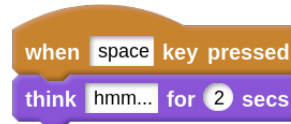
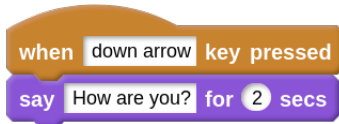
---

## Events and Sequence

Scratch Username: FM-DAGA-21

.....

The scripts below belong to a sprite named Cat:



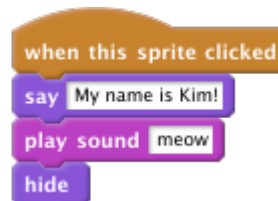
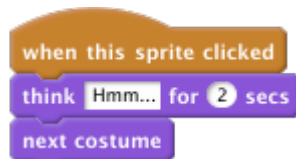
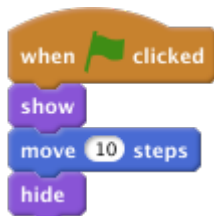
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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 last.



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

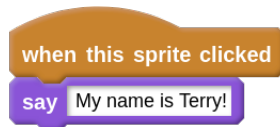
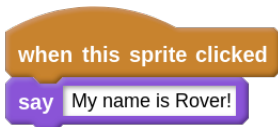




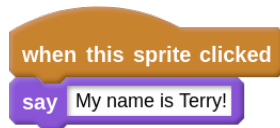
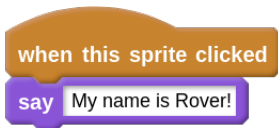
When you click the **Green Flag**, the stage looks like this:



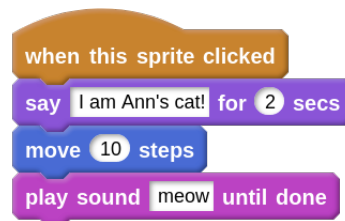
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



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.
- .....

For question 6, please fill in the blanks below.

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



First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

.....

Question 7a and 7b ask about the script below:



7a. 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?

First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

Do not write your name below this line.

---

## Events and Sequence

Scratch Username: FM-DECA-21

.....

The scripts below belong to a sprite named Cat:



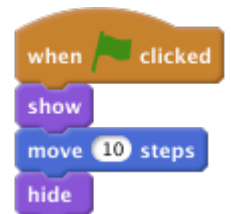
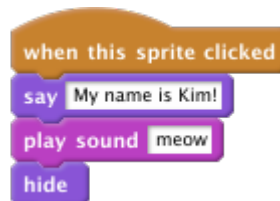
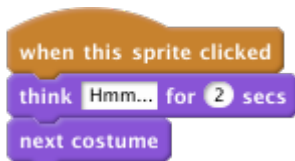
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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 last.



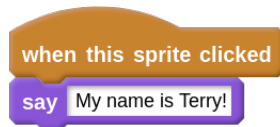
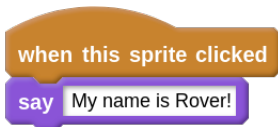
3. The scripts below belong to a sprite. **Circle** all the scripts that run when you click the sprite.



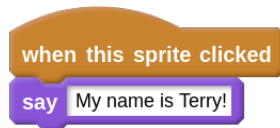
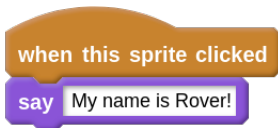
When you click the **Green Flag**, the stage looks like this:



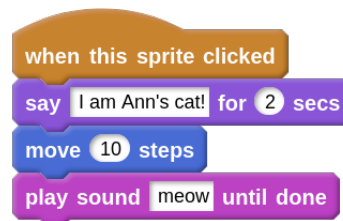
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



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.
- .....

For question 6, please fill in the blanks below.

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



First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

.....

Question 7a and 7b ask about the script below:



7a. 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?

First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

Do not write your name below this line.

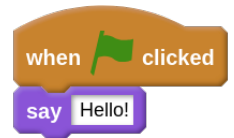
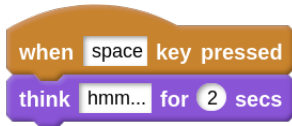
---

## Events and Sequence

Scratch Username: FM-DIRI-21

.....

