

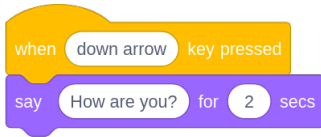
Do not write your name below this line.

Events and Sequence

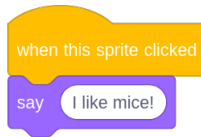
Scratch Username: _____

.....

The scripts below belong to a sprite named Cat:



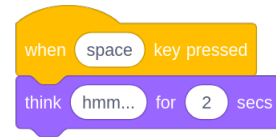
```
when down arrow key pressed
say How are you? for 2 secs
```



```
when this sprite clicked
say I like mice!
```



```
when green flag clicked
say Hello!
```

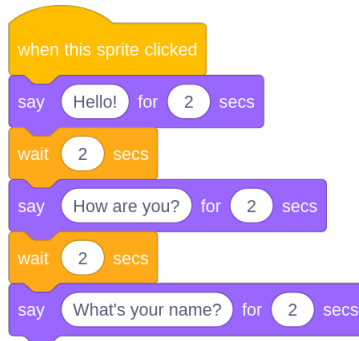


```
when space key pressed
think hmm... for 2 secs
```

1. **Circle**: What should you do to make Cat say "Hello!"?

- A. Press the space key
 - B. Click the green flag
 - C. Press the down arrow
 - D. Click the sprite
-

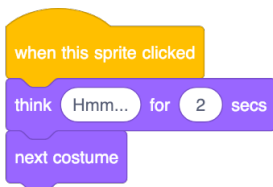
2. **Circle** the Say block that will be run last.



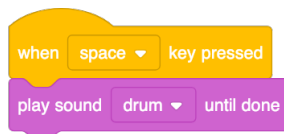
```
when this sprite clicked
say Hello! for 2 secs
wait 2 secs
say How are you? for 2 secs
wait 2 secs
say What's your name? for 2 secs
```

.....

3. The scripts below belong to a sprite. **Circle** all the scripts that run when you click the sprite.



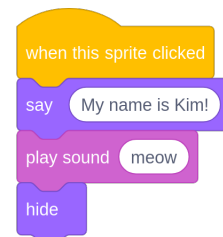
```
when this sprite clicked
think Hmm... for 2 secs
next costume
```



```
when space key pressed
play sound drum until done
```

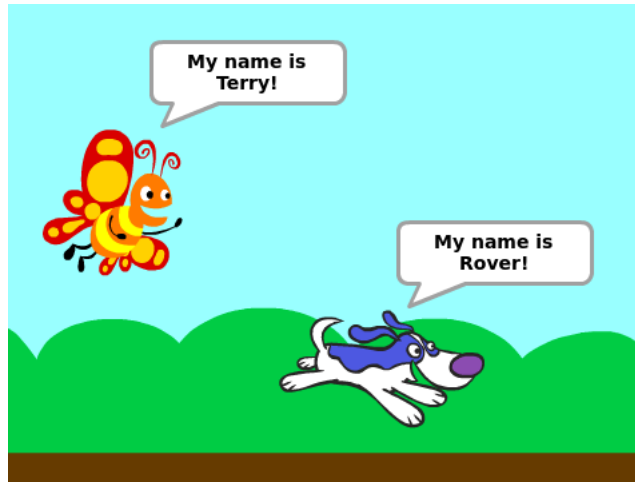


```
when green flag clicked
show
move 10 steps
hide
```



```
when this sprite clicked
say My name is Kim!
play sound meow
hide
```

When you click the **Green Flag**, the stage looks like this:



4a. **Circle** the script that ran for the butterfly.

```
when this sprite clicked
say My name is Rover!
```

```
when this sprite clicked
say My name is Terry!
```

```
when green flag clicked
say My name is Rover!
```

```
when green flag clicked
say My name is Terry!
```

4b. **Circle** the script that ran for the dog.

```
when this sprite clicked
say My name is Rover!
```

```
when this sprite clicked
say My name is Terry!
```

```
when green flag clicked
say My name is Rover!
```

```
when green flag clicked
say My name is Terry!
```

