

Do not write your name below this line.

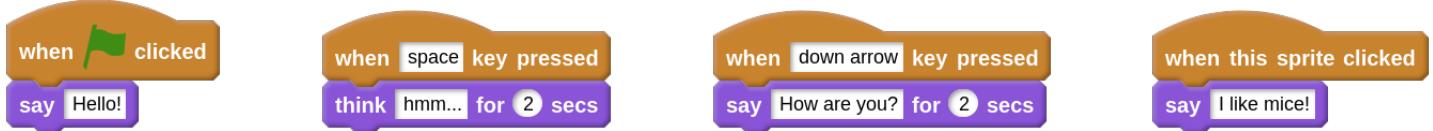
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## Events and Sequence

Scratch Username: FM-ADPA-20

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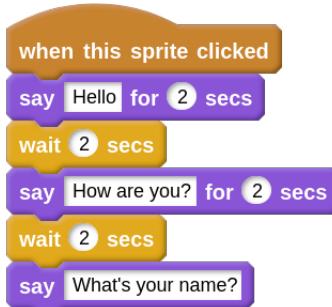
The scripts below belong to a sprite named Cat:



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.

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

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

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

Compare the two scripts below:

**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**play sound** meow **until done**  
**move** 10 **steps**

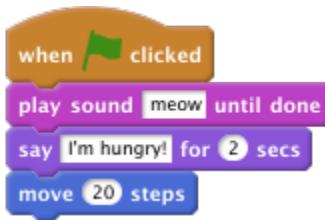
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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.

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## Events and Sequence

Scratch Username: FM-AIHI-20

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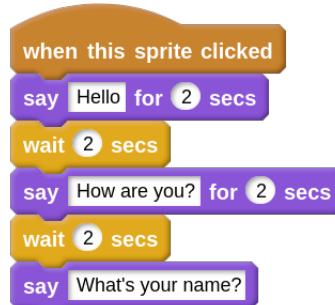
The scripts below belong to a sprite named Cat:



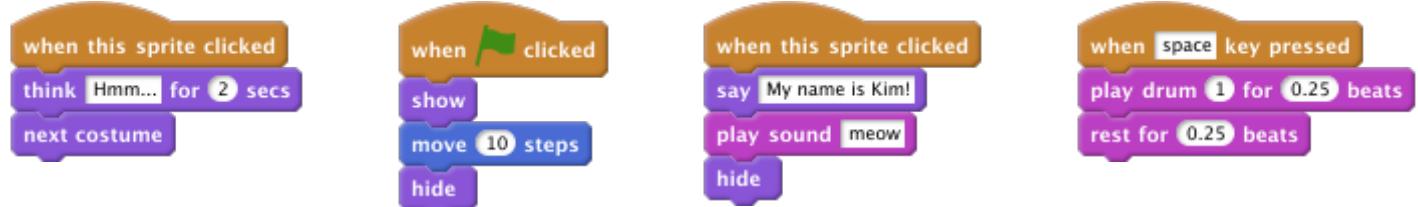
1. **Circle:** What should you do to make Cat say "Hello!"?

- 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.

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

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

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

Compare the two scripts below:

**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**play sound** meow **until done**  
**move** 10 **steps**

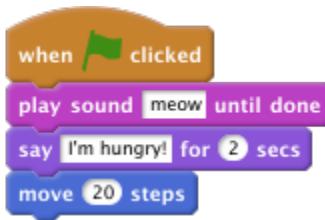
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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.

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## Events and Sequence

Scratch Username: FM-ANMA-20

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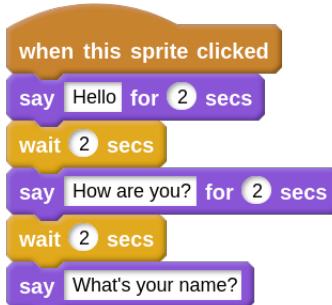
The scripts below belong to a sprite named Cat:



