

**PENANG SANGAM HIGH SCHOOL
P.O.BOX 44, RAKIRAKI**

LESSON NOTES 21

Year/Level: 11

Subjects: Computer Studies

Scratch

Lesson Notes

Multiple choices

1. What is the name of the software that you use to create the game?
 - a) Sprite
 - b) Scratch
 - c) Stages

2. What would you call the track (background) in your racing car games?
 - a) Sprite
 - b) Stages
 - c) Script

3. What is the car in the racing car game?
 - a) Stage
 - b) Sprite
 - c) Script

4. What is the function of the 'when the green flag is clicked' command block?
 - a) Points sprite in the specified direction
 - b) If condition is true, runs the blocks inside
 - c) Runs the script

5. What is the function of the 'move 10 steps' command block?
 - a) Runs the blocks inside over and over
 - b) Move sprite forward
 - c) Runs script below when specified key is pressed





6. What happens to the car if the number increases in the 'move_steps' command block?
 - a) The car moves quicker
 - b) The car stops
 - c) The car moves backwards

7. What is the function of the 'forever' command block?
 - a) Runs the script inside over and over
 - b) Point sprite in specified direction
 - c) If condition is true, runs the blocks inside

8. Which command block enables you to control the car?
 - a) Points in direction
 - b) Wait_secs
 - c) When_key is pressed

Short Answer question

1) Which of the following instructions will cause the sprite to reverse its direction if it is touching the edge of the stage?

- A. 
- B. 
- C. 
- D. 

2) Study the block given below and answer the question that follows



i. Describe what the sprite will do when the flag is clicked.

ii. Add a wait 5secs block between the two move blocks. Discuss what will happen to the sprite.
