

Do not write your name below this line.

---

## Events and Sequence

Scratch Username: Nemofish84

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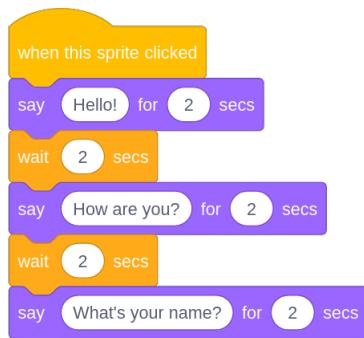
The scripts below belong to a sprite named Cat:



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

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

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



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



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



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

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

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

**when green flag clicked**  
say [My name is Rover!]

**when green flag clicked**  
say [My name is Terry!]

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

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

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

**when green flag clicked**  
say [My name is Rover!]

**when green flag clicked**  
say [My name is Terry!]

Compare the two scripts below:

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

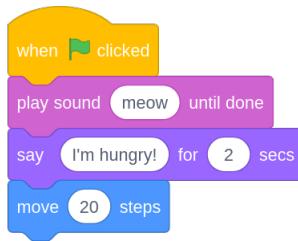
**when this sprite clicked**  
say [I am Ann's cat] for [2] secs  
move [10] steps  
play sound [meow v] until done

5. **Circle** what is true:

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

For question 6, please fill in the blanks below.

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

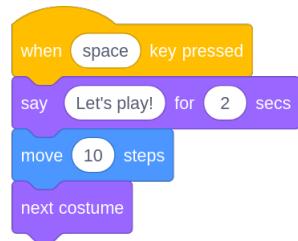


First, \_\_\_\_\_.

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

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

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



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

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

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

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

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

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

Do not write your name below this line.

---

## Events and Sequence

Scratch Username: se2019adsc

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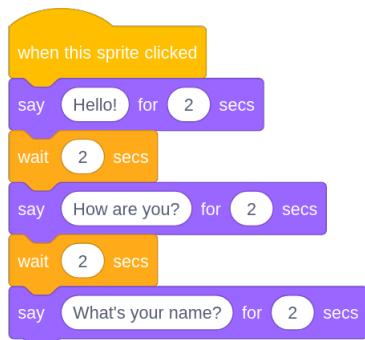
The scripts below belong to a sprite named Cat:



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

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

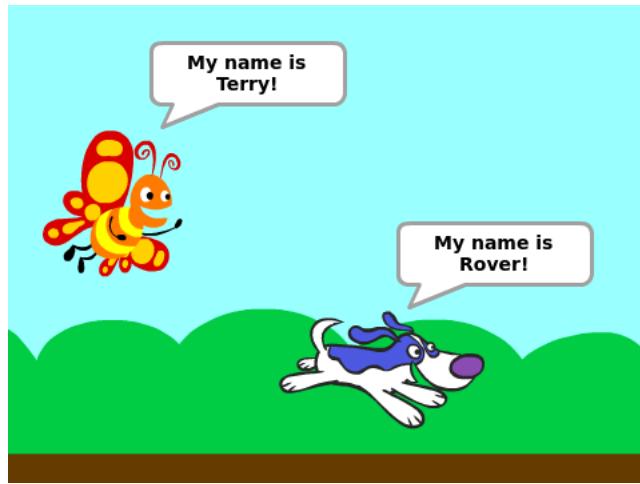
2. **Circle** the Say block that will be run last.



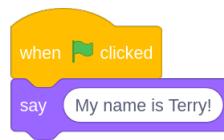
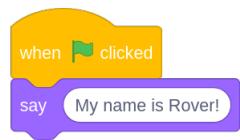
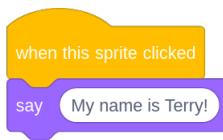
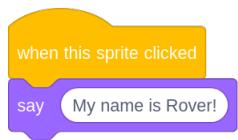
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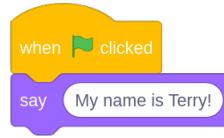
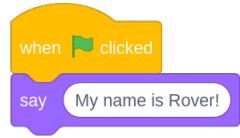
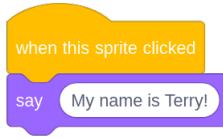
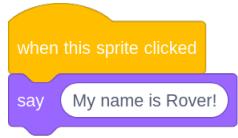
When you click the **Green Flag**, the stage looks like this:



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



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



Compare the two scripts below:

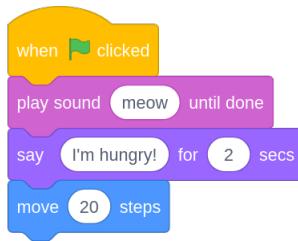


5. **Circle** what is true:

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

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

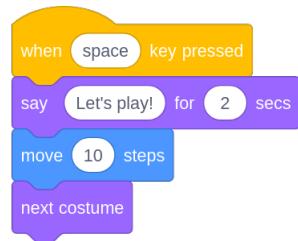


First, \_\_\_\_\_.

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

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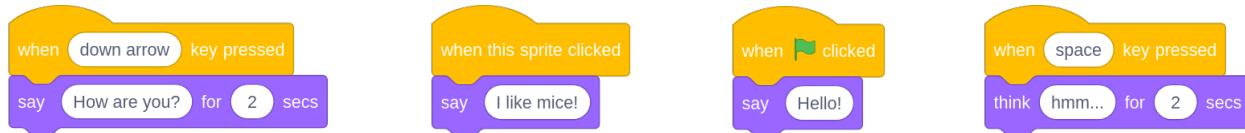
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## Events and Sequence

Scratch Username: se2019advi

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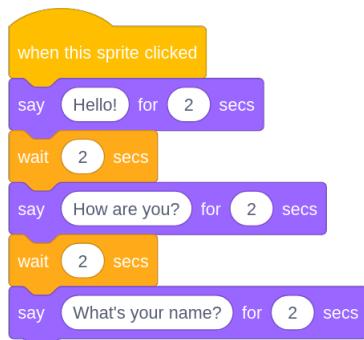
The scripts below belong to a sprite named Cat:



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

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

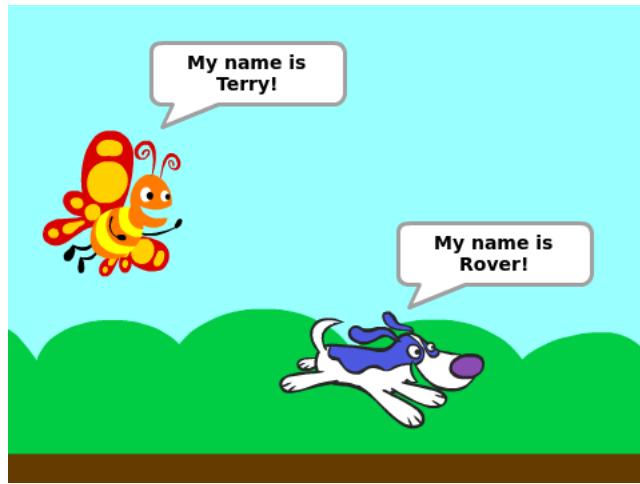
2. **Circle** the Say block that will be run last.



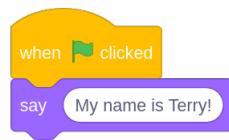
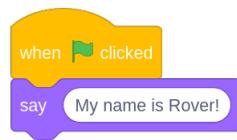
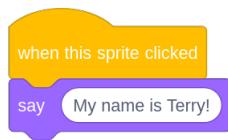
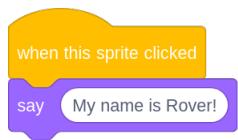
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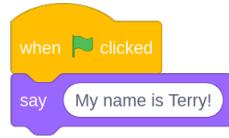
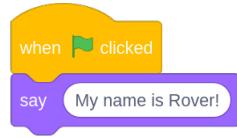
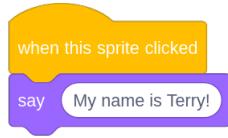
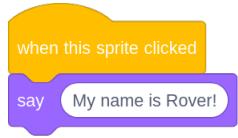
When you click the **Green Flag**, the stage looks like this:



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



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



Compare the two scripts below:

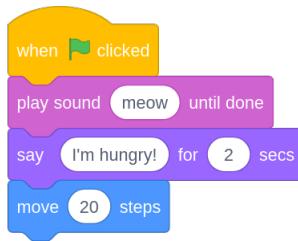


5. **Circle** what is true:

- A. They do different actions.
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6. What will the sprite do when the green flag is clicked?

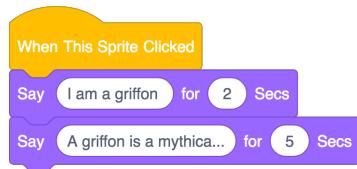


First, \_\_\_\_\_.

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

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

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

Do not write your name below this line.

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## Events and Sequence

Scratch Username: se2019alhu

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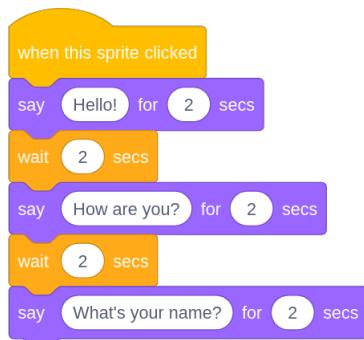
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1. **Circle:** What should you do to make Cat say "Hello!"?

