Scratch Username: GWC-DeLo-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 <u>last</u>.

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

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

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

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

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



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









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













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

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



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

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

N. . .

Scratch Username: GWC-GeMi-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 <u>last</u>.

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

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

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

```
when space key pressed

play drum 1 for 0.25 beats

rest for 0.25 beats
```







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









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







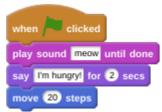






- 5. **Circle** what is true:
 - A. They do different actions.
 - B. They do the same actions in a different order.
 - C. There is no difference.

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



First,
Next,
Last,
Question 7a and 7b ask about the script below:
when this sprite clicked think click on a sprite to learn about me for 5 secs
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?

Scratch Username: GWC-JaRe-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 <u>last</u>.

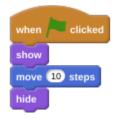
```
when this sprite clicked
say Hello for 2 secs
wait 2 secs
say How are you? for 2 secs
wait 2 secs
say What's your name?
```

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

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

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







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









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













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

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



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

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

N. . .

Scratch Username: GWC-JLWi-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 <u>last</u>.

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

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

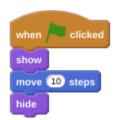
```
when this sprite clicked
think Hmm... for 2 secs
next costume
```

```
when space key pressed

play drum 1 for 0.25 beats

rest for 0.25 beats
```







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









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













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

_			-	_			-			_		
6.	What	will	the	sprite	do	when	the	green	flag	is	click	:ed:



move 20 steps
First,
Next,
Last,
Question 7a and 7b ask about the script below:
when this sprite clicked say Remember to try your best think Hmm
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,

Scratch Username: GWC-MaNi-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 <u>last</u>.

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

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

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

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

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



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









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













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

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



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

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

N. . .

Scratch Username: GWC-MaUn-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 <u>last</u>.

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

.....

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

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

```
when this sprite clicked
think let me tell you what i like for 2 secs
say She likes fluffy slime for 2 secs
```

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

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



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









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













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



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

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

N. . .

Scratch Username: GWC-NaEv-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 <u>last</u>.

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

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

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

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







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









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













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



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

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

N. . .

Scratch Username: GWC-NaPo-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 <u>last</u>.

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

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

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

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

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

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



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









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













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

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

N. . .

Scratch Username: GWC-SaPi-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 <u>last</u>.

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

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

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

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

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

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



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









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













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

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

N. . .