



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

- Which should be done to write scripts with jumping sprites?
 - Proceed to the block palette
 - Drag out and snap blocks
 - Save in the backpack
 - Create jump blocks
- The following actions are done in making a block except
 - Create a block
 - Delete by selection
 - Define action to perform
 - Create sequence of code
- As a custom block created, it shows as _____ in the More Block category.
 - New block
 - Script block
 - Custom block
 - Stack type block
- The _____ creates efficient and faster scripts.
 - New block
 - Script block
 - Custom block
 - Stack type block
- Which is the first step in creating a new jump block?
 - Create a code of names in the sprite
 - Go to more blocks category
 - Click the block palette
 - Click make a block
- Which defines a jump block?
 - Pause the script
 - Snap the three blocks
 - Adds 30 to the current Y
 - Subtract 30 to the current Y
- Which blocks are applied in creating a new block and adding number input field to it?
 - Rotate number input
 - Jump number input
 - Jump block
 - Define jump
- _____ allows the sprite rotate a number of degrees specified.
 - Rotate number input
 - Jump number input
 - Jump block
 - Define jump
- _____ : user number input : _____ : labels
 - Answer – loop
 - Rotate – amount
 - Rotate – loop
 - Amount – answer
- Which is the last block in define rotate number input?
 - Speech bubble block

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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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 story code block is used to rotate number inputs.
2. The amount code block is used to define rotate number.
3. The loop code block represents the number input.
4. The number code block executes the jump.
5. The answer code block moves the sprite to Y coordinate.
6. It is necessary to create a block to create a custom block.
7. Jump is a custom block.
8. Loop is an advance conversation code.
9. The hide specified variable code monitors the stage area.
10. The jump story input block creates a custom block with a story.

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"/>
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10	<input type="radio"/>	<input type="radio"/>

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