

Do not write your name below this line.

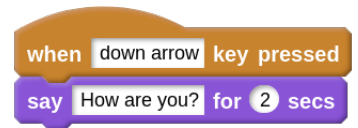
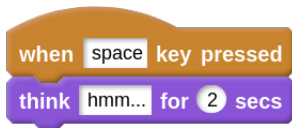
---

## Events and Sequence

Scratch Username: FL-ADCA-19

.....

The scripts below belong to a sprite named Cat:



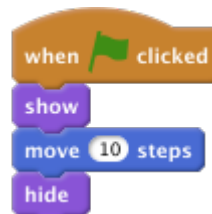
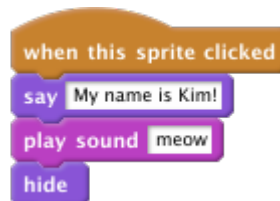
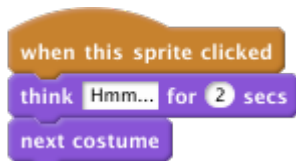
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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.



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



.....  
Compare the two scripts below:



5. **Circle** what is true:

- A. They do different actions.
  - B. They do the same actions in a different order.
  - C. There is no difference.
- .....

For question 6, please fill in the blanks below.

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



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

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

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

.....

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



7a. What do you do to make the script run?

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

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

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

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

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

Do not write your name below this line.

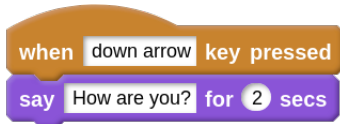
---

## Events and Sequence

Scratch Username: FL-ALAG-19

.....

The scripts below belong to a sprite named Cat:



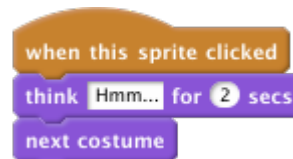
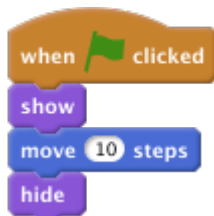
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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:



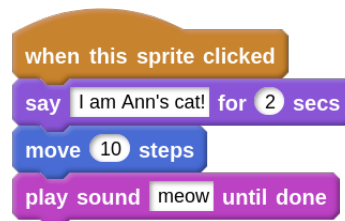
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



5. **Circle** what is true:

- A. They do different actions.
  - B. They do the same actions in a different order.
  - C. There is no difference.
- .....

For question 6, please fill in the blanks below.

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



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

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

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

.....

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



7a. What do you do to make the script run?

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

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

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

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

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

Do not write your name below this line.

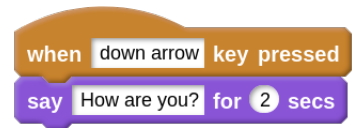
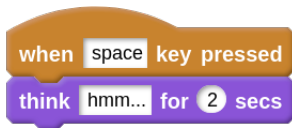
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## Events and Sequence

Scratch Username: FL-CRTE-19

.....

The scripts below belong to a sprite named Cat:



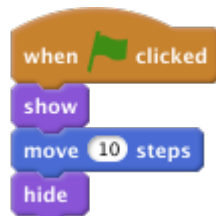
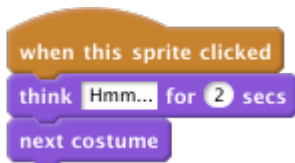
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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:



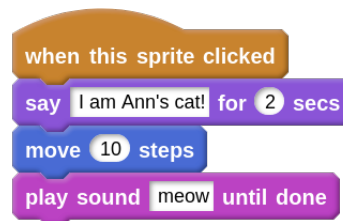
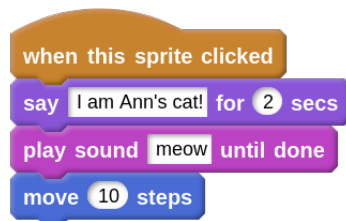
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



5. **Circle** what is true:

- A. They do different actions.
  - B. They do the same actions in a different order.
  - C. There is no difference.
- .....



For question 6, please fill in the blanks below.

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



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

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

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

.....

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



7a. What do you do to make the script run?

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

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

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Do not write your name below this line.

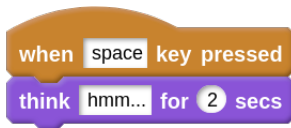
---

## Events and Sequence

Scratch Username: FL-JAWA-19

.....

