

Name:

Date:

KS2 Quiz

Unit title: Further coding with Scratch

1 What is a variable used for in Scratch?

- A To make sprites move.
- B To store and change information.
- C To change the background.
- D To play sound.

2 Which of these is an example of a variable?

- A Say, "Hello."
- B Play sound 'pop'.
- C Score.
- D When green flag clicked.

3 What will this code do when the green flag is clicked?

- A Play a sound.
- B Save the user's name.
- C Ask the user to pick a sprite.
- D Change the backdrop.

4 Which part of this code is the condition?

- A The 'say' block.
- B The green '=' block.
- C The score block.
- D The 'when green flag clicked' block.

5 What does an 'if' block do?

- A Repeats code forever.
- B Checks if something is true and runs code if it is.
- C Stores a question.
- D Changes the background.

6 What will the sprite say if the condition is true?

- A Try again!
- B Correct!
- C 6.
- D It will ask a question.

7 Which block stores the user's answer to a question?

- A Say.
- B Answer.
- C Score.
- D Wait.

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1 Which of these blocks is a sensor block?

A

B

C

D

9 Why is debugging important in programming?

A To find and fix mistakes.

B To make sure the program works as expected.

C To check that the code does what it is supposed to do.

D All of the above.

10 Explain how a variable, a condition and an 'if/else' block work together in a Scratch project?