

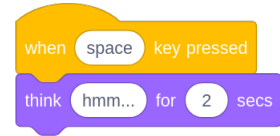
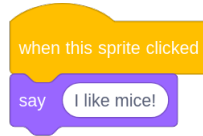
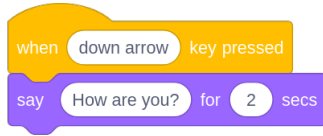
Do not write your name below this line.

---

## Events and Sequence

Scratch Username: anlts

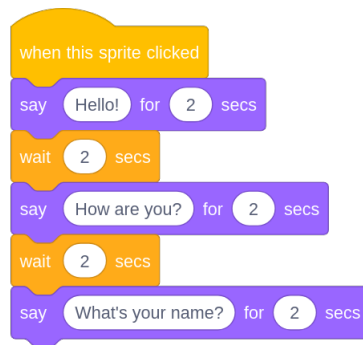
.....  
The scripts below belong to a sprite named Cat:



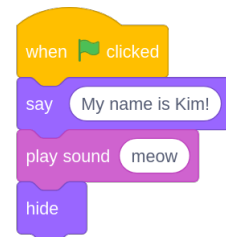
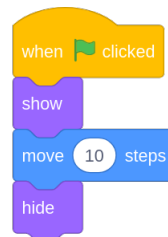
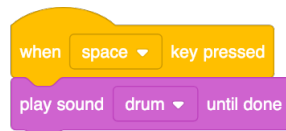
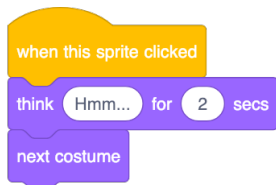
1. **Circle:** What should you do to make Cat say "Hello!"?

- 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:



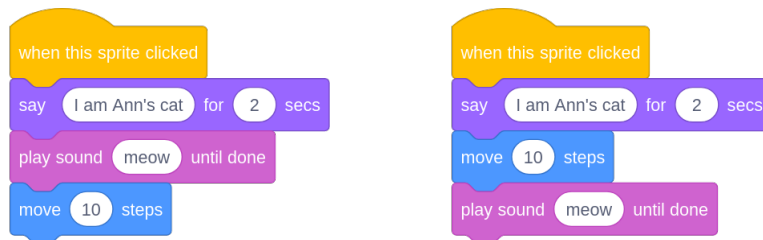
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:

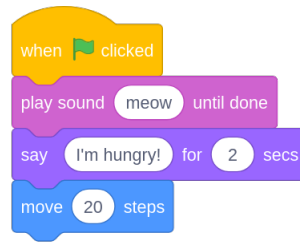


5. **Circle** what is true:

- 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?

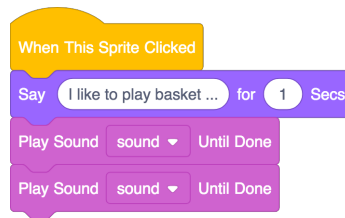


First, \_\_\_\_\_.

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.

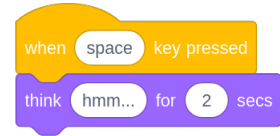
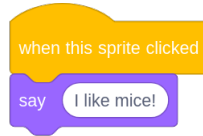
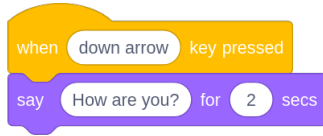
---

## Events and Sequence

Scratch Username: cbftcs

.....

The scripts below belong to a sprite named Cat:

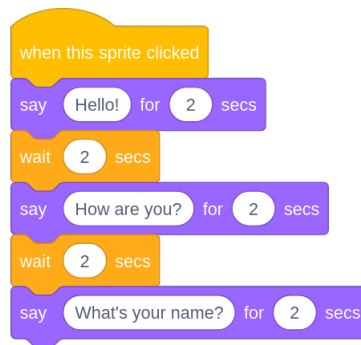


1. **Circle:** What should you do to make Cat say "Hello!"?

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

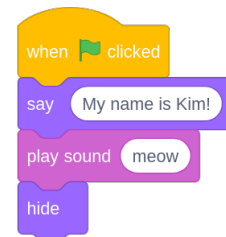
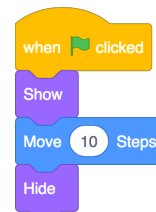
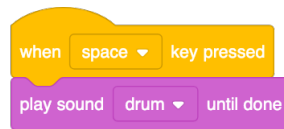
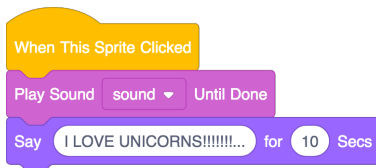
.....