The scripts below belong to a sprite named Cat:



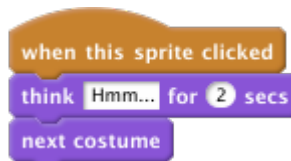
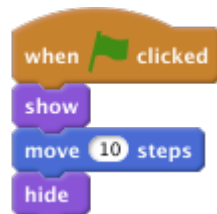
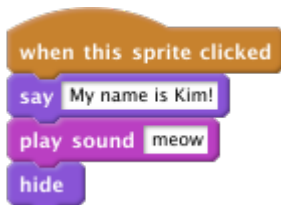
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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.



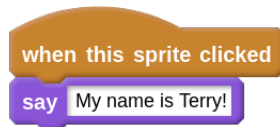
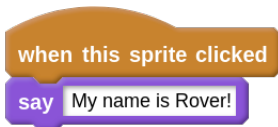
3. The scripts below belong to a sprite. **Circle** all the scripts that run when you click the sprite.



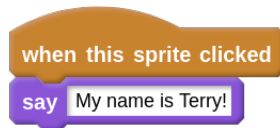
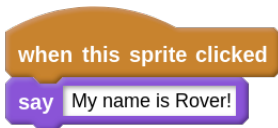
When you click the **Green Flag**, the stage looks like this:



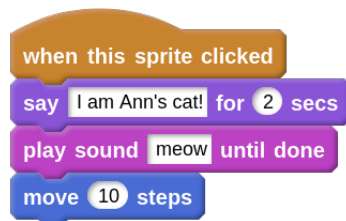
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



5. **Circle** what is true:

- A. They do different actions.
  - B. They do the same actions in a different order.
  - C. There is no difference.
- .....

For question 6, please fill in the blanks below.

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



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

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

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

.....

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



7a. What do you do to make the script run?

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

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

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

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

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

Do not write your name below this line.

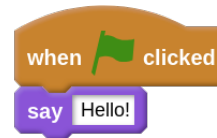
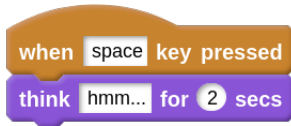
---

## Events and Sequence

Scratch Username: FL-JOBA-19

.....

The scripts below belong to a sprite named Cat:



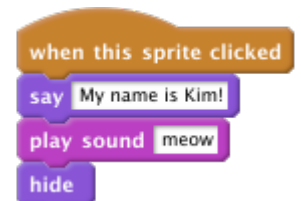
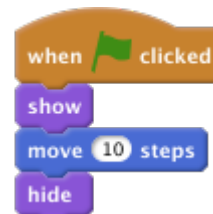
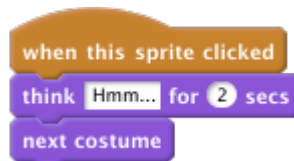
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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.



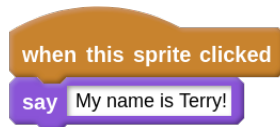
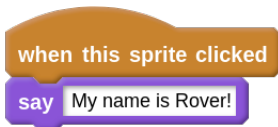
3. The scripts below belong to a sprite. **Circle** all the scripts that run when you click the sprite.



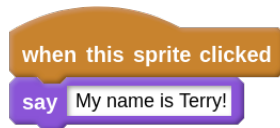
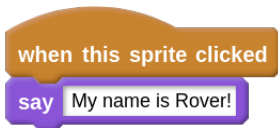
When you click the **Green Flag**, the stage looks like this:



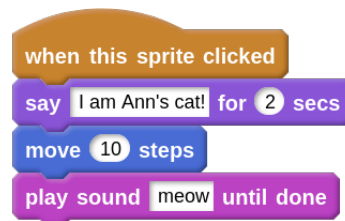
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



5. **Circle** what is true:

- A. They do different actions.
  - B. They do the same actions in a different order.
  - C. There is no difference.
- .....

For question 6, please fill in the blanks below.

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



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

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

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

.....

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



7a. What do you do to make the script run?

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

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

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

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

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

Do not write your name below this line.

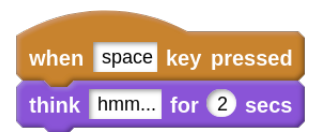
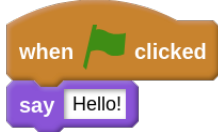
---

## Events and Sequence

Scratch Username: FL-JODO-19

.....

