



a written test

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

- 1) Scratch allows adding sound effects by
 - a. upload sound file
 - b. select from documents
 - c. download sound file
 - d. grab from you tube
- 2) The icon _____ enable you to add sound files in three ways.
 - a. sound
 - b. new sound
 - c. cheer
 - d. cymbal echo
- 3) Which step is done first in recording sound?
 - a. Click volume
 - b. Click stop
 - c. Click microphone
 - d. Click add
- 4) Which is a code blocks in meow?
 - a. play sound pop
 - b. set volume
 - c. repeat 20
 - d. green flag
- 5) All are code blocks in change volume except;
 - a. green flag
 - b. set volume to
 - c. play sound meow
 - d. repeat 20
- 6) Which step is done after clicking the green flag to change the tempo?
 - a. sets the tempo to 20bmp
 - b. play drum
 - c. click repeat 50
 - d. rest beats
- 7) Which block is applicable in making the cat march?
 - a. sets the tempo to 20bmp
 - b. play drum
 - c. point in direction 90
 - d. rest beats
- 8) The code block if on edge, bounce allows the script to
 - a. face to the right
 - b. bounce in the opposite direction
 - c. repeat the actions
 - d. play bass drum
- 9) change volume by 1: _____:change volume by -1 : _____
 - a. increase volume – volume way up
 - b. play snare drum – play bass drum
 - c. decrease volume- play bass drum
 - d. increase volume- decrease volume
- 10) _____: play drum 1 for 1 beats : _____: play drum 2 for 0.25 beats
 - a. increase volume – volume way up
 - b. play snare drum – play bass drum
 - c. decrease volume- play bass drum
 - d. increase volume- decrease volume

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

1. The sound tab is clicked to choose and record sounds in scratch.
2. Clicking the set the tempo is the first step to follow in changing tempo.
- 3) The first step in coding block in change volume is clicking the repeat 2 block.
- 4) Change volume by -1 means decreasing volume by 1%.
- 5) The play sound horse block plays the galloping cat sound.
- 6) The point in direction 90 block turns the sprite clockwise at 10 degrees.
- 7) The change tempo by 10 block plays the snare drum for 0.25 beats.
- 8) The green flag block is the trigger to start the script running.
- 9) The turn < 20 degrees block rotates the horse 20 degrees counterclockwise.
- 10) The play sound pop block plays the pop sound.

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

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