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

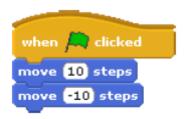
Short Answer question

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





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.