The scripts below belong to a sprite named Cat:



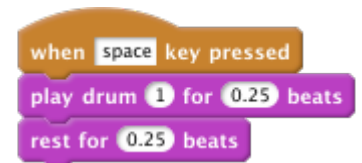
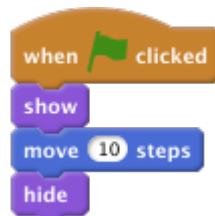
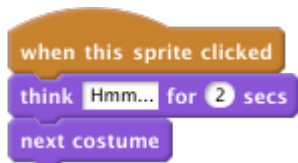
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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 last.



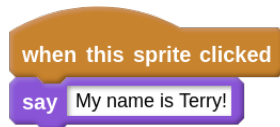
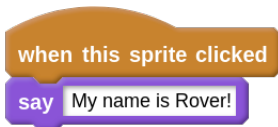
3. The scripts below belong to a sprite. **Circle** all the scripts that run when you click the sprite.



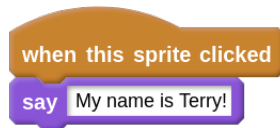
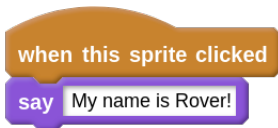
When you click the **Green Flag**, the stage looks like this:



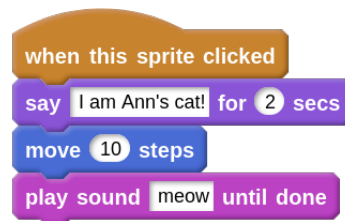
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



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.
- .....

For question 6, please fill in the blanks below.

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



First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

.....

Question 7a and 7b ask about the script below:



7a. 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?

First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.



Do not write your name below this line.

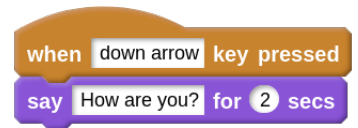
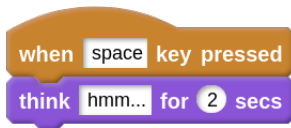
---

## Events and Sequence

Scratch Username: FM-ELSA-21

.....

The scripts below belong to a sprite named Cat:



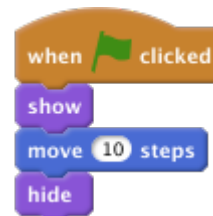
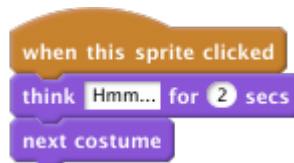
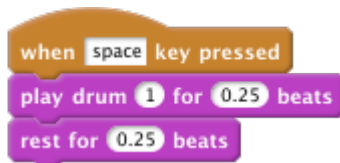
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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 last.



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



When you click the **Green Flag**, the stage looks like this:



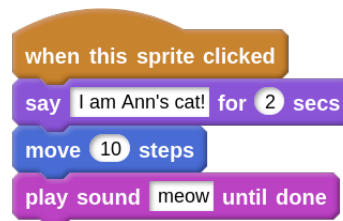
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



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.
- .....

For question 6, please fill in the blanks below.

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



First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

.....

Question 7a and 7b ask about the script below:



7a. 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?

First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

Do not write your name below this line.

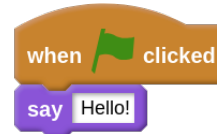
---

## Events and Sequence

Scratch Username: FM-JHBA-21

.....

The scripts below belong to a sprite named Cat:



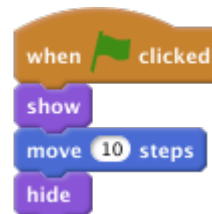
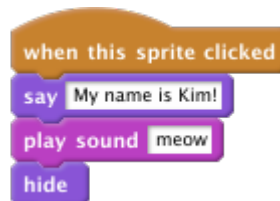
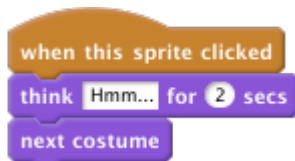
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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 last.



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



When you click the **Green Flag**, the stage looks like this:



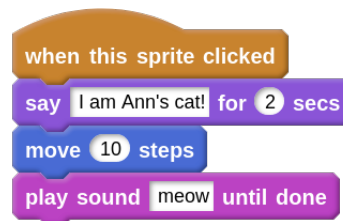
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



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.
- .....

For question 6, please fill in the blanks below.

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



First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

.....

Question 7a and 7b ask about the script below:



7a. 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?

First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

Do not write your name below this line.