The scripts below belong to a sprite named Cat:



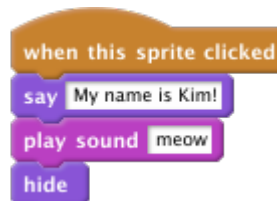
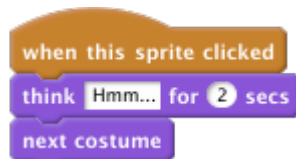
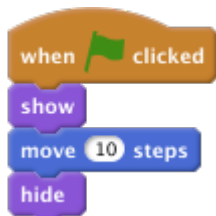
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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.

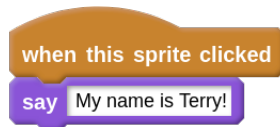
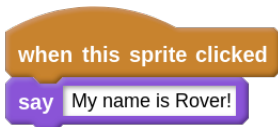




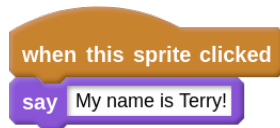
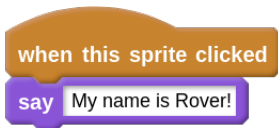
When you click the **Green Flag**, the stage looks like this:



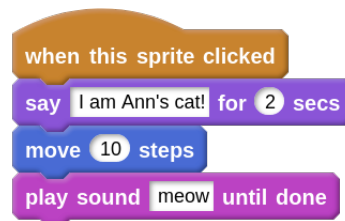
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



5. **Circle** what is true:

- A. They do different actions.
  - B. They do the same actions in a different order.
  - C. There is no difference.
- .....

For question 6, please fill in the blanks below.

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



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

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

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

.....

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



7a. What do you do to make the script run?

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

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

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

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

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

Do not write your name below this line.

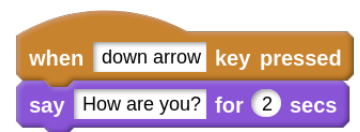
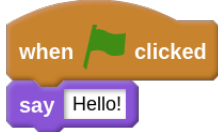
---

## Events and Sequence

Scratch Username: FL-JOME-19

.....

The scripts below belong to a sprite named Cat:



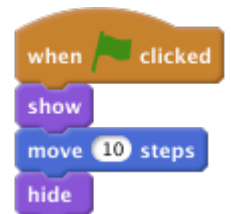
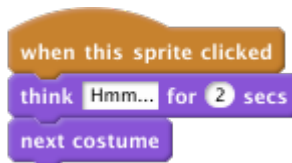
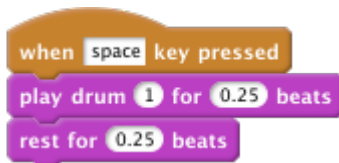
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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.



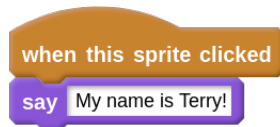
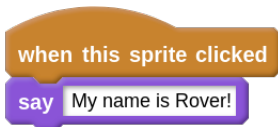
3. The scripts below belong to a sprite. **Circle** all the scripts that run when you click the sprite.



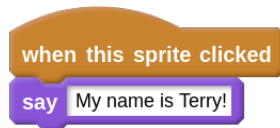
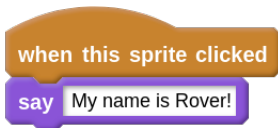
When you click the **Green Flag**, the stage looks like this:



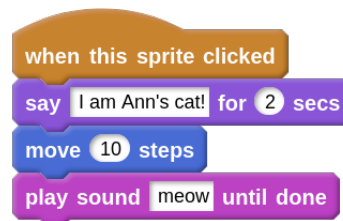
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



5. **Circle** what is true:

- A. They do different actions.
  - B. They do the same actions in a different order.
  - C. There is no difference.
- .....

For question 6, please fill in the blanks below.

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



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

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

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

.....

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



7a. What do you do to make the script run?

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

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

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

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

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

Do not write your name below this line.

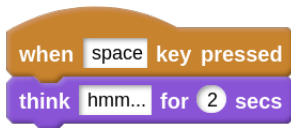
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## Events and Sequence

Scratch Username: FL-JUCA-19

.....

The scripts below belong to a sprite named Cat:



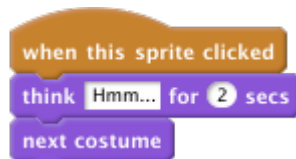
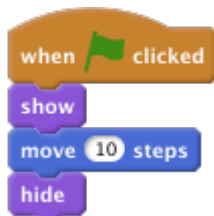
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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.



