

Do not write your name below this line.

---

## Events and Sequence

Scratch Username: FL-ADZA-19

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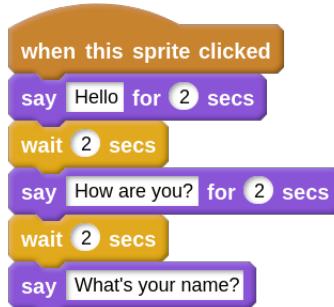
The scripts below belong to a sprite named Cat:



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**

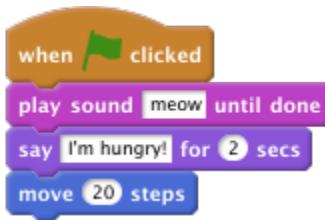
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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: FL-ANCE-19

---

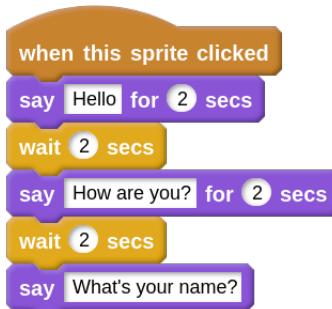
The scripts below belong to a sprite named Cat:



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**

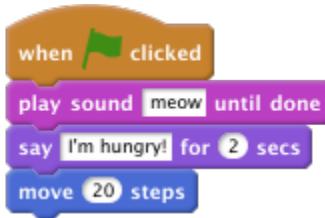
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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.

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## Events and Sequence

Scratch Username: FL-ANHU-19

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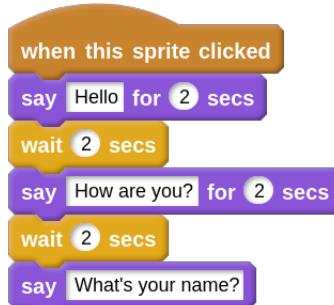
The scripts below belong to a sprite named Cat:



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**

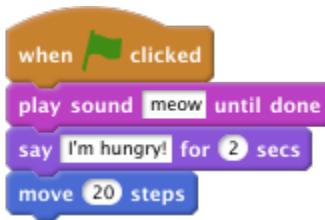
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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?



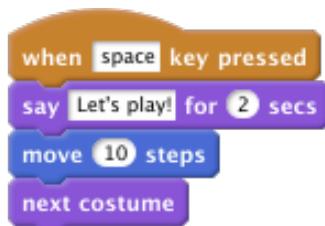
First, \_\_\_\_\_.

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: FL-AVCO-19

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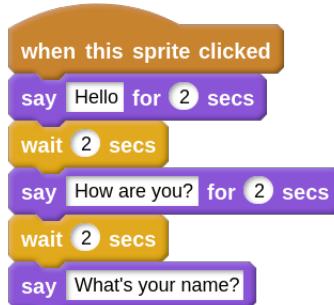
The scripts below belong to a sprite named Cat:



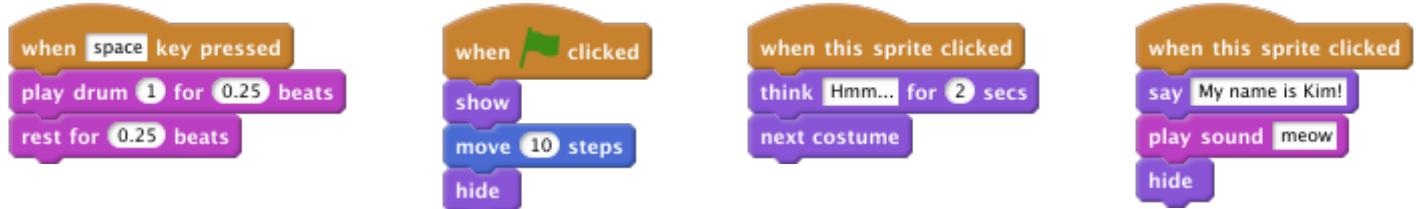
1. Circle: What should you do to make Cat say "Hello!"?