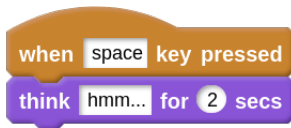
---

## Events and Sequence

Scratch Username: FM-JOCH-21

.....

The scripts below belong to a sprite named Cat:



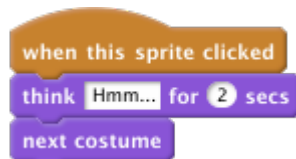
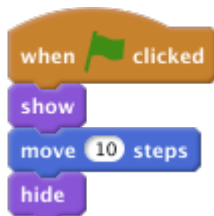
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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 last.



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



When you click the **Green Flag**, the stage looks like this:



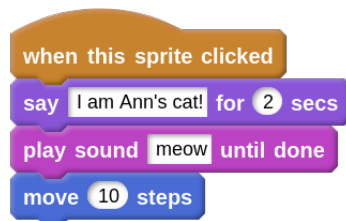
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



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.



For question 6, please fill in the blanks below.

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



First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

.....

Question 7a and 7b ask about the script below:



7a. 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?

First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

Do not write your name below this line.

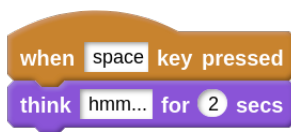
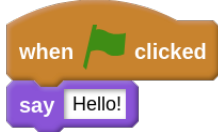
---

## Events and Sequence

Scratch Username: FM-LISA-21

.....

The scripts below belong to a sprite named Cat:



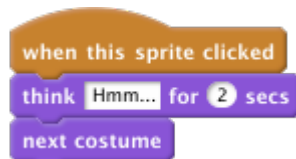
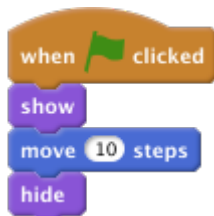
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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 last.



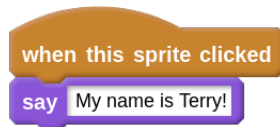
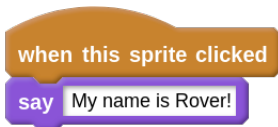
3. The scripts below belong to a sprite. **Circle** all the scripts that run when you click the sprite.



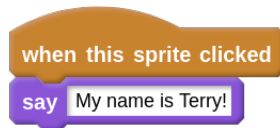
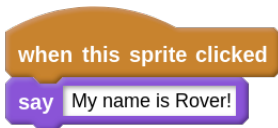
When you click the **Green Flag**, the stage looks like this:



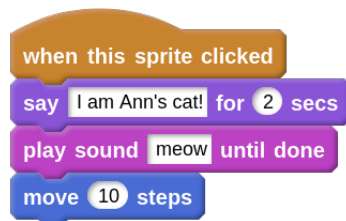
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



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.
- .....

For question 6, please fill in the blanks below.

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



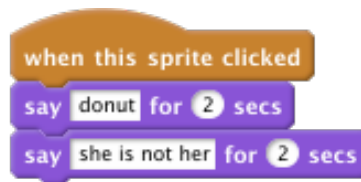
First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

.....

Question 7a and 7b ask about the script below:



7a. 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?

First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Do not write your name below this line.

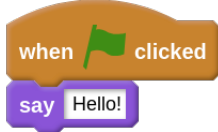
---

## Events and Sequence

Scratch Username: FM-NOSH-21

.....

The scripts below belong to a sprite named Cat:



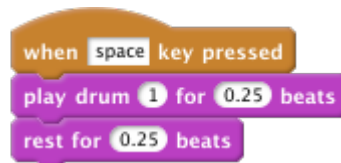
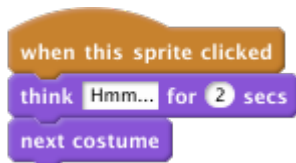
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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 last.



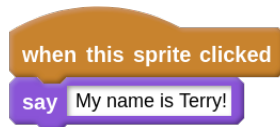
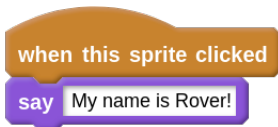
3. The scripts below belong to a sprite. **Circle** all the scripts that run when you click the sprite.



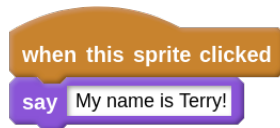
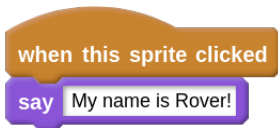
When you click the **Green Flag**, the stage looks like this:



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



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



.....  
Compare the two scripts below:



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.
- .....