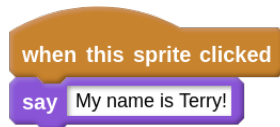
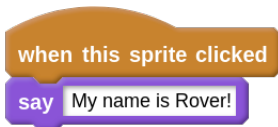
3. The scripts below belong to a sprite. **Circle** all the scripts that run when you click the sprite.



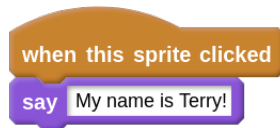
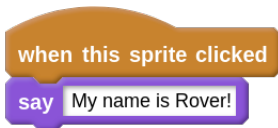
When you click the **Green Flag**, the stage looks like this:



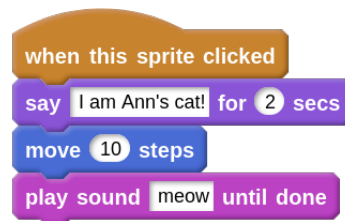
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



5. **Circle** what is true:

- A. They do different actions.
  - B. They do the same actions in a different order.
  - C. There is no difference.
- .....

For question 6, please fill in the blanks below.

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



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

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

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

.....

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



7a. What do you do to make the script run?

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

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

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

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

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



Do not write your name below this line.

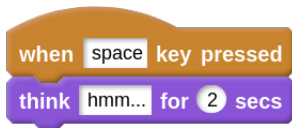
---

## Events and Sequence

Scratch Username: FL-KAGO-19

.....

The scripts below belong to a sprite named Cat:



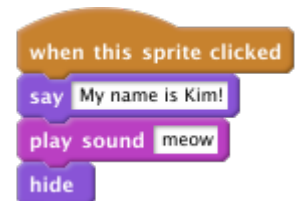
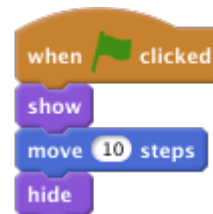
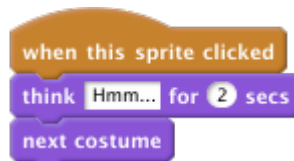
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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.



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



.....  
Compare the two scripts below:



5. **Circle** what is true:

- A. They do different actions.
  - B. They do the same actions in a different order.
  - C. There is no difference.
- .....

For question 6, please fill in the blanks below.

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



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

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

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

.....

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



7a. What do you do to make the script run?

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

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

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

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

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

Do not write your name below this line.

---

## Events and Sequence

Scratch Username: FL-MALO-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:



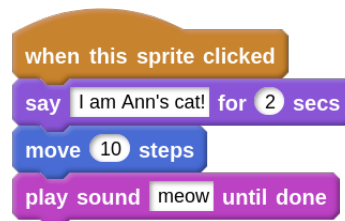
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



5. **Circle** what is true:

- A. They do different actions.
  - B. They do the same actions in a different order.
  - C. There is no difference.
- .....

For question 6, please fill in the blanks below.

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



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

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

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

.....

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



7a. What do you do to make the script run?

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

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

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

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

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

Do not write your name below this line.

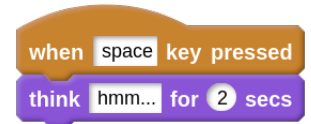
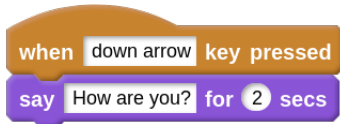
---

## Events and Sequence

Scratch Username: FL-NAGO-19

.....

The scripts below belong to a sprite named Cat:



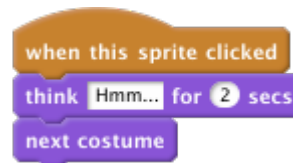
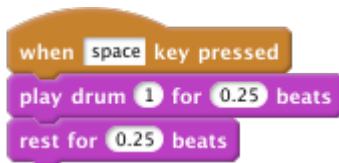
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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:



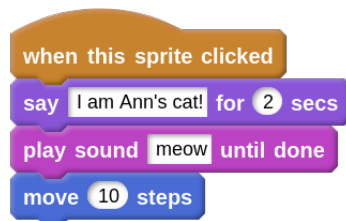
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



5. **Circle** what is true:

- A. They do different actions.
  - B. They do the same actions in a different order.
  - C. There is no difference.
- .....



