



Name _____ Class _____ Date _____

AFTER THIS WORKSHEET YOU CAN

✓ Move a ship ✓ Shoot with clones ✓ Hit detection ✓ Lives and game over



Section A · Concept Check

• BEGINNER

4 × 1 = 4

1 Bullets are usually made with:

- ☐ A. clones ☐ B. backdrops ☐ C. pens
- ☐ D. sounds

2 'create clone of myself' is in:

- ☐ A. Control ☐ B. Looks ☐ C. Motion
- ☐ D. Sound

3 A hit is when the bullet:

- ☐ A. touches the enemy ☐ B. leaves the stage
- ☐ C. turns ☐ D. waits

4 Game over happens when:

- ☐ A. lives = 0 ☐ B. score = 10 ☐ C. flag clicked
- ☐ D. costume 2



Section B · Problem Solving

• INTERMEDIATE

2 + 3 × 3 = 11

5 Bullets spawn using create _____ of myself.

6 'when I start as a _____' runs the bullet code.

7 Shoot a bullet when space is pressed.

8 What happens when a bullet touches an enemy?

9 Why delete clones at the top edge?



Section C · Challenge

• CHALLENGE

5

10 Implement 3 lives.

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 clone 6 clone 7 = when space pressed - create clone of Bullet (clone moves up till edge) 8 = Enemy hides/respawns, score +1, delete the bullet clone 9 = Too many clones slow/stop the project (clone limit) | 10 = set lives 3; on player hit change lives by -1; if lives = 0 stop all