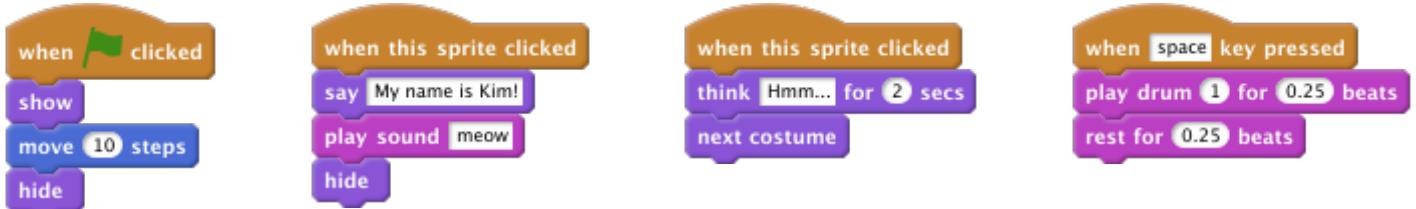
1. **Circle:** What should you do to make Cat say "Hello!"?

- 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.

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

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

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

Compare the two scripts below:

**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**play sound** meow **until done**  
**move** 10 **steps**

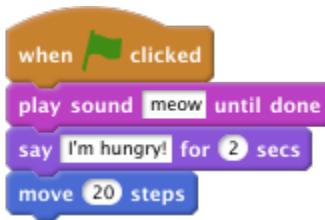
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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?



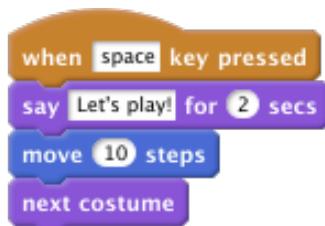
First, \_\_\_\_\_.

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-ANPA-20

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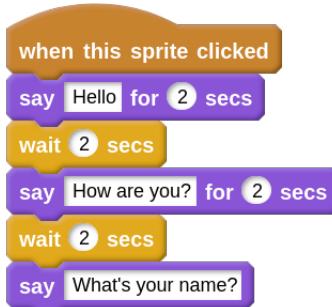
The scripts below belong to a sprite named Cat:



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.

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

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

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

Compare the two scripts below:

**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**play sound** meow **until done**  
**move** 10 **steps**

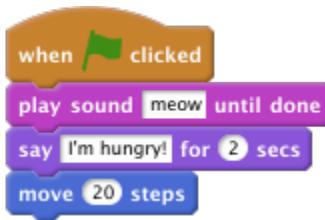
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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?



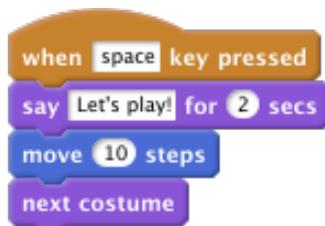
First, \_\_\_\_\_.

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-ARHE-20

---

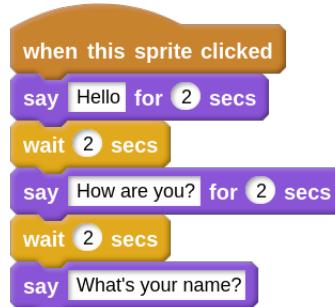
The scripts below belong to a sprite named Cat:



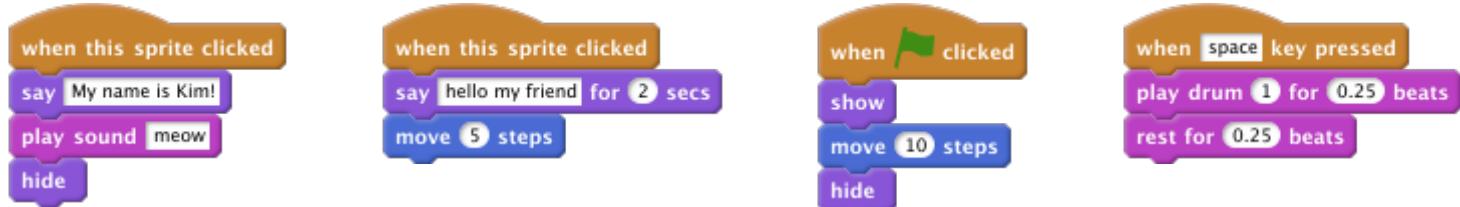
1. Circle: What should you do to make Cat say "Hello!"?

- 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.

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

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

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

Compare the two scripts below:

**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**play sound** meow **until done**  
**move** 10 **steps**

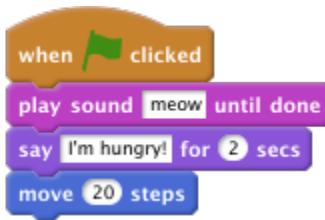
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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?