For question 6, please fill in the blanks below.

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



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

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

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

.....

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



7a. What do you do to make the script run?

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

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

---

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Do not write your name below this line.

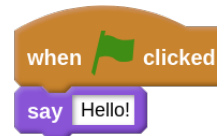
---

## Events and Sequence

Scratch Username: FL-NAQU-19

.....

The scripts below belong to a sprite named Cat:



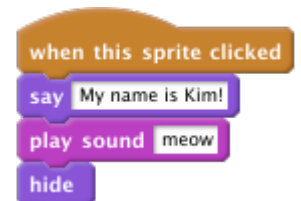
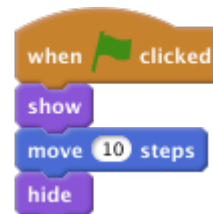
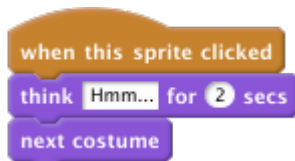
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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.



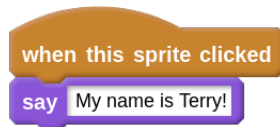
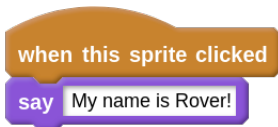
3. The scripts below belong to a sprite. **Circle** all the scripts that run when you click the sprite.



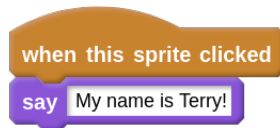
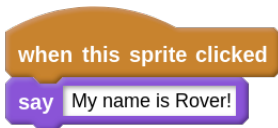
When you click the **Green Flag**, the stage looks like this:



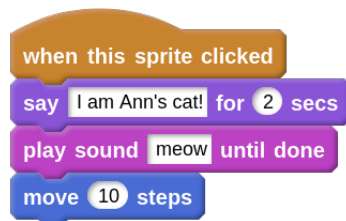
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



5. **Circle** what is true:

- A. They do different actions.
  - B. They do the same actions in a different order.
  - C. There is no difference.
- .....

For question 6, please fill in the blanks below.

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



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

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

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

.....

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



7a. What do you do to make the script run?

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

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

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

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

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

Do not write your name below this line.

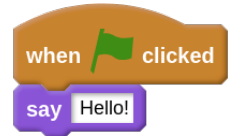
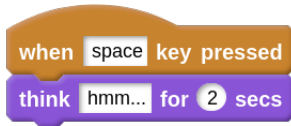
---

## Events and Sequence

Scratch Username: FL-OMVA-19

.....

The scripts below belong to a sprite named Cat:



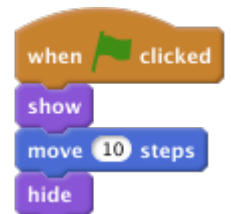
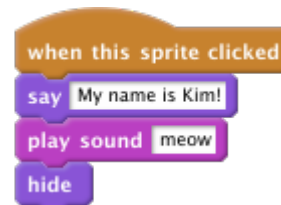
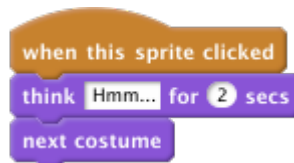
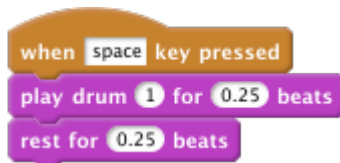
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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.



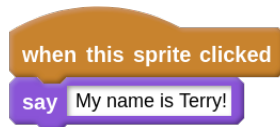
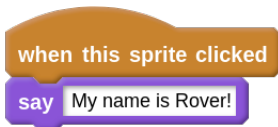
3. The scripts below belong to a sprite. **Circle** all the scripts that run when you click the sprite.



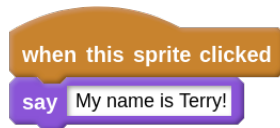
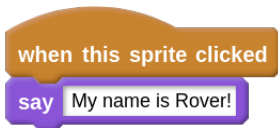
When you click the **Green Flag**, the stage looks like this:



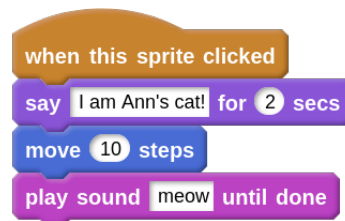
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



5. **Circle** what is true:

- A. They do different actions.
  - B. They do the same actions in a different order.
  - C. There is no difference.
- .....