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:



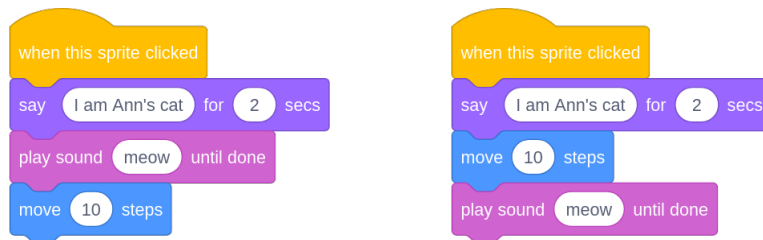
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:

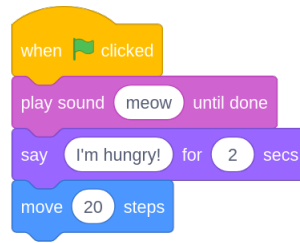


5. **Circle** what is true:

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

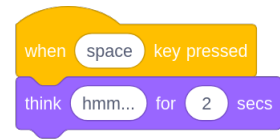
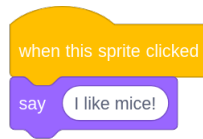
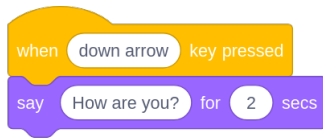
Do not write your name below this line.

---

## Events and Sequence

Scratch Username: jamtcs

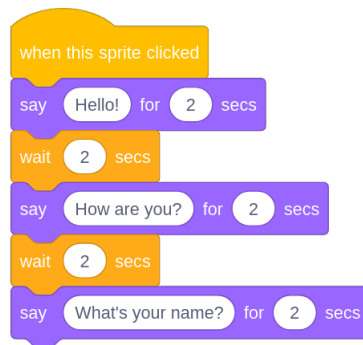
.....  
The scripts below belong to a sprite named Cat:



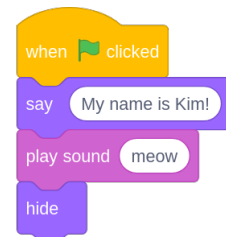
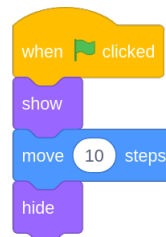
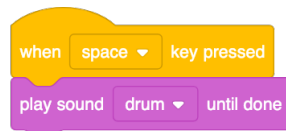
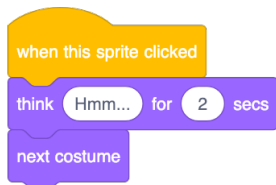
1. **Circle:** What should you do to make Cat say "Hello!"?

- 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:



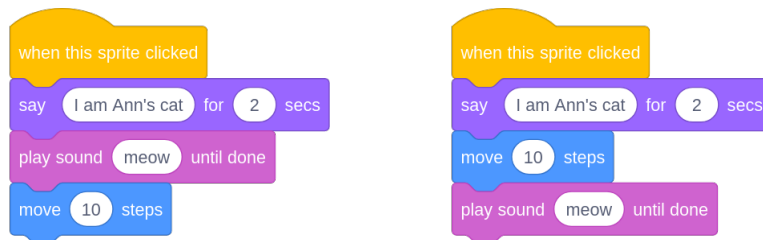
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



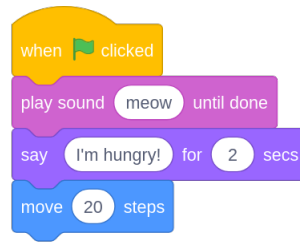
5. **Circle** what is true:

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

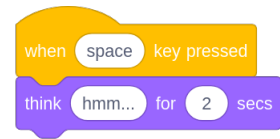
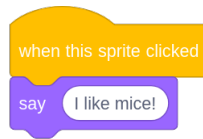
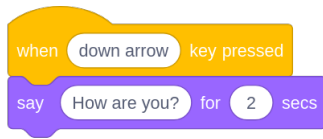
Do not write your name below this line.

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## Events and Sequence

Scratch Username: dits

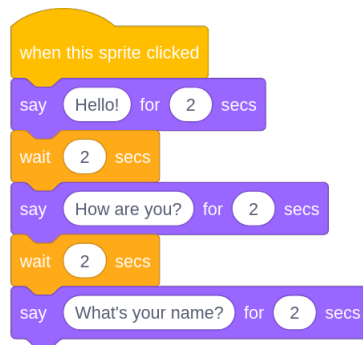
.....  
The scripts below belong to a sprite named Cat:



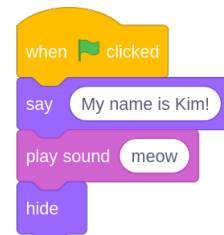
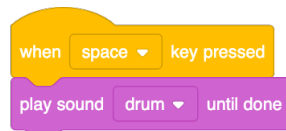
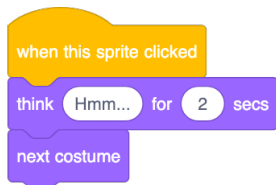
1. **Circle:** What should you do to make Cat say "Hello!"?