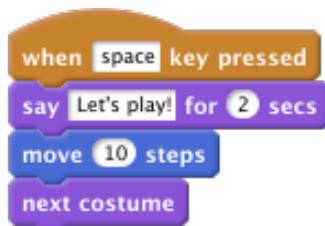
First, \_\_\_\_\_.

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-CACO-20

---

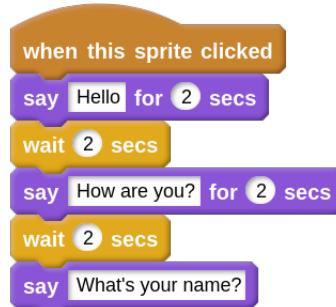
The scripts below belong to a sprite named Cat:



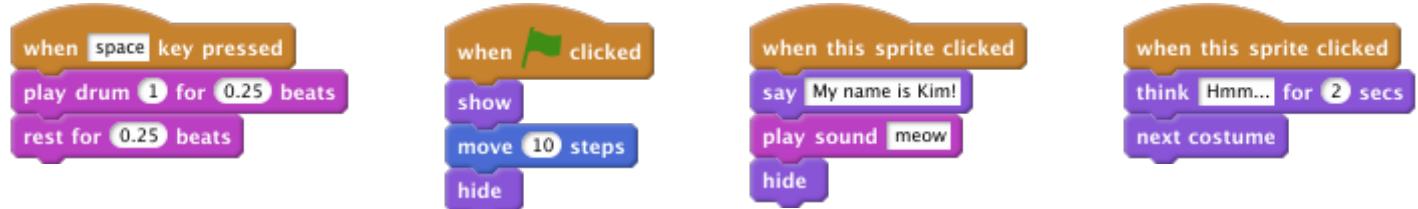
1. **Circle:** What should you do to make Cat say "Hello!"?

- 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.

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

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

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

Compare the two scripts below:

**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**play sound** meow **until done**  
**move** 10 **steps**

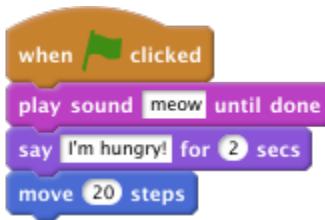
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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?



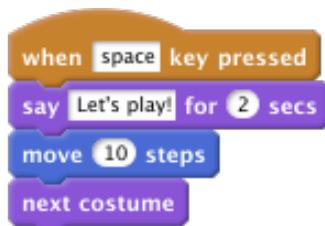
First, \_\_\_\_\_.

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.

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## Events and Sequence

Scratch Username: FM-CLHO-20

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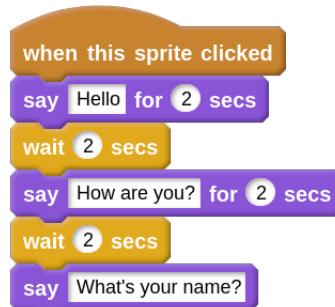
The scripts below belong to a sprite named Cat:



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.

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

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

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

Compare the two scripts below:

**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**play sound** meow **until done**  
**move** 10 **steps**

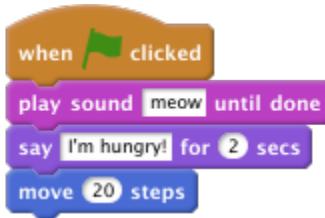
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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?

Do not write your name below this line.

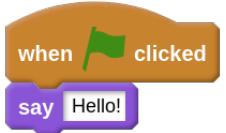
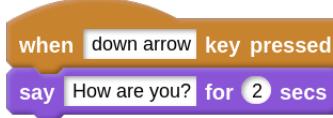
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## Events and Sequence

Scratch Username: FM-DOLE-20

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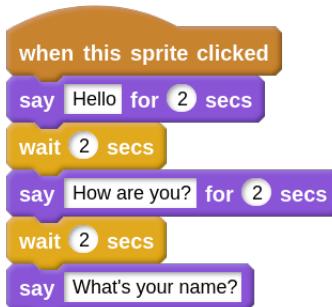
The scripts below belong to a sprite named Cat:



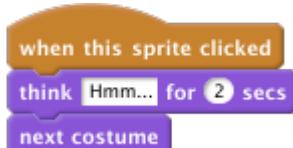
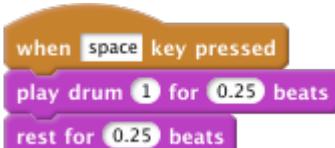
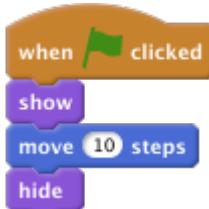
1. **Circle:** What should you do to make Cat say "Hello!"?

