

# Chapter Test

## Chapter 2



a written test

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

- 1) These are instructions that determine the actions on stage.
  - a. scripts      b. blocks      c. sound      d. motion
- 2) The following describes the block shapes except
  - a. It activates the script.      c. It holds values.
  - b. It snaps the end script.      d. It determines the action on stage.
- 3) The following are motion blocks except
  - a. move forward / backward      c. back flip
  - b. triggered motion      d. stock block
- 4) Which step is required to code blocks in point toward the mouse pointer?
  - a. sprite reaches the edge of the stage and bounce in opposite direction
  - b. point the direction of the sprite toward the mouse pointer.
  - c. turn the sprite counterclockwise at 90 degrees
  - d. move the sprite toward the mouse pointer
- 5) \_\_\_\_\_: activate the script : \_\_\_\_\_: holds values
  - a. hats – reporters      b. stacks – Boolean      c. c blocks – caps      d. hats - caps
- 6) C blocks : \_\_\_\_\_: Boolean blocks : \_\_\_\_\_
  - a. control blocks – block palette      c. activate script – control blocks
  - b. hold values – block script      d. snap script – control blocks
- 7) Which rotates sprite in 360 degrees counterclockwise to create illusion?
  - a. square pattern motion      c. back flip
  - b. move up      d. triggered motion
- 8) How turns are made?
  - a. Replace block of code with motion category
  - b. Rotate the sprite 360 degrees counterclockwise
  - c. Select the thumbnail of sprite and scratch to send instruction from the script
  - d. Drag the blocks from the events, motion and control categories and snap together
- 9) Which block enables the sprite to face forward in a certain direction that you specify using the pull down menu?
  - a. change x by      c. point in

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"/>
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6	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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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 motion blocks categories consist stack blocks.
2. It is necessary to click first the green flag in order to do back flipping.
3. Point direction 90 is among of the code blocks in glide and bounce.
4. Point direction 90 is among of the code blocks in square pattern motion.
5. Green flag is among of the code blocks in back flip.
6. Change Y by 100 is a code block in move up and triggered motion.
7. Go to X0 and Y0 is a code block in move forward and backward.
8. The stack blocks are the triggers that activate a script.
9. The reporter blocks hold values either number or string of characters.
10. The C blocks are found in the control block category.

Name: _____	
Level/Section: _____	Date: _____
A	B
1	<input type="radio"/>
2	<input type="radio"/>
3	<input type="radio"/>
4	<input type="radio"/>
5	<input type="radio"/>
6	<input type="radio"/>
7	<input type="radio"/>

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