- A. Press the space key
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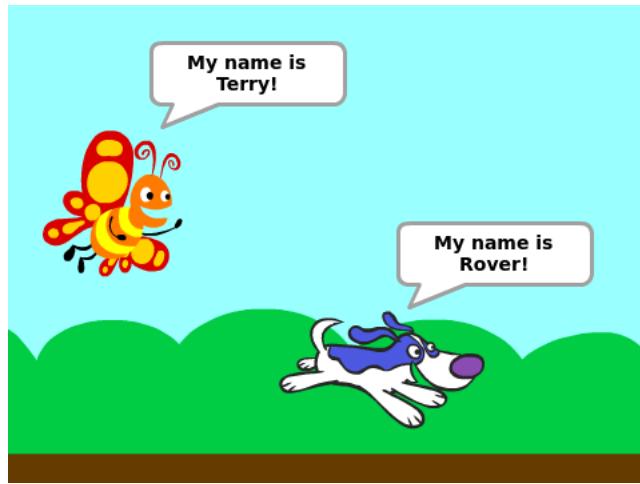
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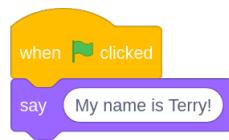
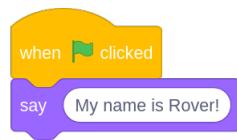
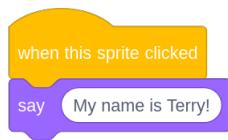
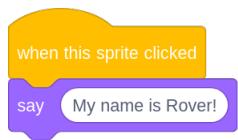
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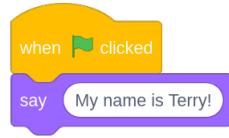
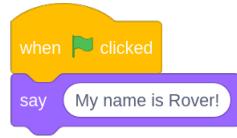
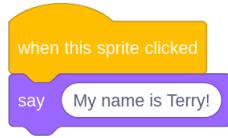
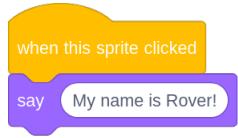
When you click the **Green Flag**, the stage looks like this:



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



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



Compare the two scripts below:

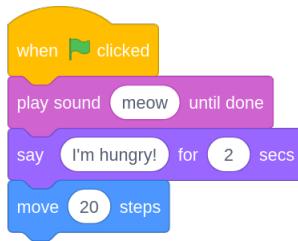


5. **Circle** what is true:

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



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

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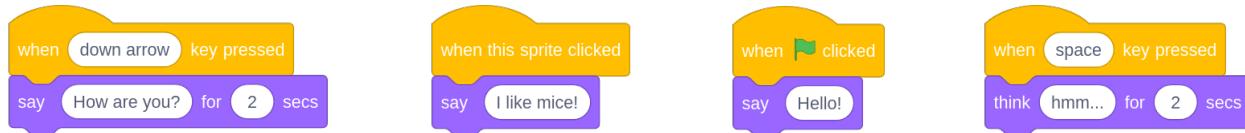
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## Events and Sequence

Scratch Username: se2019alvi

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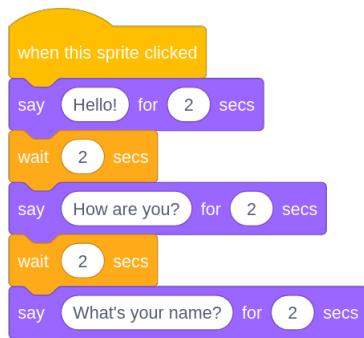
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1. **Circle:** What should you do to make Cat say "Hello!"?

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- 

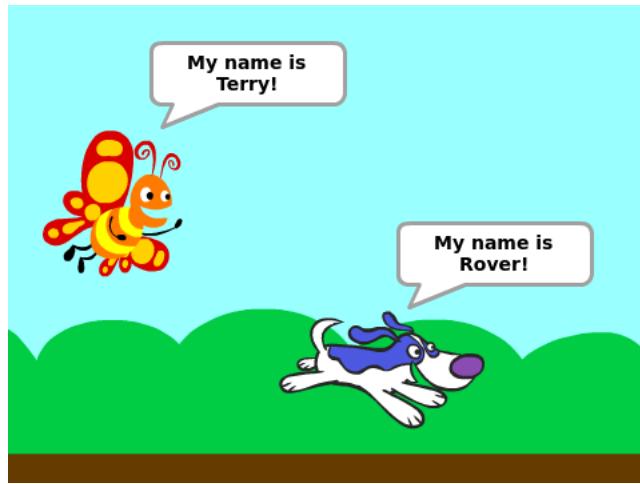
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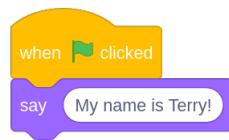
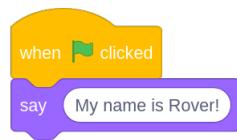
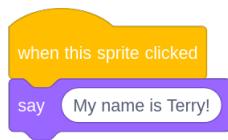
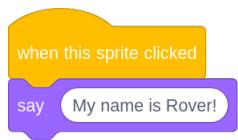
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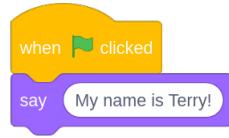
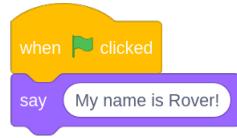
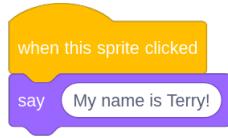
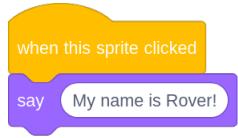
When you click the **Green Flag**, the stage looks like this:



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



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

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



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

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

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Do not write your name below this line.

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## Events and Sequence

Scratch Username: se2019anor

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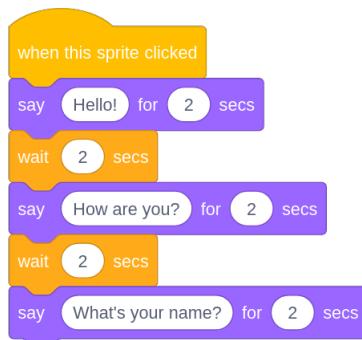
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1. **Circle:** What should you do to make Cat say "Hello!"?

- A. Press the space key
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- 

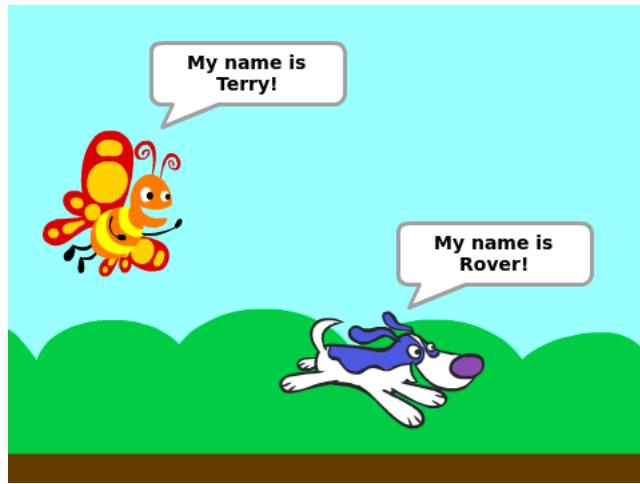
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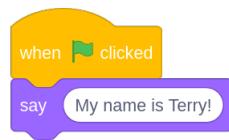
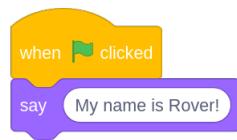
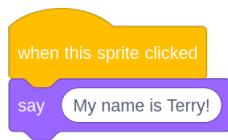
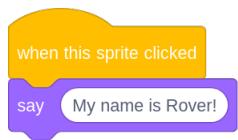
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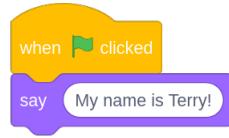
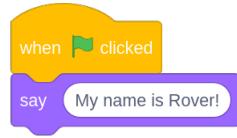
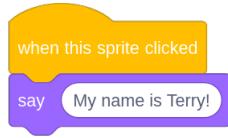
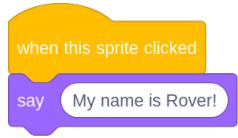
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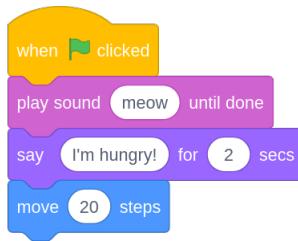


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6. What will the sprite do when the green flag is clicked?