- 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:



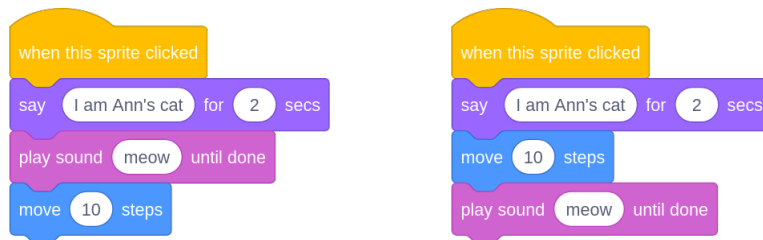
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:

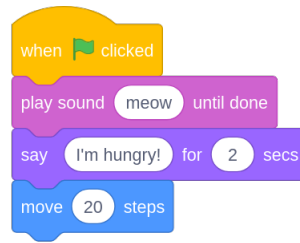


5. **Circle** what is true:

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

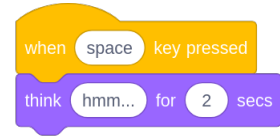
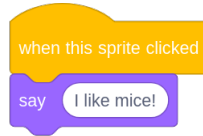
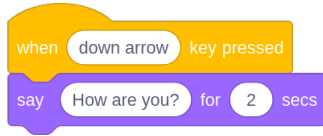
Do not write your name below this line.

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## Events and Sequence

Scratch Username: anmrts

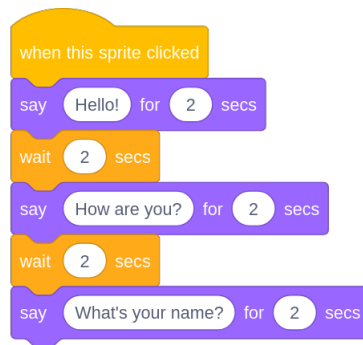
.....  
The scripts below belong to a sprite named Cat:



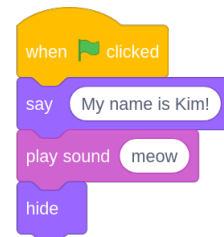
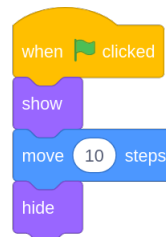
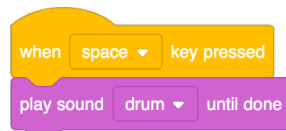
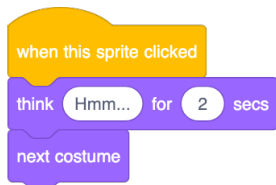
1. **Circle:** What should you do to make Cat say "Hello!"?

- 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.



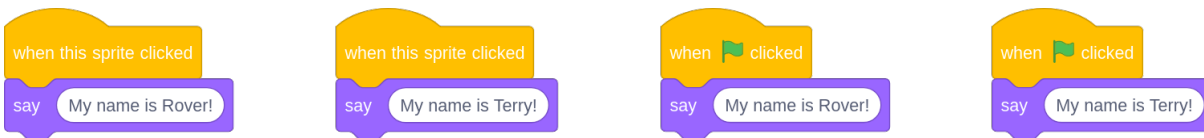
.....  
3. The scripts below belong to a sprite. **Circle all** the scripts that run when you click the sprite.



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



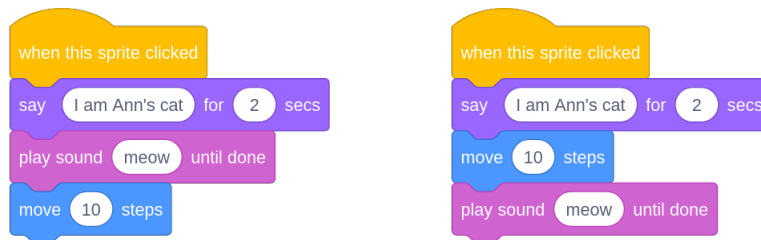
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:

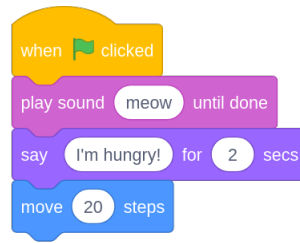


5. **Circle** what is true:

- 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?

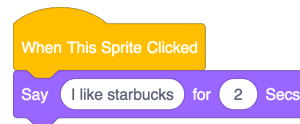


First, \_\_\_\_\_.

