a written test

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

1. Which button is clicked to open a new variable window?
   - a. For this sprite only
   - b. Make variable
   - c. for all sprite
   - d. ok

2. _____: local variables: _____ global variables
   - a. For this sprite only – for all sprite
   - b. Make a variable – new variable
   - c. For all sprites – make sprites
   - d. New variable – for this sprite only

3. Once the variable is created, the scratch _____
   - a. Adds several other block of code to data category
   - b. Changes values of the variable
   - c. Enables to work with scripts
   - d. Renames use name

4. Which block is a variable reporter of current value?
   - a. Show variable number
   - b. Hide variable number
   - c. number
   - d. answer

5. Which hides the reporter window?
   - a. Show variable number
   - b. Hide variable number
   - c. set number to 0
   - d. pick variable 1 to 10

6. Change number by -1 : _____ set number to 10 : _____
   - a. Speech bubble to display - set current value
   - b. Subtract +1 from current value – set current value
   - c. Hold and report current value – set current value
   - d. Subtract +1 from current value – hold and report current value

7. Which hold and report the current value of the name variable?
   - a. Number
   - b. Name
   - c. Variable
   - d. Color

8. Which block makes reciting multiplication table easy?
   - a. 3 join _ _
   - b. 4 join _ _
   - c. join _ _
   - d. number join _ _

9. Which block clears the stage of any marks made by a pen or stamp?
   - a. green flag
   - b. hide variable
   - c. clear
   - d. report

10. set number : _____ : reset timer : set timer value
   - a. sets current value of the number variable
   - b. reports current use input value

Level/Section: _____   Date:_____

A B C D
1 ○○○○
2 ○○○○
3 ○○○○
4 ○○○○
5 ○○○○
6 ○○○○
7 ○○○○
8 ○○○○
9 ○○○○
10 ○○○○

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a written test

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

1. The second step in creating password and pin code in creating a speech bubble that displays please create a new password.

2. Set password to ____ sets the current value of the variable password specified.

3. Always start an action by clicking the green flag.

4. The if ___ then block posing game bubble checks whether the basketball sprite is touching the sprite bar.

5. The join _ _ block holds and reports the current value of the score variable.

6. The score block holds and reports the timer value.

7. The stop all block checks the sprite color.

8. The go to X:0 Y:0 moves the sprite to coordinates X = 0 ; Y = 0.

9. The direction block holds and reports the direction value.

10. The forever block activates the script.

Name: _____

Level/Section: _____   Date:_____

```
     A B
 1  ○ ○
 2  ○ ○
 3  ○ ○
 4  ○ ○
 5  ○ ○
 6  ○ ○
 7  ○ ○
 8  ○ ○
 9  ○ ○
10  ○ ○
```

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