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

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

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

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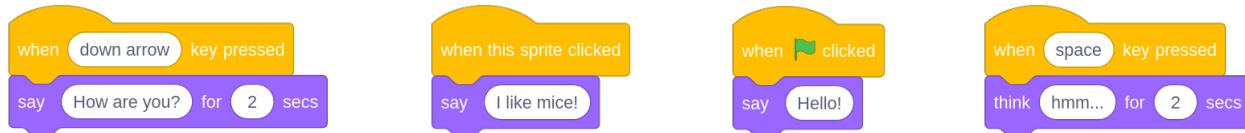
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## Events and Sequence

Scratch Username: se2019aykh

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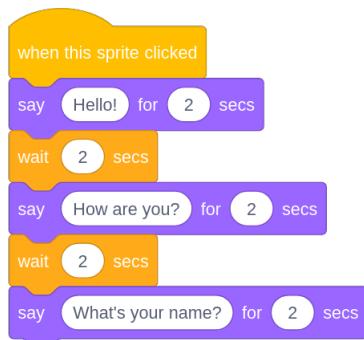
The scripts below belong to a sprite named Cat:



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

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

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



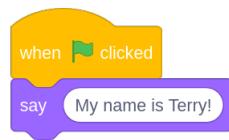
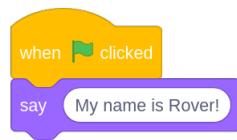
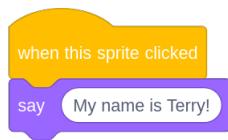
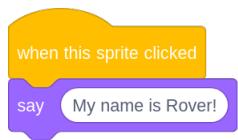
3. The scripts below belong to a sprite. **Circle all** the scripts that run when you click the sprite.



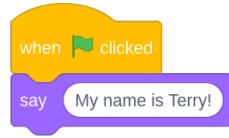
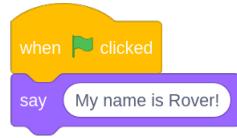
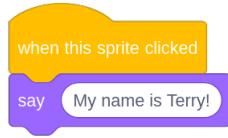
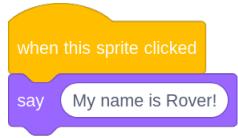
When you click the **Green Flag**, the stage looks like this:



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



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



Compare the two scripts below:

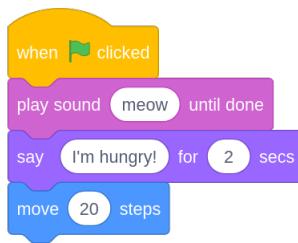


5. **Circle** what is true:

- 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?

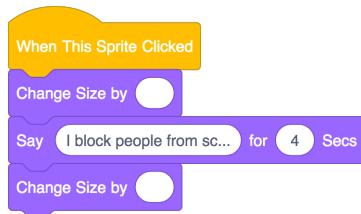


First, \_\_\_\_\_.

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: se2019elbi

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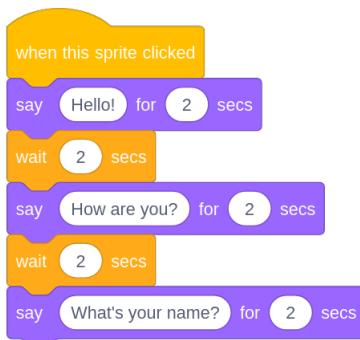
The scripts below belong to a sprite named Cat:



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

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

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



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



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



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

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

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

**when green flag clicked**  
say [My name is Rover!]

**when green flag clicked**  
say [My name is Terry!]

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

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

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

**when green flag clicked**  
say [My name is Rover!]

**when green flag clicked**  
say [My name is Terry!]

Compare the two scripts below:

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

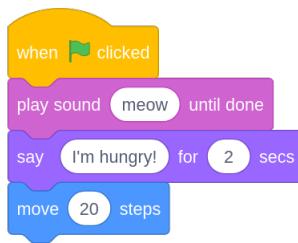
**when this sprite clicked**  
say [I am Ann's cat] for [2] secs  
move [10] steps  
play sound [meow v] until done

5. **Circle** what is true:

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

For question 6, please fill in the blanks below.

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



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

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

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

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



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

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

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

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

Do not write your name below this line.

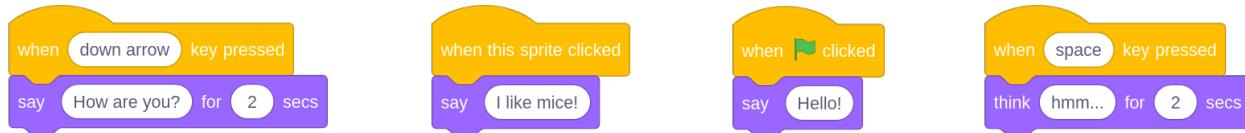
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## Events and Sequence

Scratch Username: se2019emva

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The scripts below belong to a sprite named Cat:



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

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

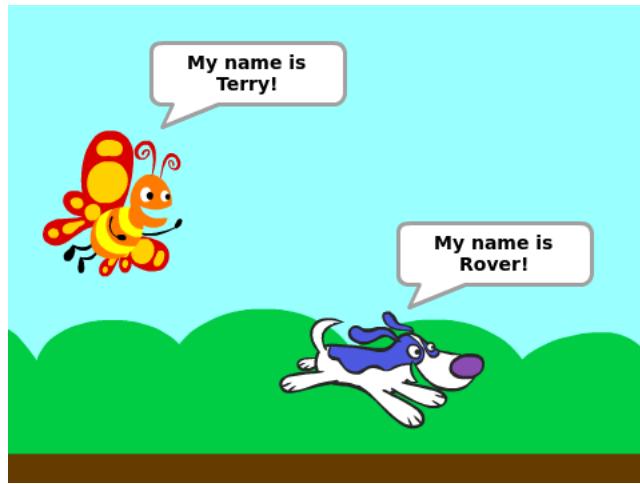
2. **Circle** the Say block that will be run last.



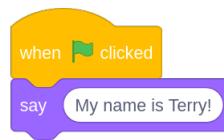
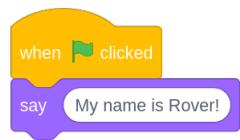
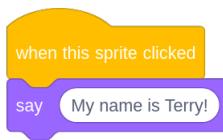
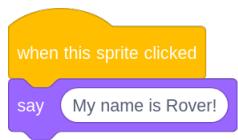
3. The scripts below belong to a sprite. **Circle all** the scripts that run when you click the sprite.



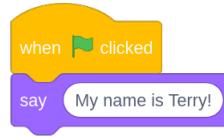
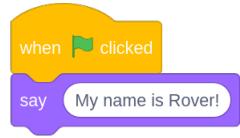
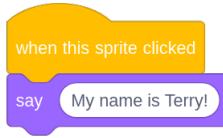
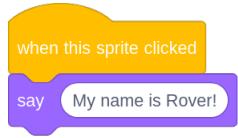
When you click the **Green Flag**, the stage looks like this:



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



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



Compare the two scripts below:

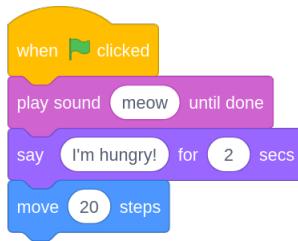


5. **Circle** what is true:

- 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.

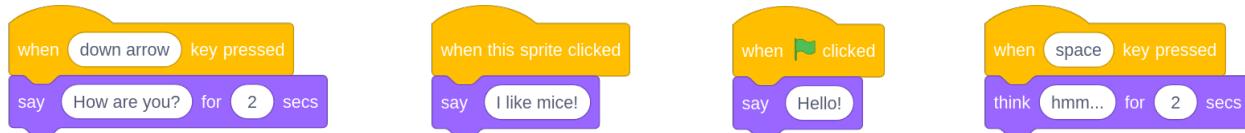
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## Events and Sequence

Scratch Username: se2019etab

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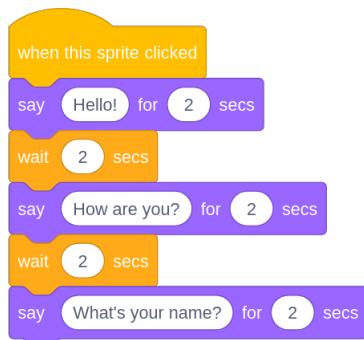
The scripts below belong to a sprite named Cat:



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

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

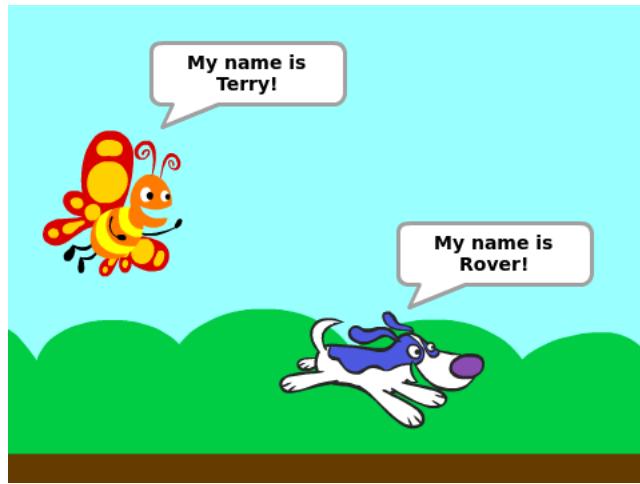
2. **Circle** the Say block that will be run last.