- 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**

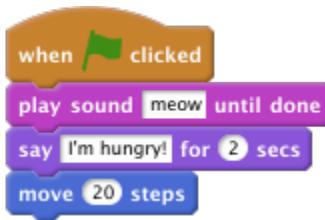
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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?



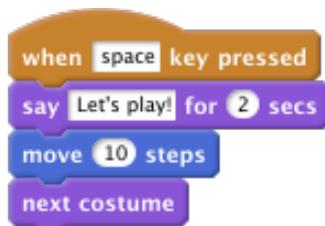
First, \_\_\_\_\_.

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: FL-BECO-19

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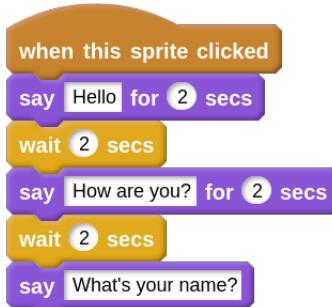
The scripts below belong to a sprite named Cat:



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**

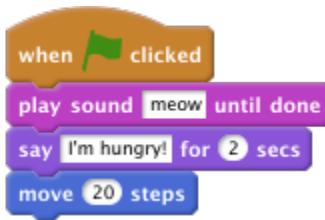
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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.

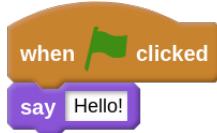
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## Events and Sequence

Scratch Username: FL-BIIB-19

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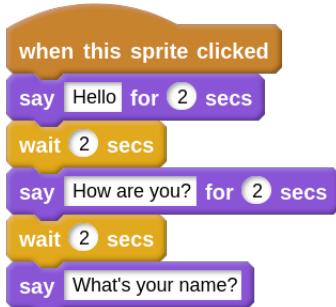
The scripts below belong to a sprite named Cat:



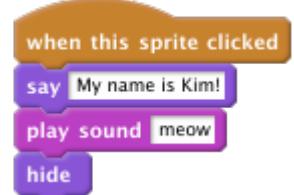
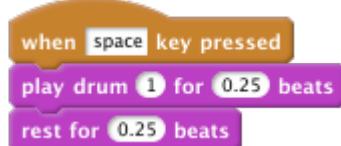
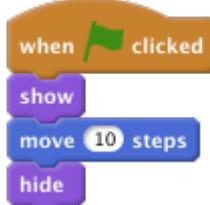
1. **Circle:** What should you do to make Cat say "Hello!"?

- 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**

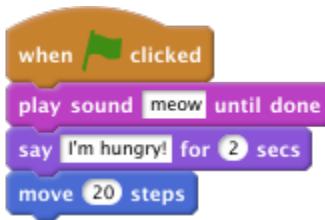
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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- 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?



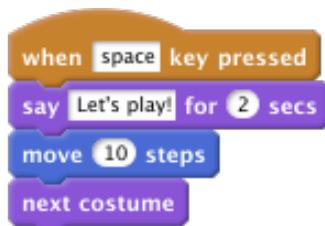
First, \_\_\_\_\_.

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.

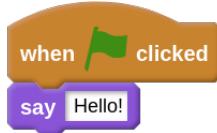
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## Events and Sequence

Scratch Username: FL-ISAL-19

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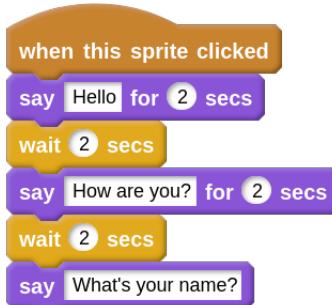
The scripts below belong to a sprite named Cat:



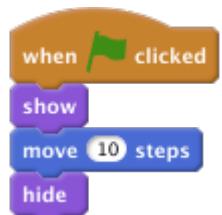
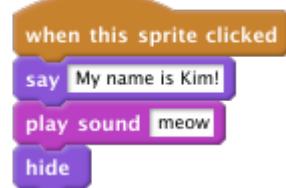
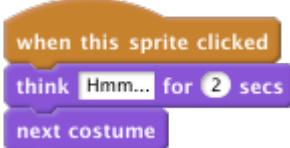
1. **Circle:** What should you do to make Cat say "Hello!"?