For question 6, please fill in the blanks below.

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



First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

.....

Question 7a and 7b ask about the script below:



7a. 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?

First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

Do not write your name below this line.

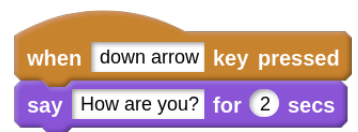
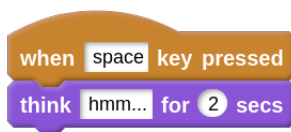
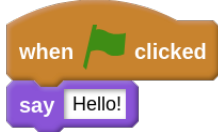
---

## Events and Sequence

Scratch Username: FM-PECR-21

.....

The scripts below belong to a sprite named Cat:



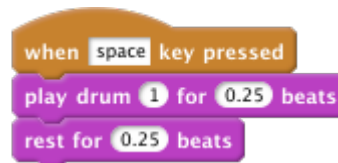
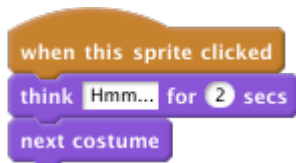
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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 last.



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

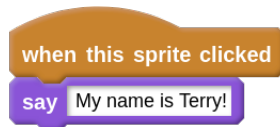
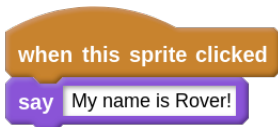




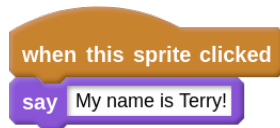
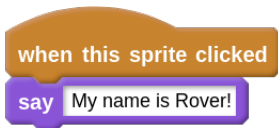
When you click the **Green Flag**, the stage looks like this:



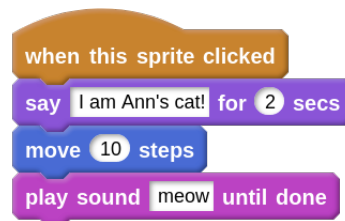
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



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.

For question 6, please fill in the blanks below.

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



First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

.....

Question 7a and 7b ask about the script below:



7a. 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?

First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

Do not write your name below this line.

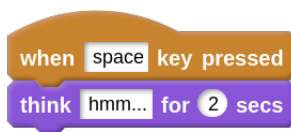
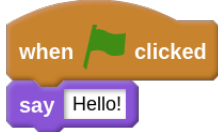
---

## Events and Sequence

Scratch Username: FM-SAMI-21

.....

The scripts below belong to a sprite named Cat:



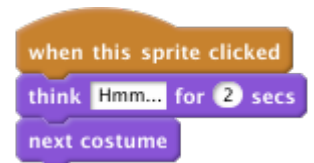
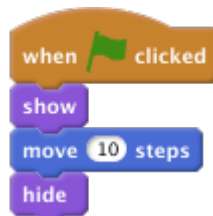
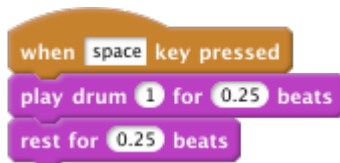
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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 last.



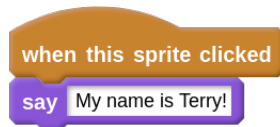
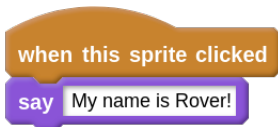
3. The scripts below belong to a sprite. **Circle** all the scripts that run when you click the sprite.



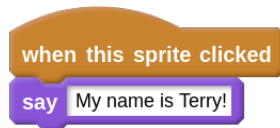
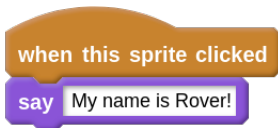
When you click the **Green Flag**, the stage looks like this:



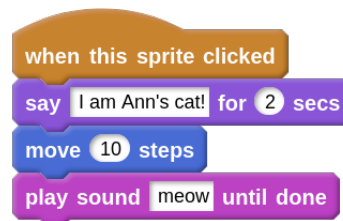
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



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.
- .....

For question 6, please fill in the blanks below.

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



First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.

.....

Question 7a and 7b ask about the script below:



7a. 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?

First, \_\_\_\_\_.

Next, \_\_\_\_\_.

Last, \_\_\_\_\_.