For question 6, please fill in the blanks below.

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



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

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

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

.....

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



7a. What do you do to make the script run?

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

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

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

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

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

Do not write your name below this line.

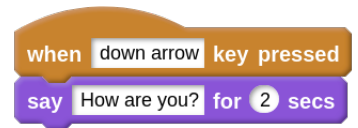
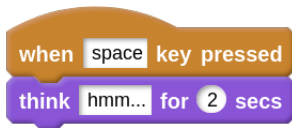
---

## Events and Sequence

Scratch Username: FL-SAOR-19

.....

The scripts below belong to a sprite named Cat:



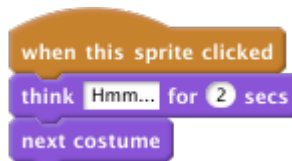
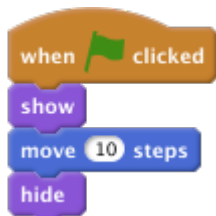
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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.

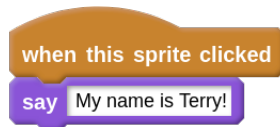
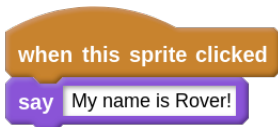




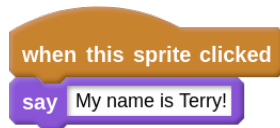
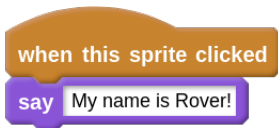
When you click the **Green Flag**, the stage looks like this:



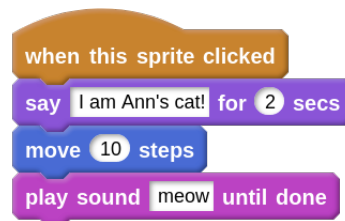
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



5. **Circle** what is true:

- A. They do different actions.
  - B. They do the same actions in a different order.
  - C. There is no difference.
- .....

For question 6, please fill in the blanks below.

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



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

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

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

.....

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



7a. What do you do to make the script run?

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

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

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

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

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

Do not write your name below this line.

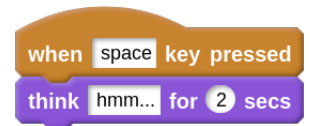
---

## Events and Sequence

Scratch Username: FL-YARO-19

.....

The scripts below belong to a sprite named Cat:



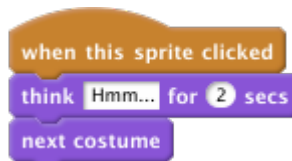
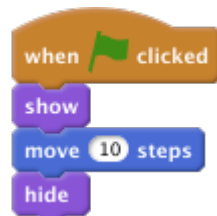
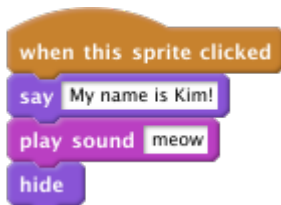
1. **Circle**: What should you do to make Cat say "Hello!"?

- 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.



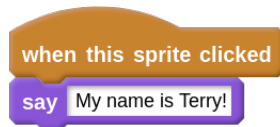
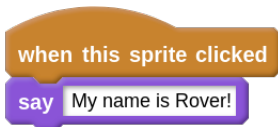
3. The scripts below belong to a sprite. **Circle** all the scripts that run when you click the sprite.



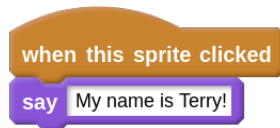
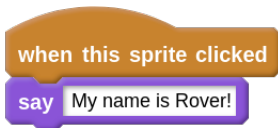
When you click the **Green Flag**, the stage looks like this:



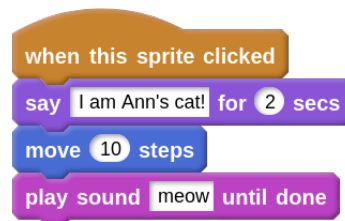
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



5. **Circle** what is true:

- A. They do different actions.
  - B. They do the same actions in a different order.
  - C. There is no difference.
- .....

For question 6, please fill in the blanks below.

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



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

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

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

.....

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



7a. What do you do to make the script run?

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

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

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

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

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