- 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**  
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**when this sprite clicked**  
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**move** 10 **steps**

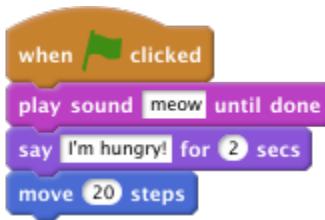
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6. What will the sprite do when the green flag is clicked?



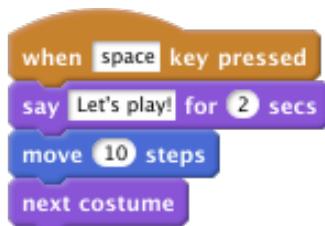
First, \_\_\_\_\_.

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

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

.....

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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: FL-JOGA-19

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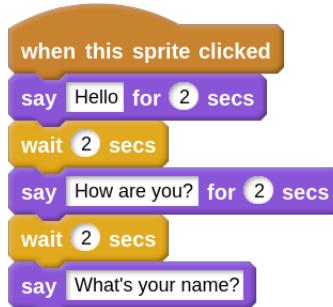
The scripts below belong to a sprite named Cat:



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**

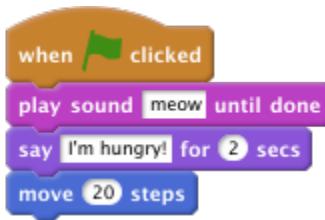
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

5. Circle what is true:

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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.

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## Events and Sequence

Scratch Username: FL-JOSA-19

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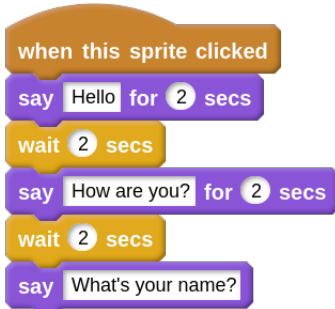
The scripts below belong to a sprite named Cat:



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**

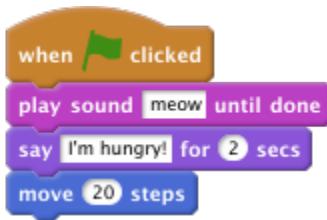
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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: FL-MARI-19

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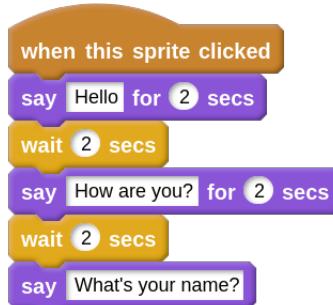
The scripts below belong to a sprite named Cat:



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

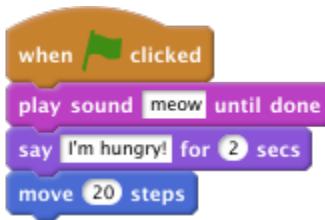
when this sprite clicked  
say I am Ann's cat! for 2 secs  
move 10 steps  
play sound meow until done

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: FL-MASI-19

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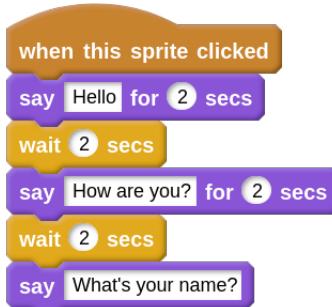
The scripts below belong to a sprite named Cat:



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**

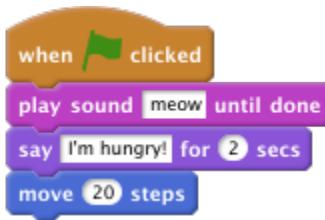
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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: FL-PEEL-19

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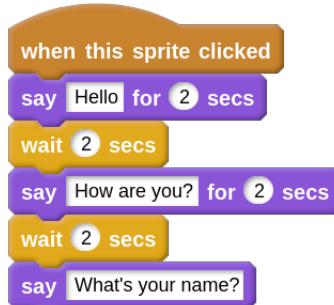
The scripts below belong to a sprite named Cat:



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**

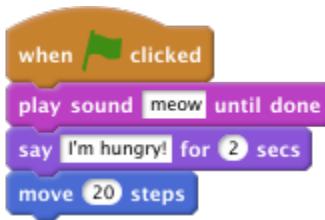
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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?