- 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.

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

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

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

Compare the two scripts below:

**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**play sound** meow **until done**  
**move** 10 **steps**

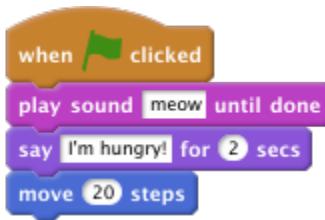
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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.

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## Events and Sequence

Scratch Username: FM-EYCH-20

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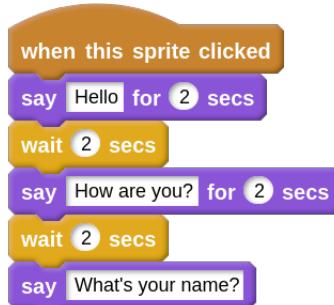
The scripts below belong to a sprite named Cat:



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.

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

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

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

Compare the two scripts below:

**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**play sound** meow **until done**  
**move** 10 **steps**

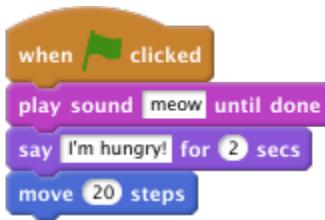
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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?



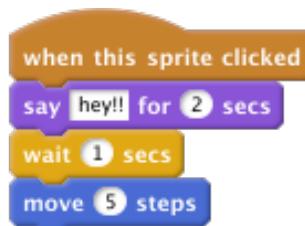
First, \_\_\_\_\_.

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-JOCA-20

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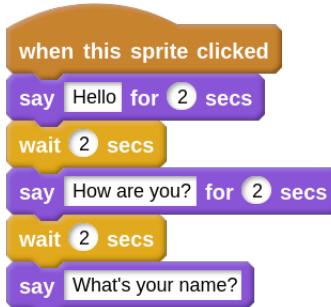
The scripts below belong to a sprite named Cat:



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.

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

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

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

Compare the two scripts below:

**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**play sound** meow **until done**  
**move** 10 **steps**

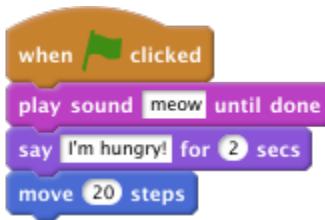
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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?

---

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Do not write your name below this line.

---

## Events and Sequence

Scratch Username: FM-LIME-20

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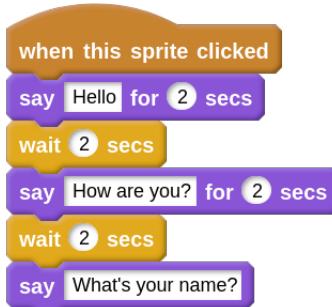
The scripts below belong to a sprite named Cat:



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.

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

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

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

Compare the two scripts below:

**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**play sound** meow **until done**  
**move** 10 **steps**

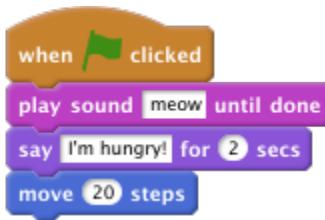
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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.

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## Events and Sequence

Scratch Username: FM-MIGO-20

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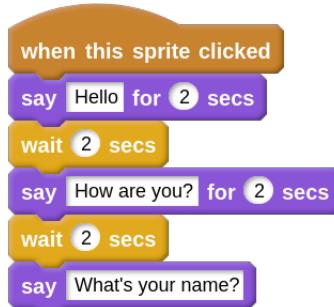
The scripts below belong to a sprite named Cat:



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.

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

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

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

Compare the two scripts below:

**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**play sound** meow **until done**  
**move** 10 **steps**

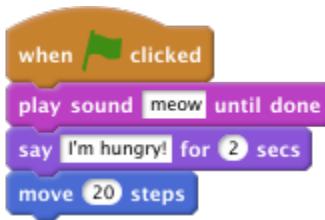
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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?