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

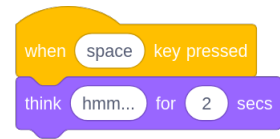
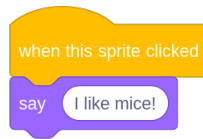
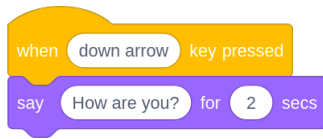
Do not write your name below this line.

---

## Events and Sequence

Scratch Username: javvtcs

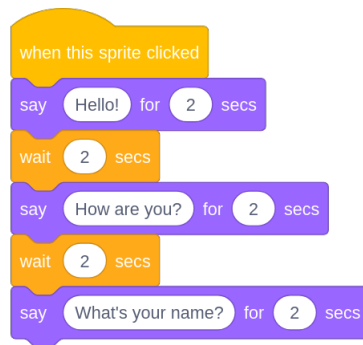
.....  
The scripts below belong to a sprite named Cat:



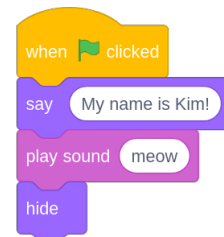
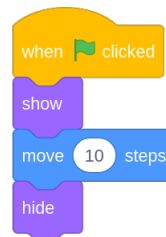
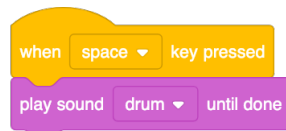
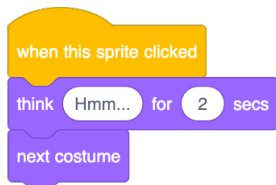
1. **Circle:** What should you do to make Cat say "Hello!"?

- 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:



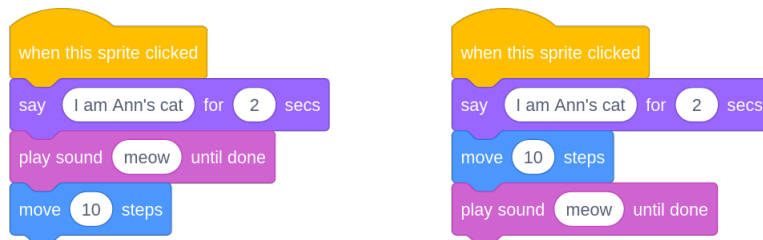
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:

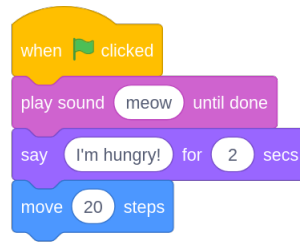


5. **Circle** what is true:

- 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?

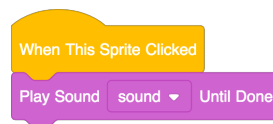


First, \_\_\_\_\_.

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

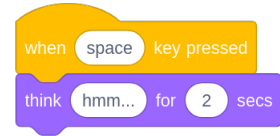
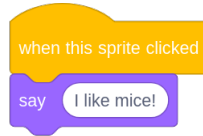
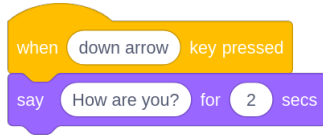
Do not write your name below this line.

---

## Events and Sequence

Scratch Username: xvctcs

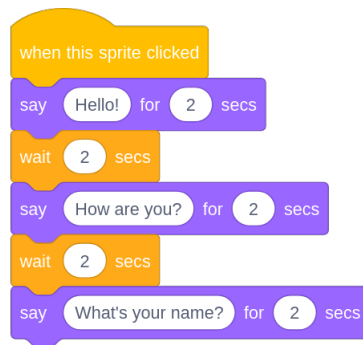
.....  
The scripts below belong to a sprite named Cat:



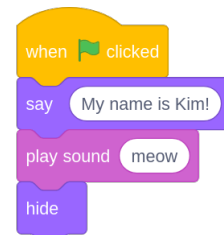
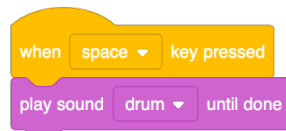
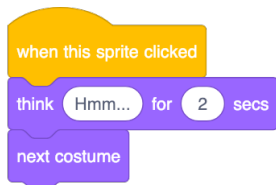
1. **Circle:** What should you do to make Cat say "Hello!"?