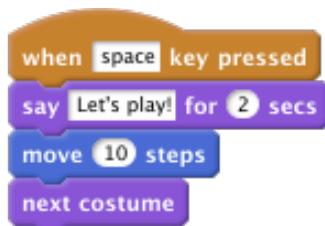
First, \_\_\_\_\_.

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: FL-PRMA-19

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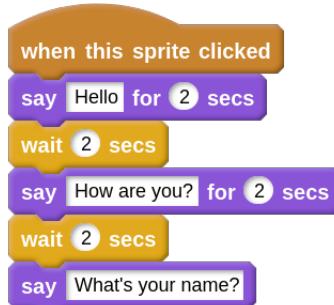
The scripts below belong to a sprite named Cat:



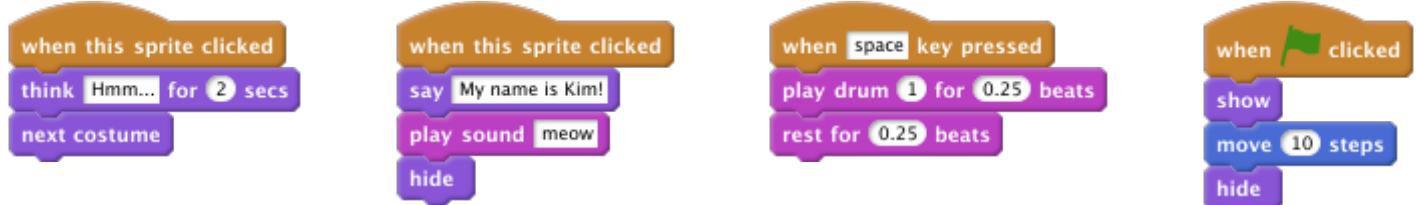
1. **Circle:** What should you do to make Cat say "Hello!"?

- 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**

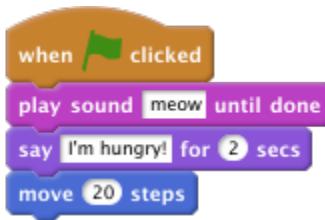
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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: FL-ROES-19

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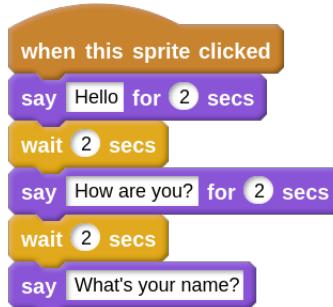
The scripts below belong to a sprite named Cat:



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**

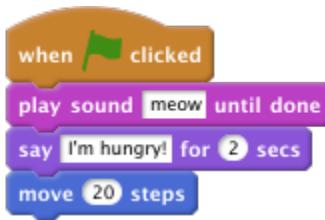
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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.

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## Events and Sequence

Scratch Username: FL-ROPE-19

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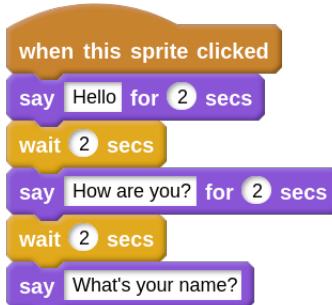
The scripts below belong to a sprite named Cat:



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**

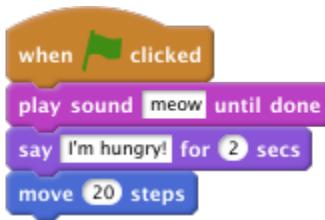
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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.

