



Name _____ Class _____ Date _____

AFTER THIS WORKSHEET YOU CAN

✓ Click sprites to pop them ✓ Random positions ✓ Timers ✓ Score and difficulty



Section A · Concept Check

• BEGINNER

4 × 1 = 4

1 Popping uses which event?

- ☐ A. when this sprite clicked
- ☐ B. when flag clicked ☐ C. key pressed
- ☐ D. broadcast

2 Random spots use:

- ☐ A. pick random ☐ B. score ☐ C. costume
- ☐ D. glide only

3 A countdown uses the:

- ☐ A. timer/variable ☐ B. pen ☐ C. backdrop
- ☐ D. costume

4 On pop, the balloon should:

- ☐ A. hide + reappear elsewhere ☐ B. stop all
- ☐ C. turn red only ☐ D. freeze



Section B · Problem Solving

• INTERMEDIATE

2 + 3 × 3 = 11

5 go to x: pick _____ -240 to 240.

6 Pop = when this sprite _____

7 Script: pop the balloon on click and add a point.

8 Make balloons float upward.

9 How to make the game timed (30s)?



Section C · Challenge

• CHALLENGE

5

10 How to increase difficulty?

Reflection — the most useful thing I learned: _____

A ___/4 B ___/11 C ___/5 Total ___/20

Teacher's Signature

Parent's Signature

⌘ ANSWER KEY — FOLD OR CUT BEFORE HANDING OUT

1-A 2-A 3-A 4-A | 5 random 6 clicked 7 = when this sprite clicked - play pop - change score by 1 - hide - go random - show 8 = forever [change y by 5] (reset at top) 9 = countdown variable or timer; stop when it hits 0 | 10 = Faster balloons / smaller balloons / shorter time