- 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:



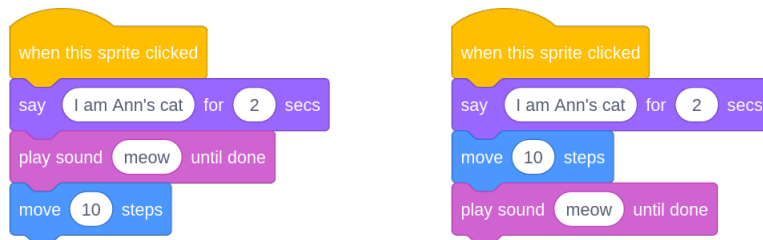
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:

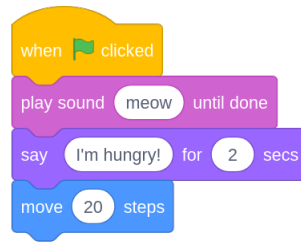


5. **Circle** what is true:

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

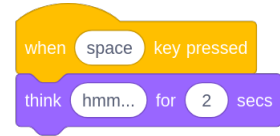
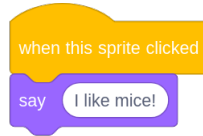
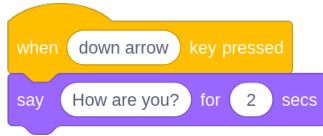
Do not write your name below this line.

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## Events and Sequence

Scratch Username: faatcs

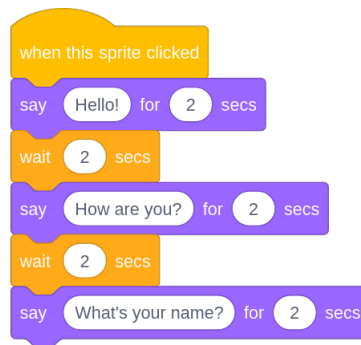
.....  
The scripts below belong to a sprite named Cat:



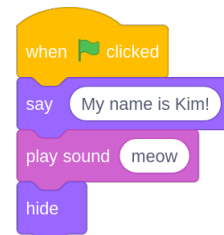
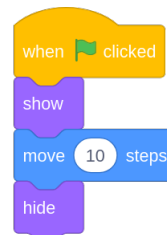
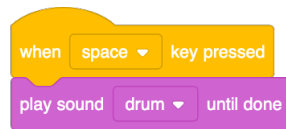
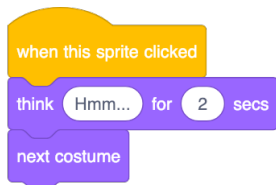
1. **Circle:** What should you do to make Cat say "Hello!"?

- 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:



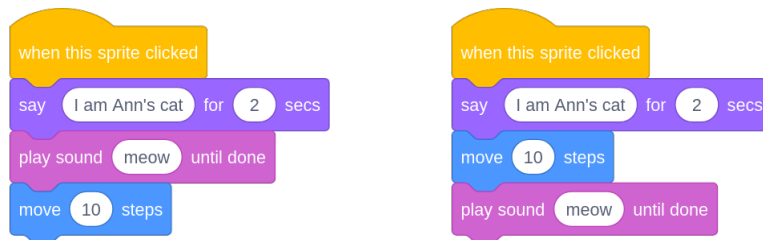
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:

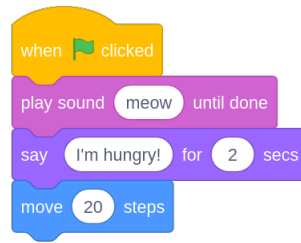


5. **Circle** what is true:

- 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.

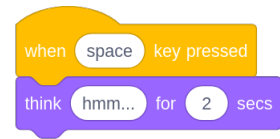
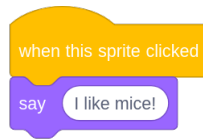
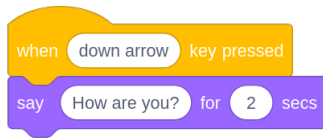
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## Events and Sequence

Scratch Username: mtctcs

.....

The scripts below belong to a sprite named Cat:

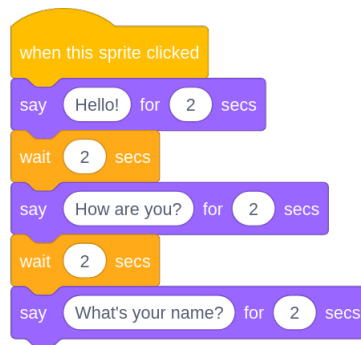


1. **Circle:** What should you do to make Cat say "Hello!"?

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

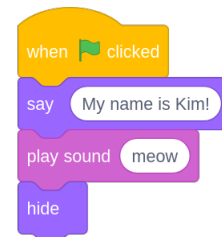
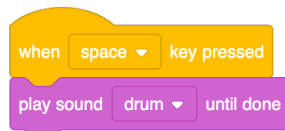
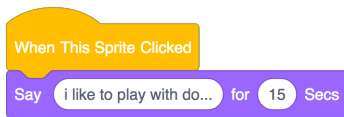
.....

2. **Circle** the Say block that will be run last.



.....