.....
Compare the two scripts below:

```
when this sprite clicked
say I am Ann's cat for 2 secs
play sound meow until done
move 10 steps
```

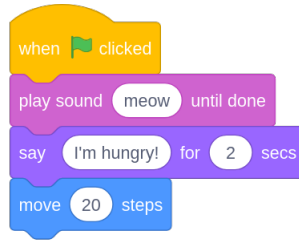
```
when this sprite clicked
say I am Ann's cat for 2 secs
move 10 steps
play sound meow until done
```

5. **Circle** what is true:

- A. They do different actions.
- B. They do the same actions in a different order.
- C. There is no difference.

For question 6, please fill in the blanks below.

6. What will the sprite do when the green flag is clicked?



First, _____.

Next, _____.

Last, _____.

.....
Question 7a and 7b ask about the script below:



7a. What do you do to make the script run?

- A. Click the green flag
- B. Click the sprite
- C. Press the space key

7b. What does the sprite do when the script runs?

First, _____.

Next, _____.

Last, _____.

Do not write your name below this line.

Loops

Scratch Username: _____

.....

```
repeat 9  
  move 10 steps  
  wait 5 secs  
  play sound woof until done
```

1. How many times will the blocks in the loop repeat?

.....

```
repeat 4  
  change size by 10  
  turn 15 degrees
```

2. **Circle** the script that makes the sprite do the same thing as the loop above:

.....

3. **Circle ALL** the scripts that make the sprite change costumes **exactly** 3 times.

.....

```

repeat 3
  play sound drum until done
  change color effect by 25

```

4. Circle the script that makes the sprite do the same thing as the loop above:

```

play sound drum until done
change color effect by 25

```

```

say 3
say 3
say 3
play sound drum until done
change color effect by 25

```

```

play sound drum until done
play sound drum until done
play sound drum until done
change color effect by 25
change color effect by 25
change color effect by 25

```

```

play sound drum until done
change color effect by 25
play sound drum until done
change color effect by 25
play sound drum until done
change color effect by 25

```

.....

```

next costume
repeat 6
  play sound baa until done
  wait 5 secs
move 25 steps

```

5a. Circle **ALL** the blocks that run 6 times in the script above.

```
move 25 steps
```

```
play sound baa until done
```

```
next costume
```

```
wait 5 secs
```

5b. Circle **ALL** the blocks that run before the repeat loop in the script above.

```
move 25 steps
```

```
play sound baa until done
```

```
next costume
```

```
wait 5 secs
```

5c. Circle **ALL** the blocks that run after the repeat loop in the script above.


```
move 25 steps
```

```
play sound baa until done
```

```
next costume
```

```
wait 5 secs
```

.....

 Cat's Code

```

when green flag clicked
repeat 7
  say meow for 5 secs
  wait 1 secs
repeat 4
  next costume
  wait 1 secs
  
```

 Dog's Code

```

when green flag clicked
repeat 7
  say woof for 5 secs
  wait 1 secs
repeat 4
  next costume
  wait 1 secs
  
```

6a. **Circle:** When the green flag is clicked, what will Cat do?

- A. Cat says "meow" 7 times **then** changes costumes 4 times.
- B. Cat says "meow" and changes costumes **at the same time**.

6b. **Circle:** When the green flag is clicked, what will Dog do?

- A. Dog says "woof" 7 times **then** changes costumes 4 times.
- B. Dog says "woof" and changes costumes **at the same time**.

.....

```

repeat 8
  next costume
  move 15 steps
  play sound moo until done
  
```

7. Explain what this script will make the sprite do.

Each time the loop runs:

First _____

Next, _____

Last, _____

It does this all _____ times.

More questions on the next page!

8. How do you know that you should use a loop?

```
repeat 2  
  move 15 steps  
  repeat 10  
    play sound quack until done  
  wait 1 secs
```

Extra Challenge: How many times will "quack" sound play?