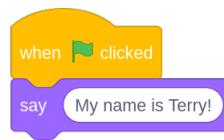
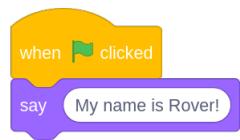
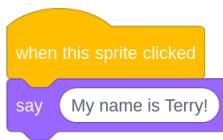
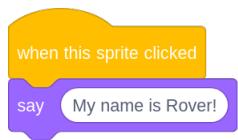
3. The scripts below belong to a sprite. **Circle all** the scripts that run when you click the sprite.



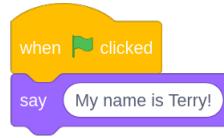
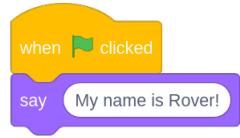
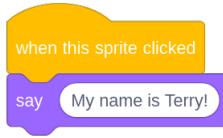
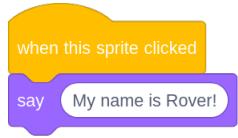
When you click the **Green Flag**, the stage looks like this:



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



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



Compare the two scripts below:

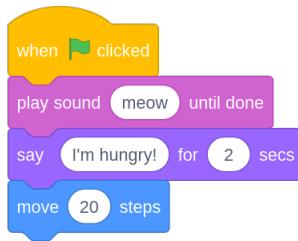


5. **Circle** what is true:

- 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.

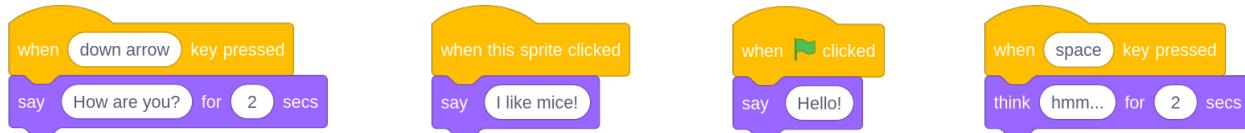
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## Events and Sequence

Scratch Username: se2019fioc

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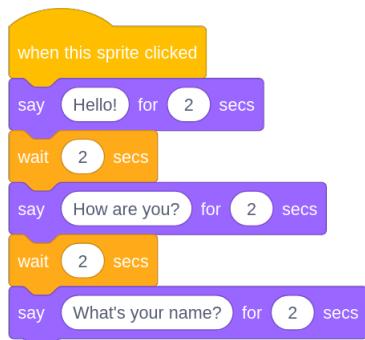
The scripts below belong to a sprite named Cat:



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

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

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



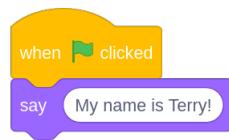
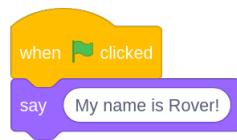
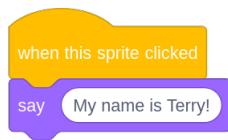
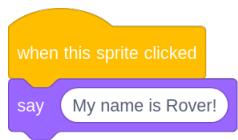
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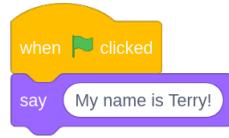
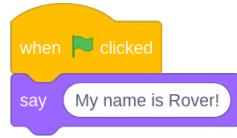
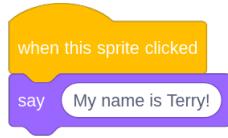
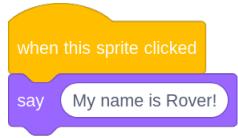
When you click the **Green Flag**, the stage looks like this:



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



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



Compare the two scripts below:

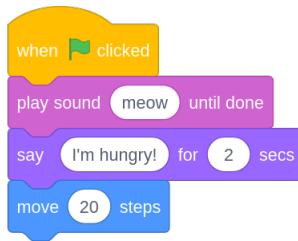


5. **Circle** what is true:

- 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: se2019jawu

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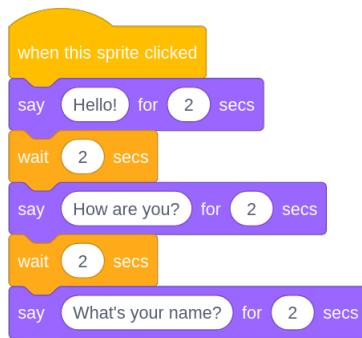
The scripts below belong to a sprite named Cat:



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

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

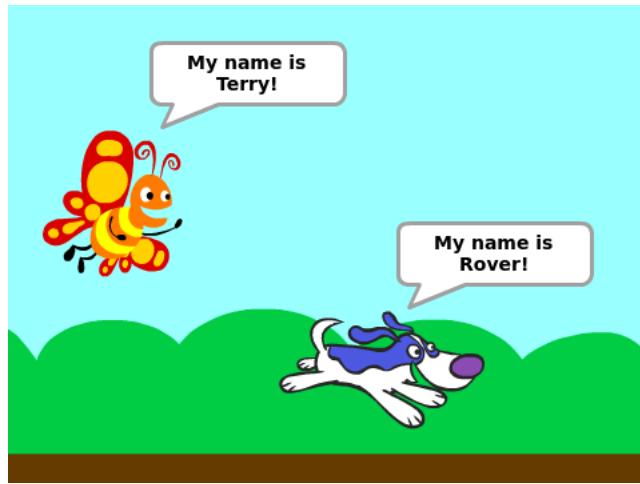
2. **Circle** the Say block that will be run last.



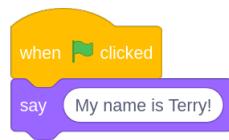
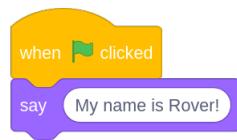
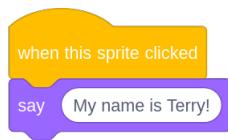
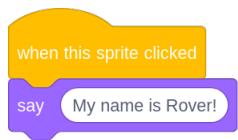
3. The scripts below belong to a sprite. **Circle all** the scripts that run when you click the sprite.



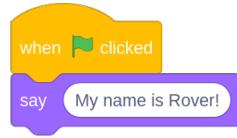
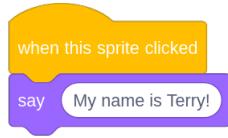
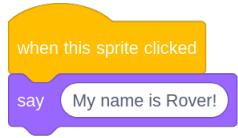
When you click the **Green Flag**, the stage looks like this:



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



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



Compare the two scripts below:

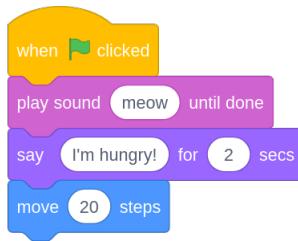


5. **Circle** what is true:

- 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.

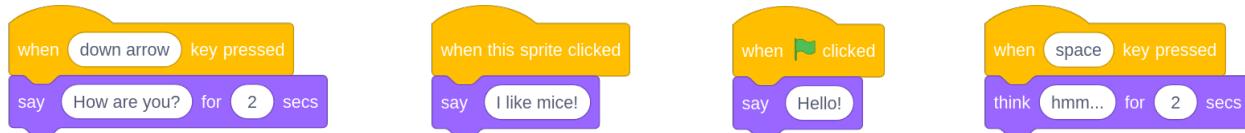
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## Events and Sequence

Scratch Username: se2019jodu

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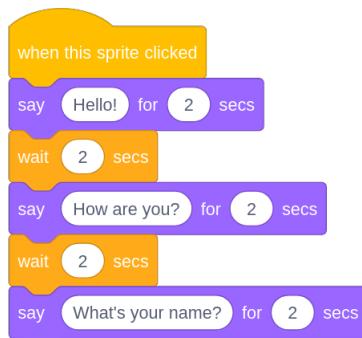
The scripts below belong to a sprite named Cat:



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

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

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



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



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



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

when this sprite clicked  
say [My name is Rover!]

when this sprite clicked  
say [My name is Terry!]

when [green flag clicked]  
say [My name is Rover!]

when [green flag clicked]  
say [My name is Terry!]

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

when this sprite clicked  
say [My name is Rover!]

when this sprite clicked  
say [My name is Terry!]

when [green flag clicked]  
say [My name is Rover!]

when [green flag clicked]  
say [My name is Terry!]

Compare the two scripts below:

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

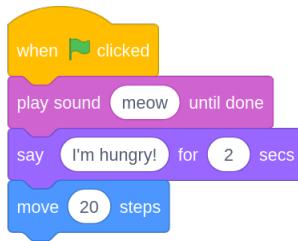
when this sprite clicked  
say [I am Ann's cat] for [2] secs  
move [10] steps  
play sound [meow v] until done

5. **Circle** what is true:

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

For question 6, please fill in the blanks below.

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

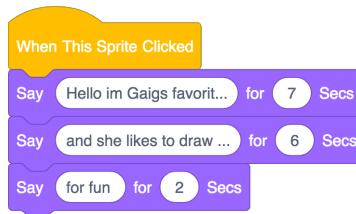


First, \_\_\_\_\_.

