Name: Date:

Unit title: Programming Scratch

1	Complete the sentence. Scratch is a ...
A	...mobile phone.
B	...sprite.
C	...type of computer.
D	...block coding program.

2	What is a sprite in Scratch?
A	A type of sound.
B	A background image.
C	A piece of text.
D	A character or object that can be coded to do something.

3	How do you change the sprite?
A	Click on the backdrop.
B	Click the sprite and press play.
C	Click in the sprite area and choose a new sprite.
D	Press the green flag.

4	Which of these is not one of the Scratch code blocks?
A	Remix.
B	Motion.
C	Looks.
D	Sound.

5	What does the when green flag clicked block do?
A	Makes the sprite jump.
B	Starts the program.
C	Changes the backdrop.
D	Deletes the sprite.

6	Why might you use the wait block with the say block?
A	To make the sprite jump.
B	To stop all sprites from talking.
C	To give one sprite time to speak before the next one.
D	To change the backdrop.

7	Remixing code means...
A	...creating loops.
B	...debugging.
C	...altering code that already exists.
D	...making an animation.

8	What does the code do?
A	The sprite disappears and the background changes.
B	The sprite glides, plays a sound, speaks, moves, changes colour and gets bigger.
C	The sprite jumps and plays a sound over and over.
D	The sprite moves in a circle and turns upside down.

9	What is the correct word for finding and fixing an error in computer code?
A	Debug.
B	Variables.
C	Operators.
D	Predict.

10	How can using Scratch help you learn about coding? Explain your answer with examples.