



Name _____ Class _____ Date _____

AFTER THIS WORKSHEET YOU CAN

✓ Use say and think blocks ✓ Time speech bubbles ✓ Make two sprites talk ✓ Order a conversation



Section A • Concept Check

• BEGINNER

4 × 1 = 4

- 1 Which block shows a speech bubble?
☐ A. say ☐ B. shout ☐ C. print ☐ D. echo
- 2 think 'Hmm...' shows a:
☐ A. speech bubble ☐ B. thought cloud
☐ C. sound ☐ D. costume
- 3 say 'Hi' for 2 seconds does what after 2s?
☐ A. keeps bubble ☐ B. bubble disappears
☐ C. sprite hides ☐ D. game stops
- 4 The say blocks live in which category?
☐ A. Motion ☐ B. Looks ☐ C. Sound
☐ D. Events



Section B • Problem Solving

• INTERMEDIATE

2 + 3 × 3 = 11

- 5 The _____ block makes a thought cloud.
- 6 say 'Hello' for _____ seconds controls timing.
- 7 Make the cat say 'Hello!' for 2 seconds.

- 8 How do you make sprite B reply AFTER sprite A?

- 9 Difference between say and think?



Section C • Challenge

• CHALLENGE

5

- 10 Why use 'say for n seconds' instead of plain say?

🧠 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-B 3-B 4-B | 5 think 6 2 (a number) 7 = say 'Hello!' for 2 seconds 8 = Add a wait block (or broadcast) so B speaks after A finishes 9 = say = speech bubble, think = thought cloud |
 10 = It removes the bubble automatically after n seconds