

# Chapter Test

## Chapter 6



a written test

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

- The following are applications of control block category except;
  - pause or stop action
  - evaluate and react on conditions
  - control the flow of action within the script
  - help sense and evaluate the scripts and sprites
- Which is an application of sensing block?
  - pause or stop action
  - evaluate and react on conditions
  - control the flow of action within the script
  - help sense and evaluate the scripts and sprites
- The following are applications of operations block except;
  - reports the resulting value
  - takes action on the values reported
  - performs operations of the values supplied
  - controls the flow of action within the script
- Which set of blocks is correct?
  - repeat 10 – forever – pick random
  - 1 < 3 – pick random – wait until
  - mouse down – mouse – X – mouse Y
  - user name – and – or
- Which code block in what is your name holds the current user input value?
  - green flag
  - ask what is your name and wait
  - answer
  - say Hi for 1 sec
- Which code block in please try again activates the script?
  - go to X:0 : Y:0
  - set size to 100%
  - green flag
  - point in direction 90
- \_\_\_\_ : execute instruments within the block :user input value : hold and repeat the current username
  - answer – repeat until
  - green flag – repeat until
  - repeat until – user input value
  - repeat until- green flag
- current minute: \_\_\_\_\_ : username :  
hold and report username
  - hold and report speech bubble
  - hold and report current time
  - hold and report specified text
  - hold and report current hour
- Which block in doing some Math values and report the result?
  - say 2 plus 2 is equal to 2 sec
  - 2+ 2
  - say 2 times 2 is equal to 2 sec
  - say \_\_\_\_ for 2 sec
- Which block divides one value by another

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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10. Which block divides one value by another

Part 2 Scratch Programming

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Chapter 6 Advancing with Scratchy



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 pen up code in the drag with the mouse pointer means the pen is on the stage and is ready to draw.
2. The control, operator, and sensing block categories create the script.
3. The forever block saves user input.
4. The hide code block in drag the mouse pointer makes the sprite disappear from the stage.
5. The 6/2 and 4/2 blocks divide one values by another.
6. The timer code block in time trigger hold and report the timer value.
7. The stop all code block in guess the correct number stops all script from running.
8. The mouse Y code blocks in Math with the Turn < block holds and reports the mouse pointer  
current Y correct or the stage.
9. The say \_\_\_ for 1 sec and say and for 1 sec are the same code.
10. Turns < 180 degrees and turns < 90 degrees are the same code.

Name: \_\_\_\_\_

Level/Section: \_\_\_\_\_ Date: \_\_\_\_\_

Level/Section: \_\_\_\_\_ Date: \_\_\_\_\_

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

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