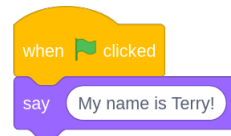
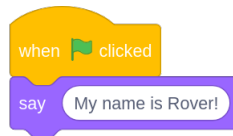
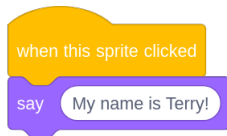
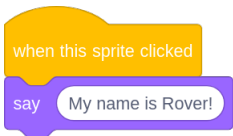
3. The scripts below belong to a sprite. **Circle** all the scripts that run when you click the sprite.



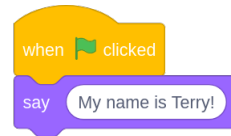
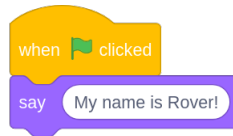
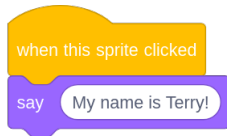
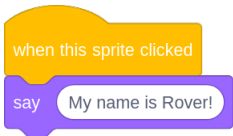
When you click the **Green Flag**, the stage looks like this:



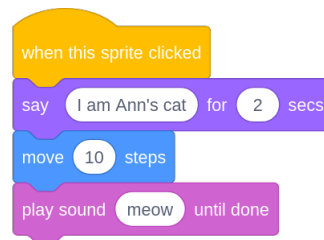
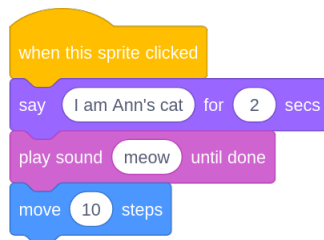
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:

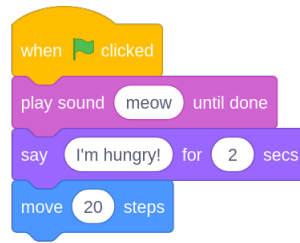


5. **Circle** what is true:

- 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?

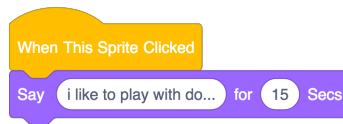


First, \_\_\_\_\_.

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

Do not write your name below this line.

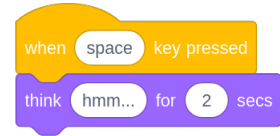
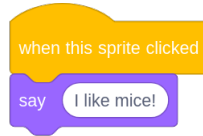
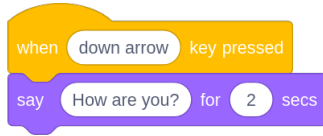
---

## Events and Sequence

Scratch Username: bltcs

.....

The scripts below belong to a sprite named Cat:

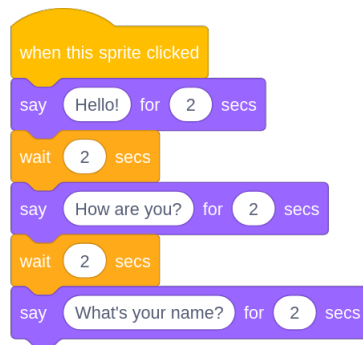


1. **Circle:** What should you do to make Cat say "Hello!"?

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

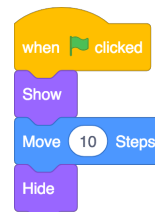
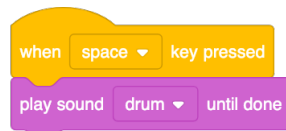
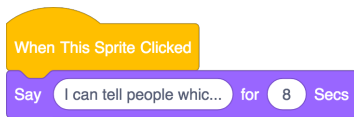
.....

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:



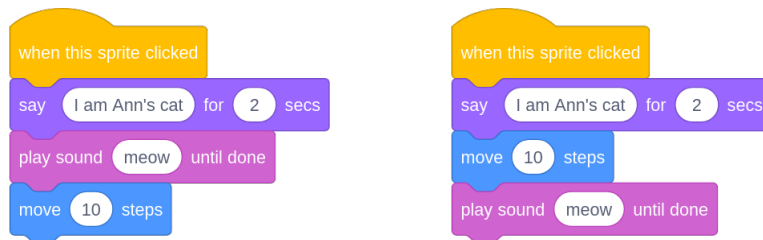
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:

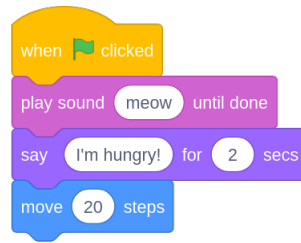


5. **Circle** what is true:

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

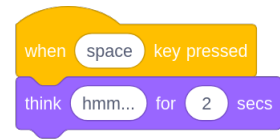
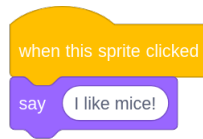
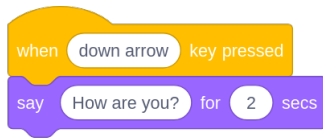
Do not write your name below this line.