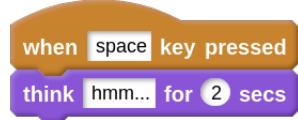
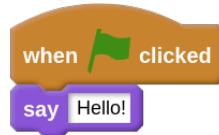
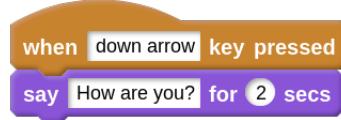
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## Events and Sequence

Scratch Username: FL-VERO-19

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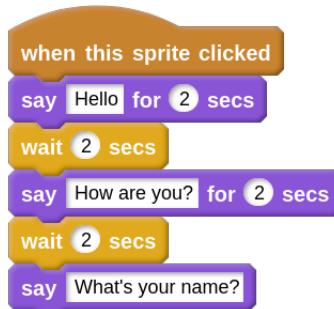
The scripts below belong to a sprite named Cat:



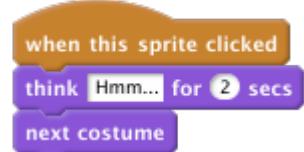
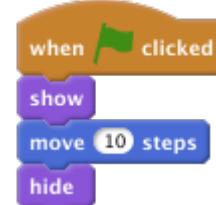
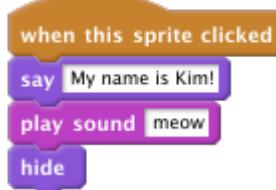
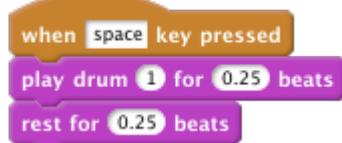
1. **Circle:** What should you do to make Cat say "Hello!"?

- 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**

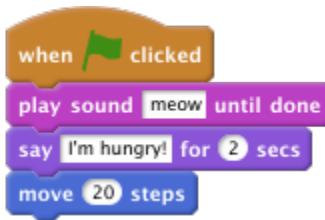
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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?



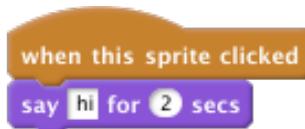
First, \_\_\_\_\_.

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.

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## Events and Sequence

Scratch Username: FL-VIBR-19

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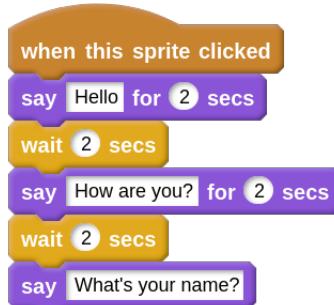
The scripts below belong to a sprite named Cat:



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**

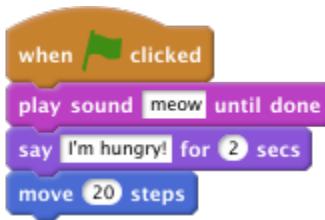
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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.

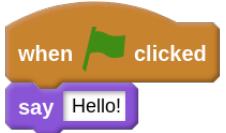
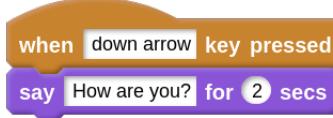
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## Events and Sequence

Scratch Username: FL-VIHE-19

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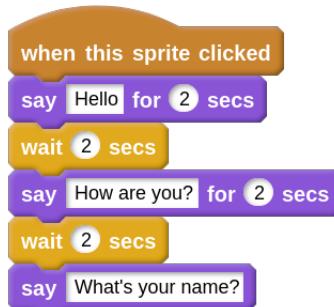
The scripts below belong to a sprite named Cat:



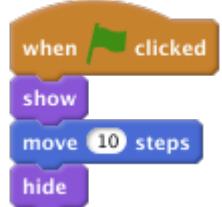
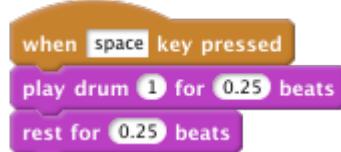
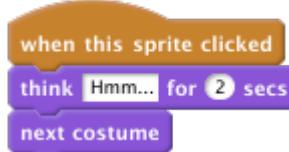
1. **Circle:** What should you do to make Cat say "Hello!"?

- 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**

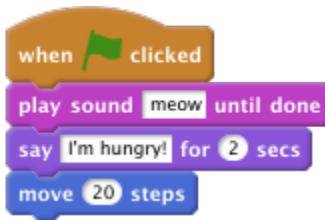
**when this sprite clicked**  
**say** I am Ann's cat! **for** 2 **secs**  
**move** 10 **steps**  
**play sound** meow **until done**

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