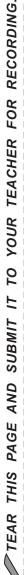a written test

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

1) The following are looks blocks used in playful cat except
   a. show and hide
   b. clear
   c. change color effect
   d. clear graphic effects

2) To keep track of the active sprite's size , use the
   a. set size to
   b. clear graphic effects
   c. change color effect
   d. size

3) Which block applies the chosen graphical effect to the sprite?
   a. set size to
   b. clear graphic effects
   c. change color effect
   d. size

4) Which action can be used in playful cat?
   a. Draw a Circle Art
   b. Meet the Cat
   c. Back Flip
   d. Draw a Triangle

5) Which is the first step in making a colorful spite?
   a. Click the space bar
   b. Click the sprite
   c. Click the green flag
   d. Click graphic effects

6) Which is the first step in making a bubble speech?
   a. Click the space bar
   b. Click the sprite
   c. Click the green flag
   d. Click graphic effects

7) Which block of code stops the action loops in changing costume?
   a. wait 1 secs
   b. move 10 steps
   c. script
   d. repeat 5

8) Which block of code allows script to activate?
   a. wait 1 secs
   b. move 10 steps
   c. script
   d. repeat 5

9) The following are actions in playful cat except
   a. shrink and grow
   b. hide and show
   c. change costume
   d. fill the circle

10) Which code block is used in making the sprite face to the right in a short story?
   a. green flag
   c. point in direction

90

_____

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 move to 10 steps code moves the sprite 10 pixels in the direction that it's facing.

2. The set the rotation style of the sprite can only turn left or right.

3. If the sprite reaches the edge of the stage, it bounces in the same direction.

4. The sprite shrinks to half its size when the set size to 50% is clicked.

5. The go to x:0 y:0 moves the sprite at the center of the stage.

6. No action is performed for 1 second when script wait 10 sec is clicked.

7. The set size to 100% sets the sprite to its default size.

8. The clear graphic effect changes the color of the sprite.

9. The show script makes the sprite disappear from the stage.

10. The clear code activates the script.

Name: _____

Level/Section: _____   Date:_____

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

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