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## Events and Sequence

Scratch Username: byhtcs

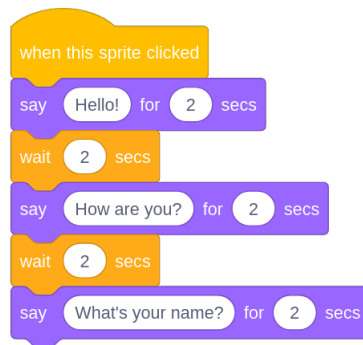
.....  
The scripts below belong to a sprite named Cat:



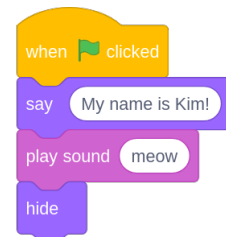
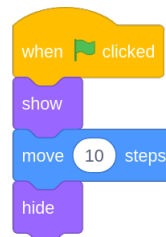
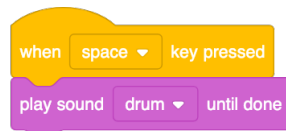
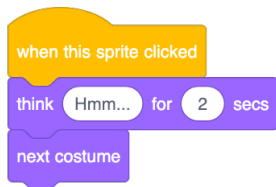
1. **Circle:** What should you do to make Cat say "Hello!"?

- 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.



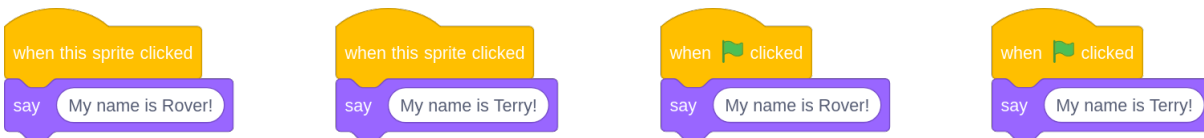
.....  
3. The scripts below belong to a sprite. **Circle all** the scripts that run when you click the sprite.



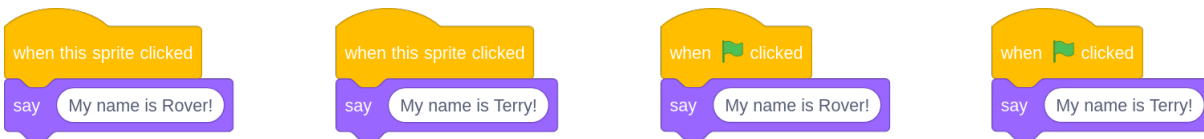
When you click the **Green Flag**, the stage looks like this:



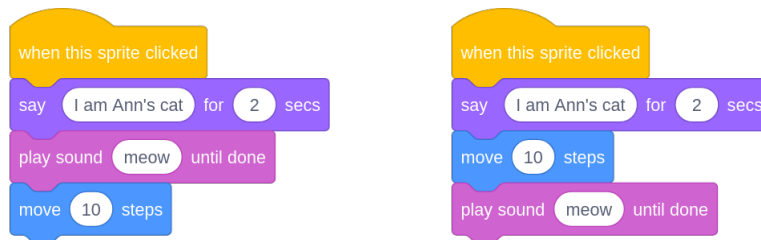
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:



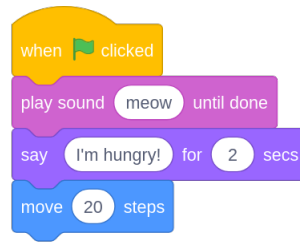
5. **Circle** what is true:

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

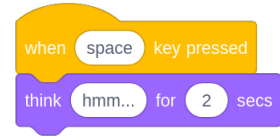
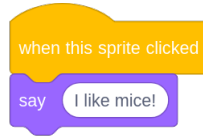
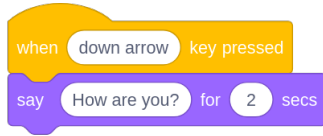
Do not write your name below this line.

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## Events and Sequence

Scratch Username: raobtcs

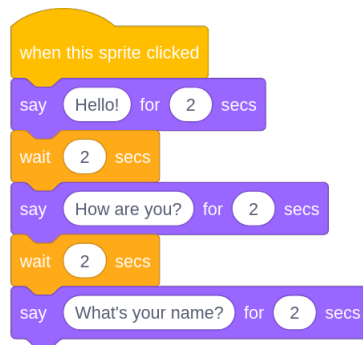
.....  
The scripts below belong to a sprite named Cat:



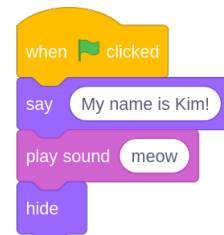
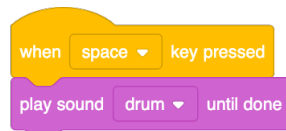
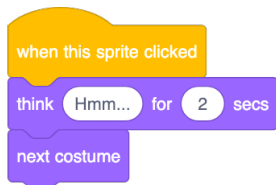
1. **Circle:** What should you do to make Cat say "Hello!"?