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

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

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



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

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

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

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

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

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

Do not write your name below this line.

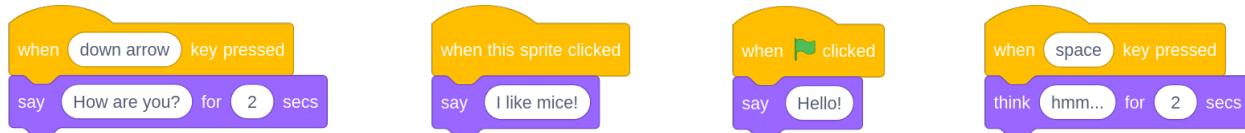
---

## Events and Sequence

Scratch Username: se2019josl

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The scripts below belong to a sprite named Cat:



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

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

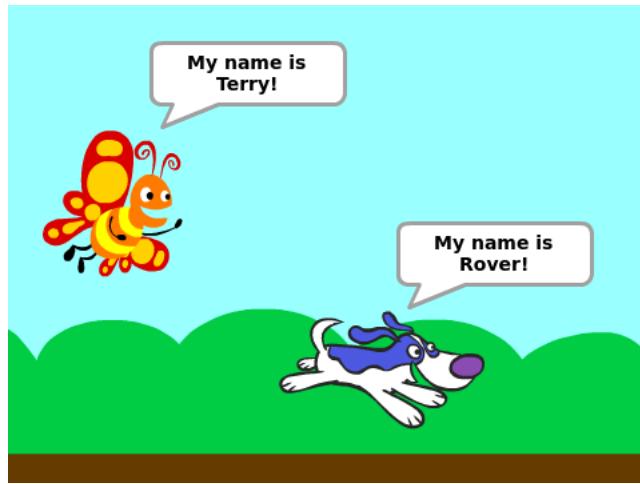
2. **Circle** the Say block that will be run last.



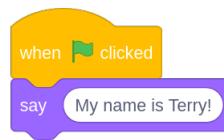
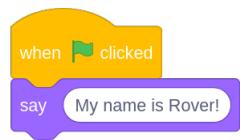
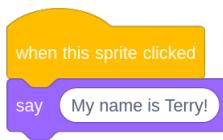
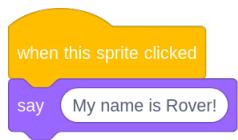
3. The scripts below belong to a sprite. **Circle all** the scripts that run when you click the sprite.



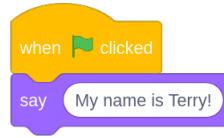
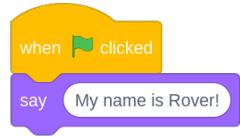
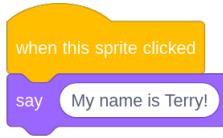
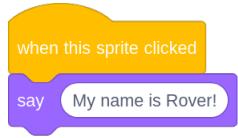
When you click the **Green Flag**, the stage looks like this:



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



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



Compare the two scripts below:

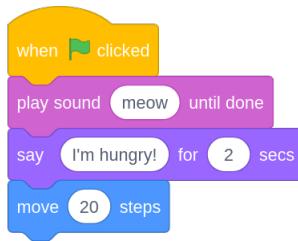


5. **Circle** what is true:

- 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.

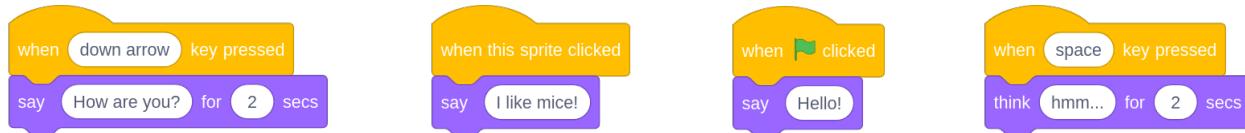
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## Events and Sequence

Scratch Username: se2019kajo

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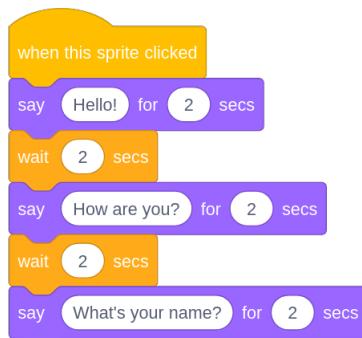
The scripts below belong to a sprite named Cat:



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

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

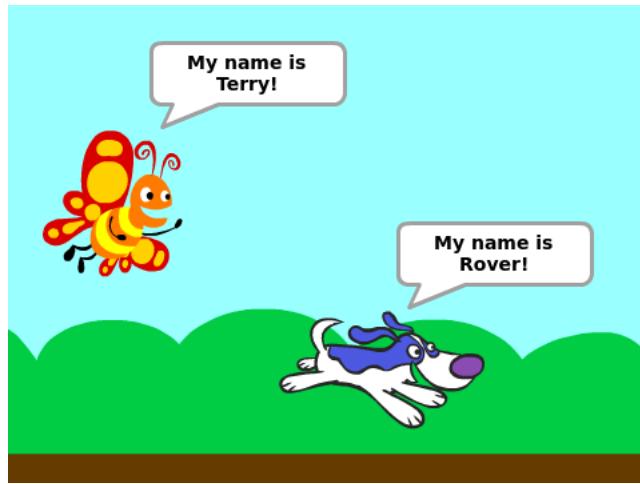
2. **Circle** the Say block that will be run last.



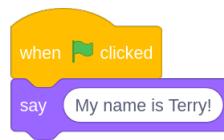
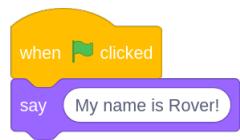
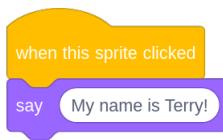
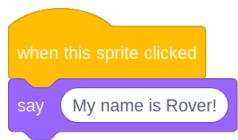
3. The scripts below belong to a sprite. **Circle all** the scripts that run when you click the sprite.



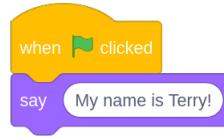
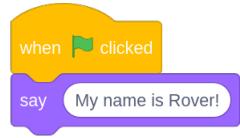
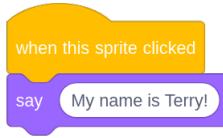
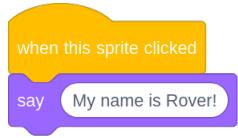
When you click the **Green Flag**, the stage looks like this:



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



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



Compare the two scripts below:

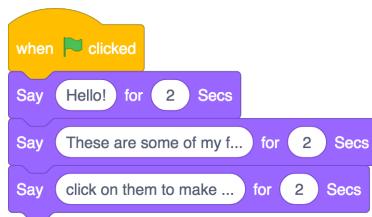


5. **Circle** what is true:

- 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.

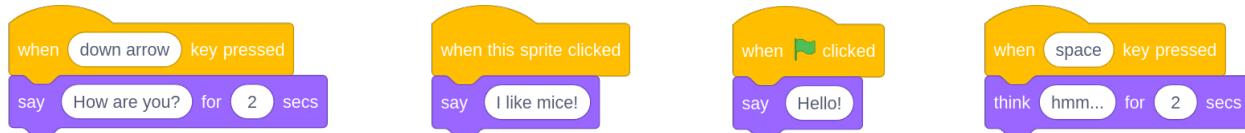
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## Events and Sequence

Scratch Username: se2019lukr

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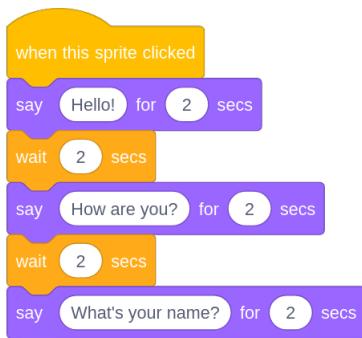
The scripts below belong to a sprite named Cat:



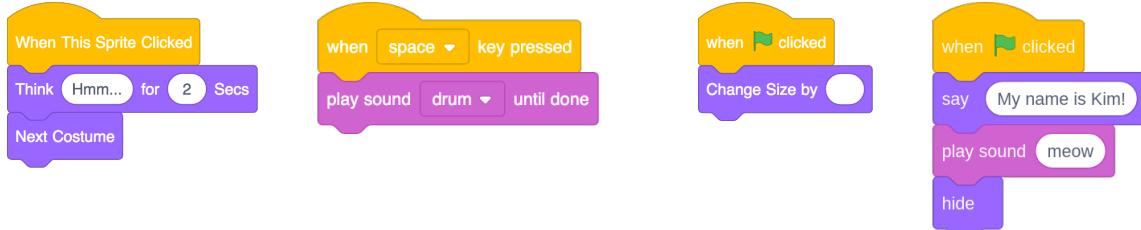
1. **Circle:** What should you do to make Cat say "Hello!"?

