



A. Multiple Choice: Shade the letter of the best answer in the answer sheet provided.

- Which enables the activation of the broadcast block?
 - Message
 - Events
 - Number
 - Items
- Which ensures the timing of the two sprites in sync without the broadcasting message?
 - Advance conversation
 - Dance Sprite speech
 - Sprite 1 speech
 - Basic dialog
- _____ creates conversation between sprites and instruct them to dance.
 - Advance conversation
 - Dance Sprite speech
 - Sprite 1 speech
 - Basic dialog
- _____ shows interaction among five scripts that control a back and forth conversation about Math in two sprites.
 - Dance
 - Race
 - Math Test
 - Scenery Change
- The following are actions in broadcast interaction except;
 - Replace item by user input
 - Scenery change
 - Basic Dialog
 - Math Test
- _____ : Sprite to Dance: _____ : Math Conversation
 - Race : Math Test
 - Dance : Race
 - Dance : Basic Dialog
 - Dance: Math Test
- All in adding Math Test in conversation except;
 - To go block moves the sprite to the position
 - To show block display sprite on stage
 - The turn block turns sprite counterclockwise
 - Broadcast block broadcast message
- The following are codes in advance conversation except
 - Dialog sprite 2 speech
 - Conversation sprite 1 speech
 - Conversation sprite 2 position
 - Conversation sprite 2 speech
- Which is a code in scenery change?
 - Sprite 2 action
 - Question 1
 - Answer 1
 - Story
- Which is a finish button code block picks a random value between two specified number sand reports the result?
 - Pick random 1 to 10

Level/Section: _____ Date: _____

	A	B	C	D
1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
6	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
7	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
8	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
9	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
10	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

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Chapter Test

Chapter 9



a written test

B. True or False. Shade A if the statement is correct and B if not, in the answer sheet provided.

1. Receiving message 1 code block activates the script in the race finish beetle.
2. The last block code stop deactivates in race ready.
3. Receiving message 3 code activates the script in Math Test answer 2.
4. The Math Test codes are used to create a story in which the sprites race each other to a finish line.
5. The dance codes are used to create a conversation and interaction about Math in a script.
6. The block code needed in broadcasting and receiving messages are found in the events block category.
7. The advance conversation codes create conversation between two sprites and enable them to dance.
8. The move steps code moves the sprite the amount of specified pixels in the direction that its facing.

Name: _____

Level/Section: _____ Date: _____

A B

1 ○ ○

2 ○ ○

3 ○ ○

4 ○ ○

5 ○ ○

6 ○ ○

7 ○ ○

8 ○ ○

9 ○ ○

10 ○ ○

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