- 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.



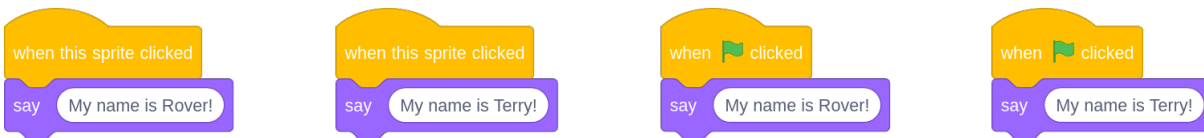
.....  
3. The scripts below belong to a sprite. **Circle all** the scripts that run when you click the sprite.



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



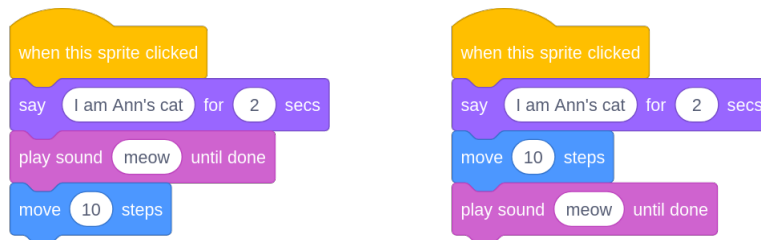
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:

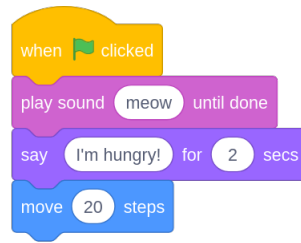


5. **Circle** what is true:

- 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?

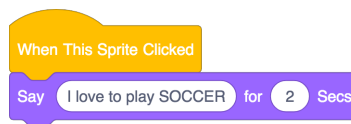


First, \_\_\_\_\_.

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

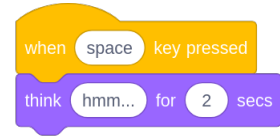
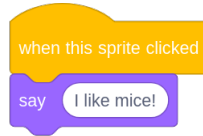
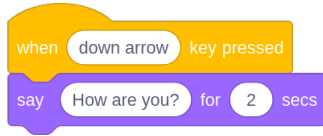
Do not write your name below this line.

---

## Events and Sequence

Scratch Username: acbtcs

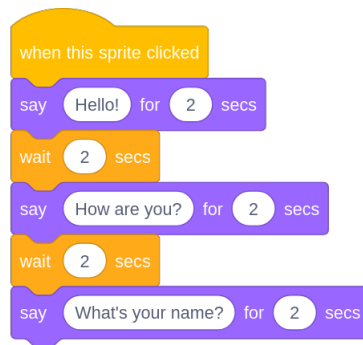
.....  
The scripts below belong to a sprite named Cat:



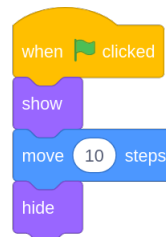
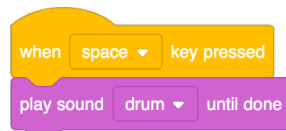
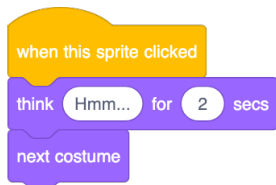
1. **Circle:** What should you do to make Cat say "Hello!"?

- 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:



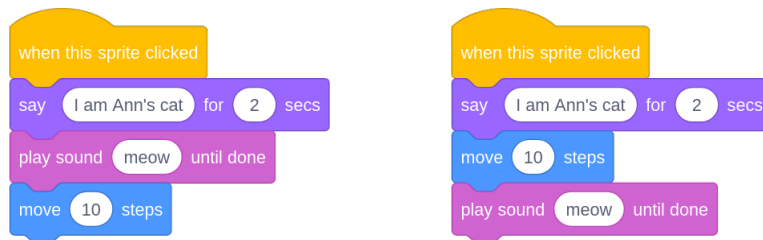
4a. **Circle** the script that ran for the butterfly.



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



.....  
Compare the two scripts below:

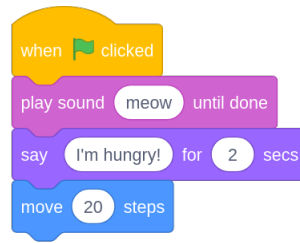


5. **Circle** what is true:

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