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

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



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



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



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

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

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

**when green flag clicked**  
say [My name is Rover!]

**when green flag clicked**  
say [My name is Terry!]

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

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

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

**when green flag clicked**  
say [My name is Rover!]

**when green flag clicked**  
say [My name is Terry!]

Compare the two scripts below:

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

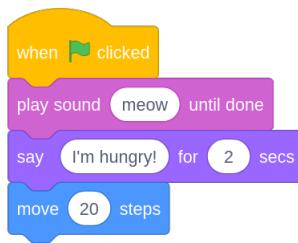
**when this sprite clicked**  
say [I am Ann's cat] for [2] secs  
move [10] steps  
play sound [meow v] until done

5. **Circle** what is true:

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

For question 6, please fill in the blanks below.

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



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

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

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

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



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

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

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

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

Do not write your name below this line.

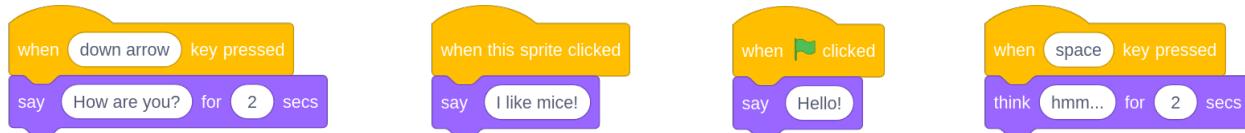
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## Events and Sequence

Scratch Username: se2019maju

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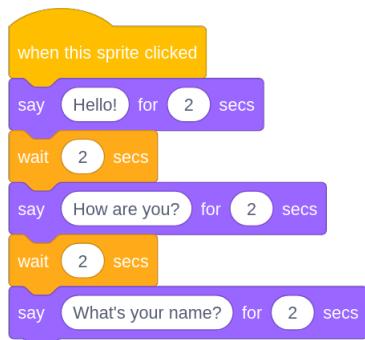
The scripts below belong to a sprite named Cat:



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

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

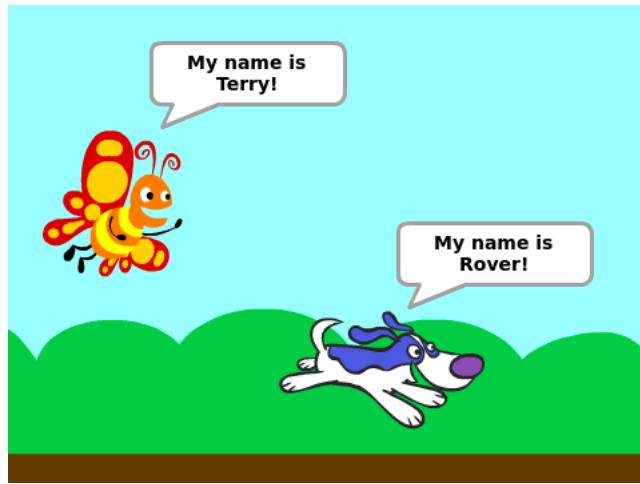
2. **Circle** the Say block that will be run last.



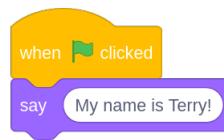
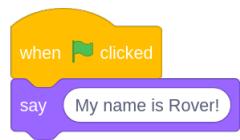
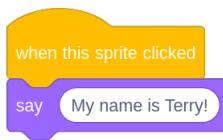
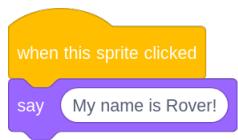
3. The scripts below belong to a sprite. **Circle all** the scripts that run when you click the sprite.



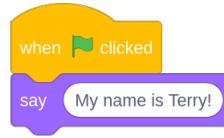
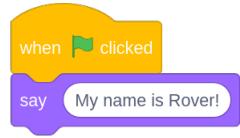
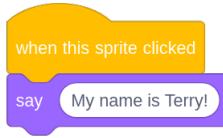
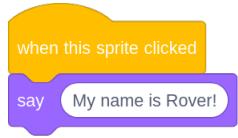
When you click the **Green Flag**, the stage looks like this:



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



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



Compare the two scripts below:

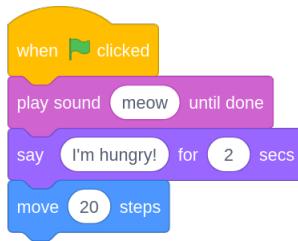


5. **Circle** what is true:

- 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?

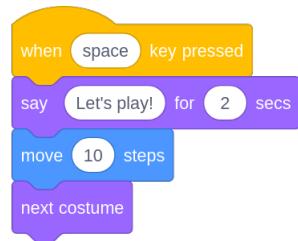


First, \_\_\_\_\_.

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.

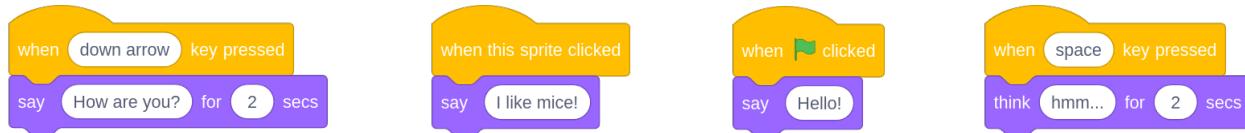
---

## Events and Sequence

Scratch Username: se2019odpe

---

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
- 

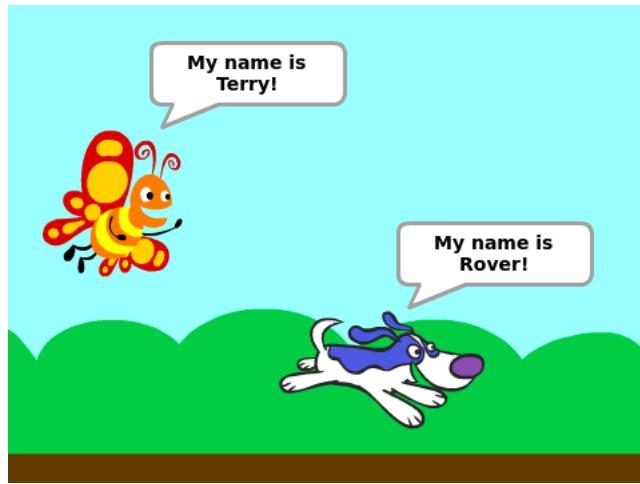
2. **Circle** the Say block that will be run last.



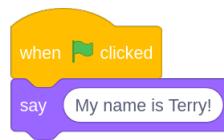
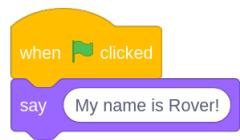
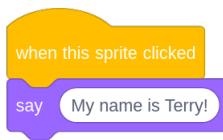
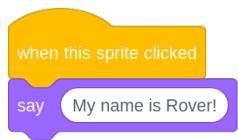
3. The scripts below belong to a sprite. **Circle all** the scripts that run when you click the sprite.



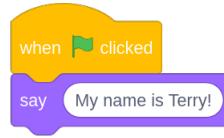
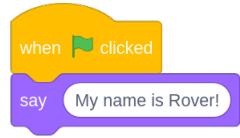
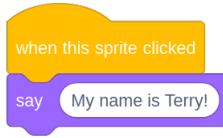
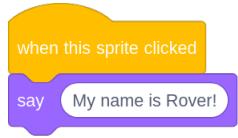
When you click the **Green Flag**, the stage looks like this:



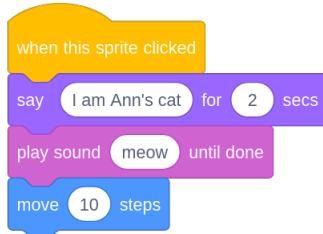
4a. **Circle** the script that ran for the butterfly.



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



Compare the two scripts below:

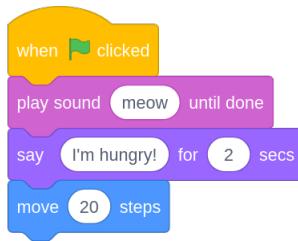


5. **Circle** what is true:

- 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?

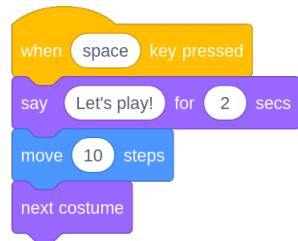


First, \_\_\_\_\_.

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.

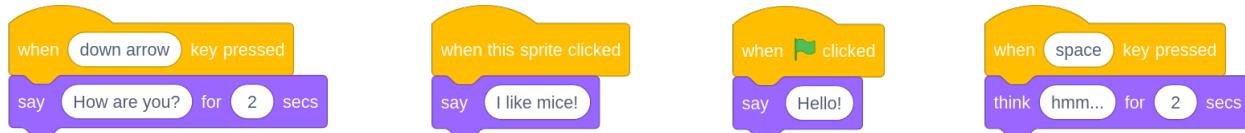
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## Events and Sequence

Scratch Username: se2019olsh

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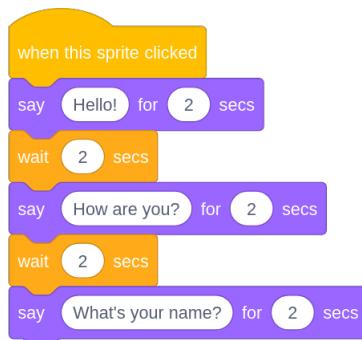
The scripts below belong to a sprite named Cat:



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

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

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



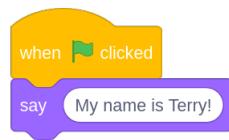
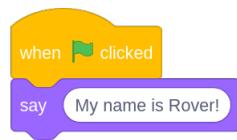
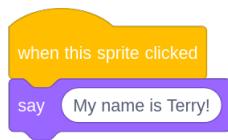
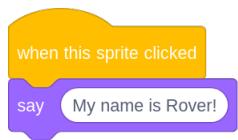
3. The scripts below belong to a sprite. **Circle all** the scripts that run when you click the sprite.