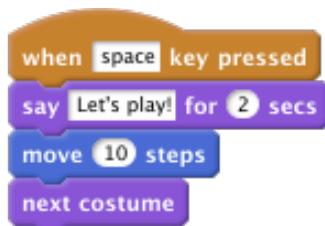
First, \_\_\_\_\_.

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.

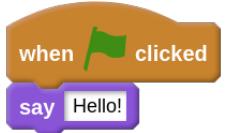
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## Events and Sequence

Scratch Username: FM-NEMC-20

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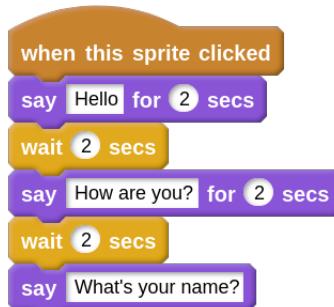
The scripts below belong to a sprite named Cat:



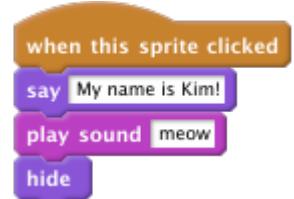
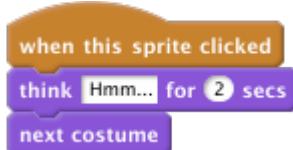
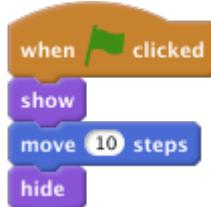
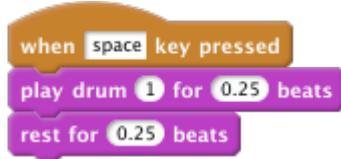
1. **Circle:** What should you do to make Cat say "Hello!"?

- 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.

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

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

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

Compare the two scripts below:

**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**play sound** meow **until done**  
**move** 10 **steps**

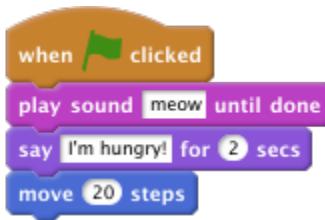
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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-RADE-20

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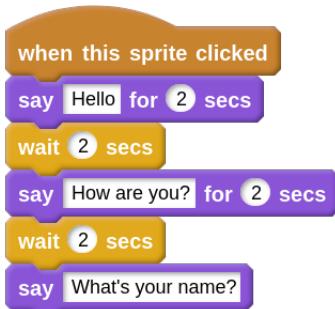
The scripts below belong to a sprite named Cat:



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.

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

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

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

Compare the two scripts below:

**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**play sound** meow **until done**  
**move** 10 **steps**

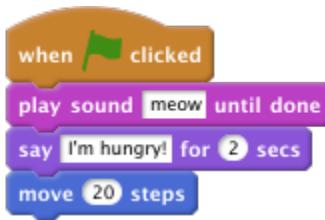
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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?

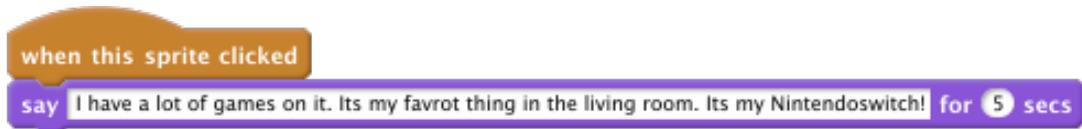


First, \_\_\_\_\_.

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?

Do not write your name below this line.

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## Events and Sequence

Scratch Username: FM-REAL-20

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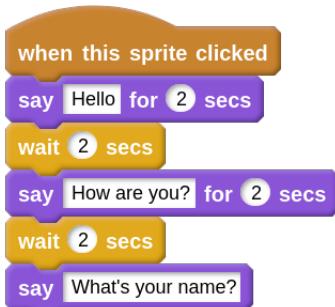
The scripts below belong to a sprite named Cat:



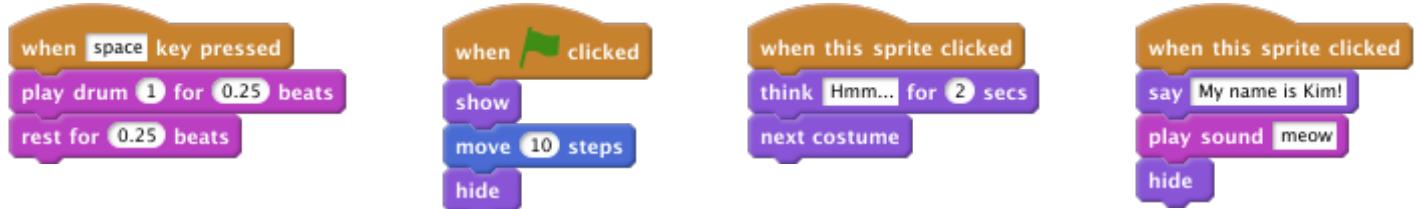
1. **Circle:** What should you do to make Cat say "Hello!"?

- 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.

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

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

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

Compare the two scripts below:

**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**play sound** meow **until done**  
**move** 10 **steps**

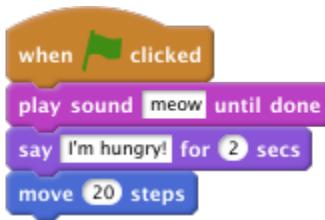
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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?



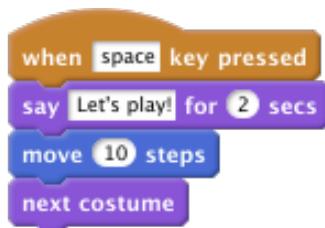
First, \_\_\_\_\_.

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.

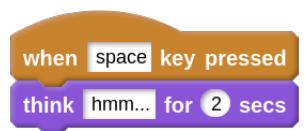
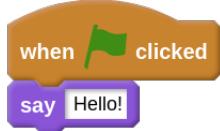
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## Events and Sequence

Scratch Username: FM-SARA-20

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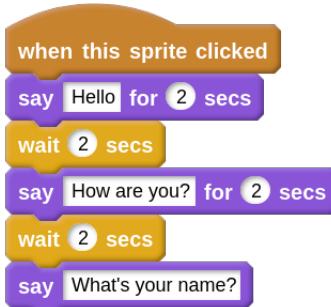
The scripts below belong to a sprite named Cat:



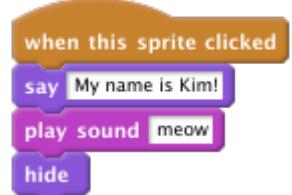
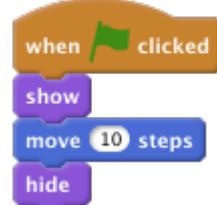
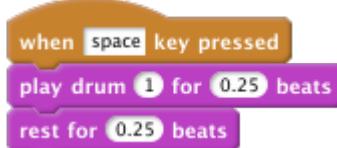
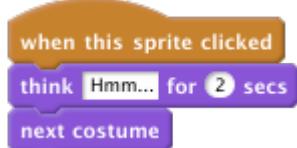
1. **Circle:** What should you do to make Cat say "Hello!"?

- 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.

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

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

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

Compare the two scripts below:

**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**play sound** meow **until done**  
**move** 10 **steps**

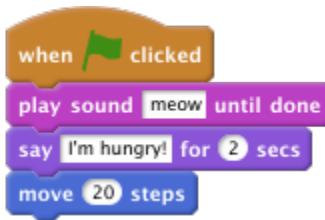
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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.

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## Events and Sequence

Scratch Username: FM-SECH-20

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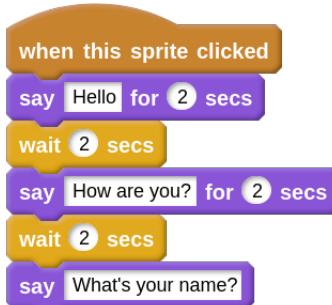
The scripts below belong to a sprite named Cat:



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.

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

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

**when this sprite clicked**  
**say** My name is Rover!

**when this sprite clicked**  
**say** My name is Terry!

**when flag clicked**  
**say** My name is Rover!

**when flag clicked**  
**say** My name is Terry!

Compare the two scripts below:

**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**play sound** meow **until done**  
**move** 10 **steps**

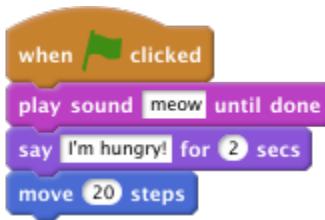
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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