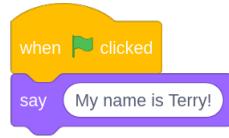
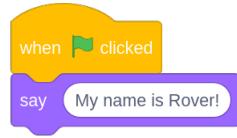
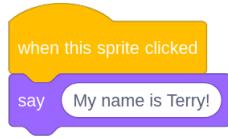
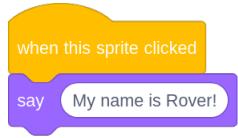
When you click the **Green Flag**, the stage looks like this:



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



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



Compare the two scripts below:

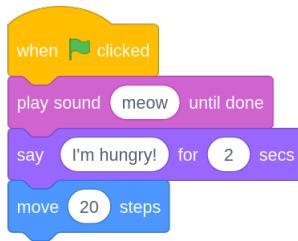


5. **Circle** what is true:

- 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?

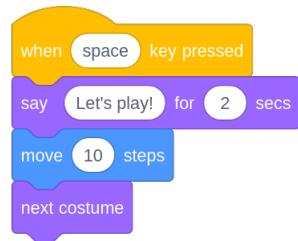


First, \_\_\_\_\_.

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.

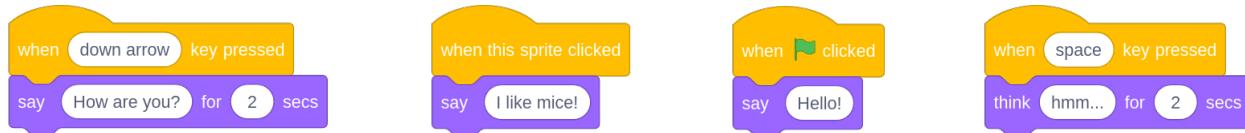
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## Events and Sequence

Scratch Username: se2019phfi

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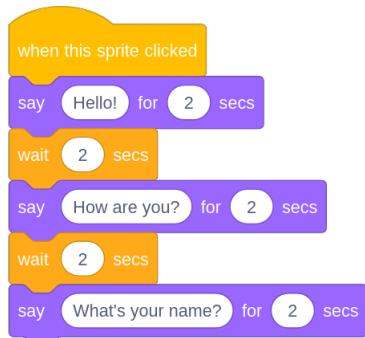
The scripts below belong to a sprite named Cat:



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

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

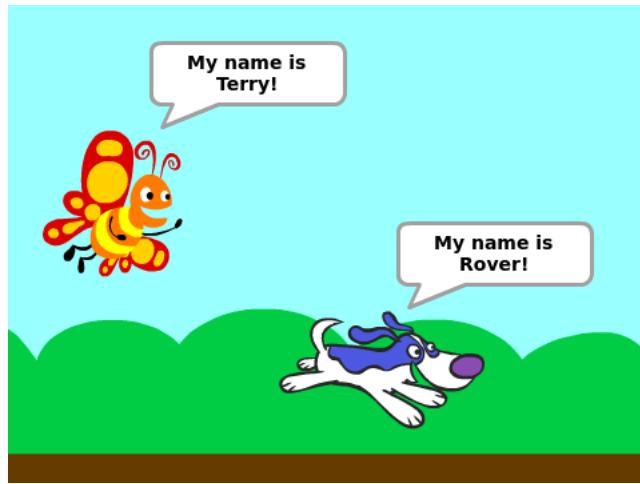
2. **Circle** the Say block that will be run last.



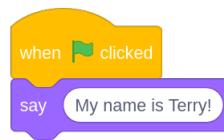
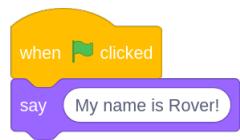
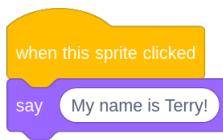
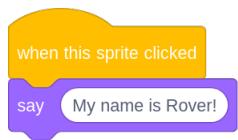
3. The scripts below belong to a sprite. **Circle all** the scripts that run when you click the sprite.



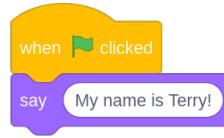
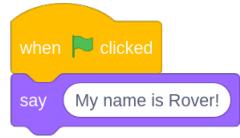
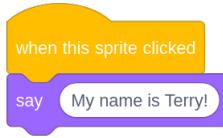
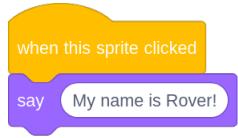
When you click the **Green Flag**, the stage looks like this:



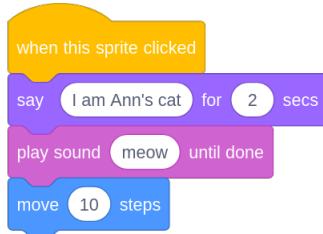
4a. **Circle** the script that ran for the butterfly.



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



Compare the two scripts below:

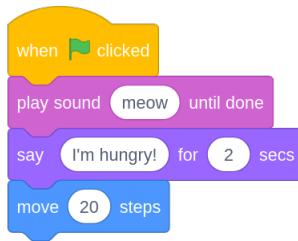


5. **Circle** what is true:

- 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.

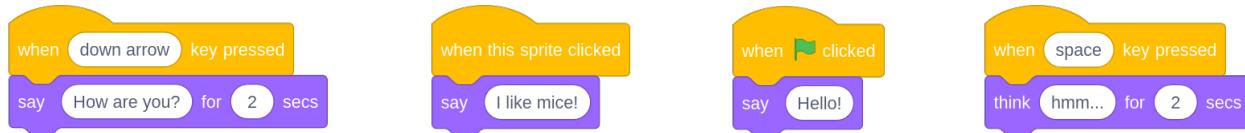
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## Events and Sequence

Scratch Username: se2019rome

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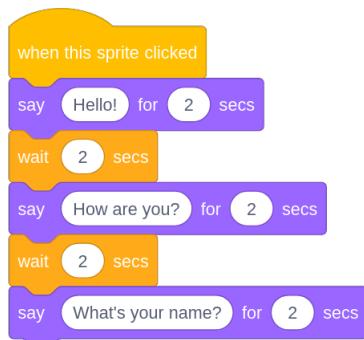
The scripts below belong to a sprite named Cat:



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

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

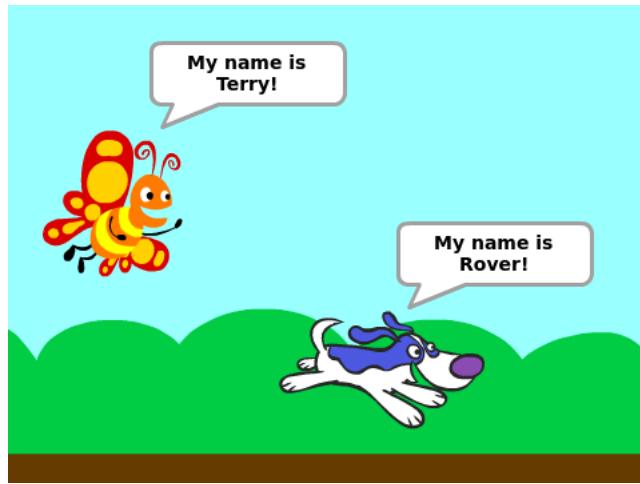
2. **Circle** the Say block that will be run last.



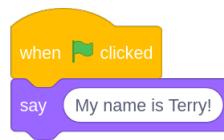
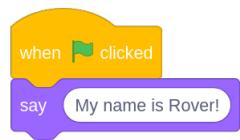
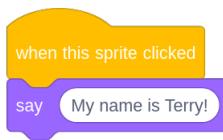
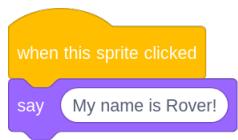
3. The scripts below belong to a sprite. **Circle all** the scripts that run when you click the sprite.



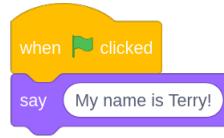
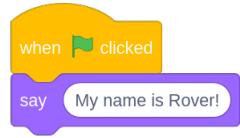
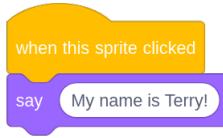
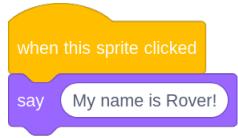
When you click the **Green Flag**, the stage looks like this:



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



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



Compare the two scripts below:

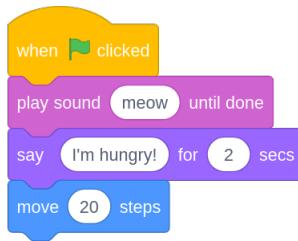


5. **Circle** what is true:

- 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.

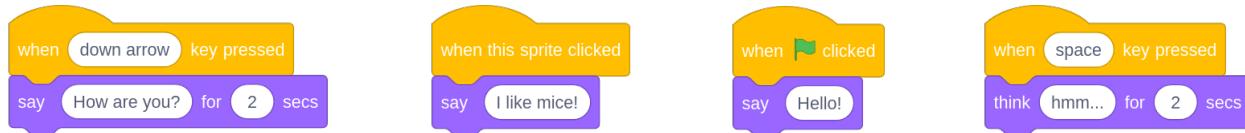
---

## Events and Sequence

Scratch Username: se2019sobl

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The scripts below belong to a sprite named Cat:



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

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

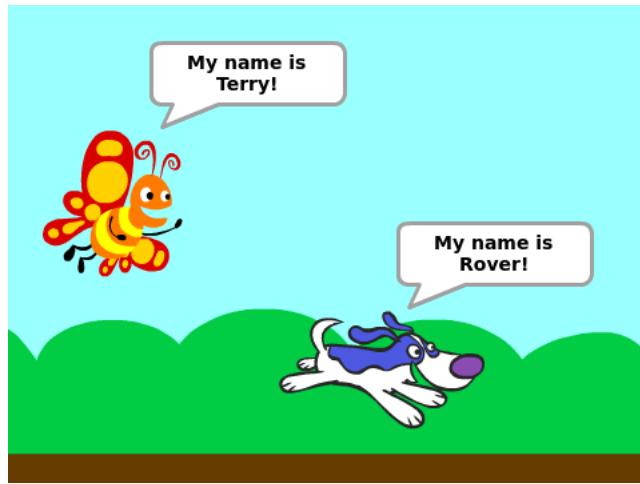
2. **Circle** the Say block that will be run last.



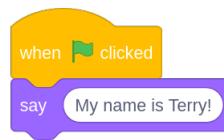
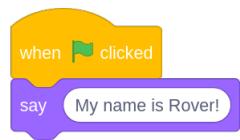
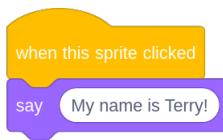
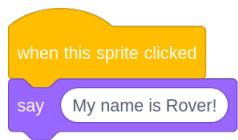
3. The scripts below belong to a sprite. **Circle all** the scripts that run when you click the sprite.



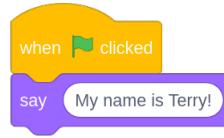
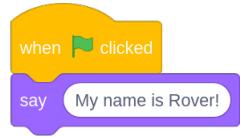
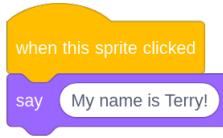
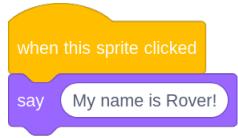
When you click the **Green Flag**, the stage looks like this:



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



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



Compare the two scripts below:

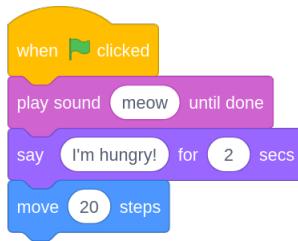


5. **Circle** what is true:

- 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?

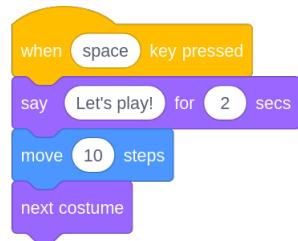


First, \_\_\_\_\_.

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.

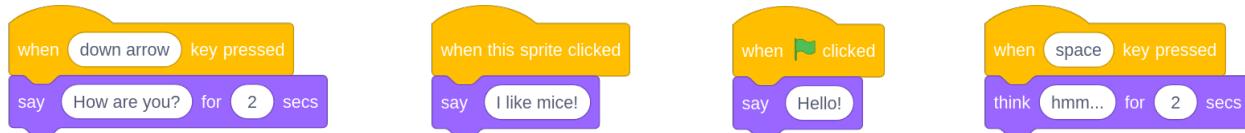
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## Events and Sequence

Scratch Username: se2019swad

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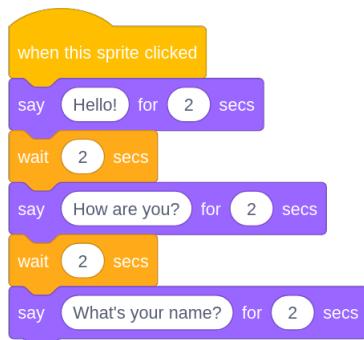
The scripts below belong to a sprite named Cat:



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

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

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



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



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



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

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

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

**when green flag clicked**  
say [My name is Rover!]

**when green flag clicked**  
say [My name is Terry!]

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

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

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

**when green flag clicked**  
say [My name is Rover!]

**when green flag clicked**  
say [My name is Terry!]

Compare the two scripts below:

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

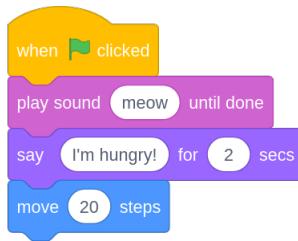
**when this sprite clicked**  
say [I am Ann's cat] for [2] secs  
move [10] steps  
play sound [meow v] until done

5. **Circle** what is true:

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

For question 6, please fill in the blanks below.

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



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

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

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

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



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

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

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

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

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

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

Do not write your name below this line.

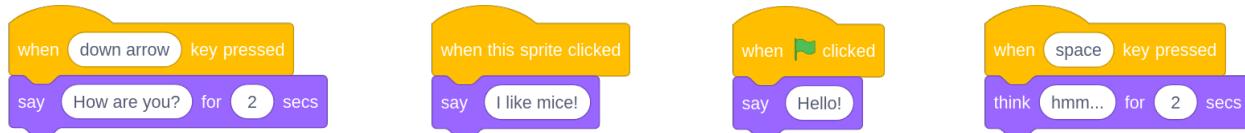
---

## Events and Sequence

Scratch Username: se2019telo

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The scripts below belong to a sprite named Cat:



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

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

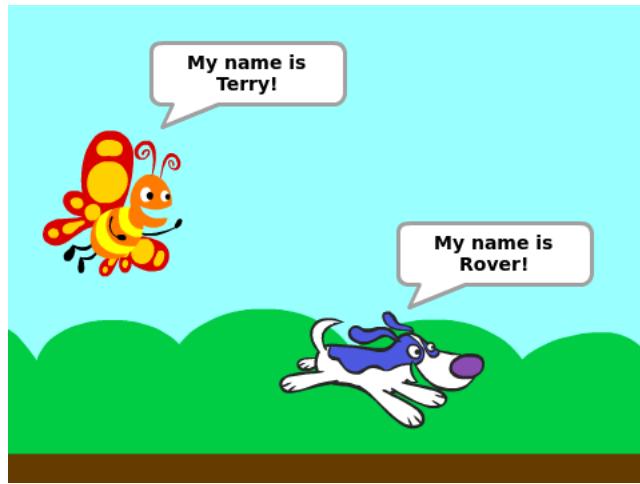
2. **Circle** the Say block that will be run last.



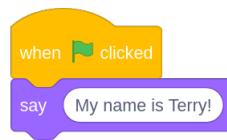
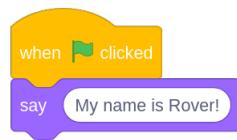
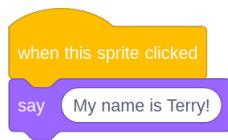
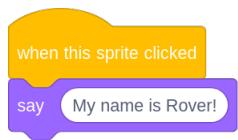
3. The scripts below belong to a sprite. **Circle all** the scripts that run when you click the sprite.



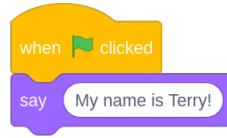
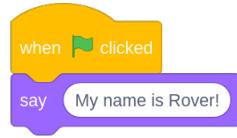
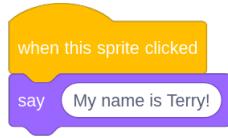
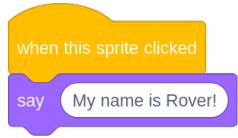
When you click the **Green Flag**, the stage looks like this:



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



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



Compare the two scripts below:

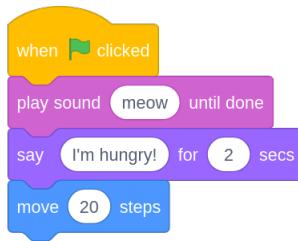


5. **Circle** what is true:

- 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?

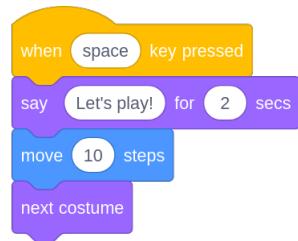


First, \_\_\_\_\_.

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