



Name _____ Class _____ Date _____

AFTER THIS WORKSHEET YOU CAN

- ✓ Switch backdrops ✓ Sequence story scenes ✓ Use broadcast messages
- ✓ Combine talking, sounds and scenery



Section A · Concept Check

• BEGINNER

4 × 1 = 4

- 1 The stage picture is called a:
☐ A. wallpaper ☐ B. backdrop ☐ C. poster
☐ D. frame
- 2 To tell other sprites something happened, use:
☐ A. broadcast ☐ B. whisper ☐ C. email
☐ D. jump
- 3 'switch backdrop to...' changes:
☐ A. the sprite ☐ B. the scene ☐ C. the volume
☐ D. the code
- 4 A good story script starts with:
☐ A. when flag clicked ☐ B. forever ☐ C. hide
☐ D. stop all



Section B · Problem Solving

• INTERMEDIATE

2 + 3 × 3 = 11

- 5 Change scene with switch _____ to.
- 6 _____ message1 tells all sprites something happened.
- 7 How do you move the story to scene 2?

- 8 Sprite should appear only in scene 2 – how?

- 9 Why use broadcasts in a story?



Section C · Challenge

• CHALLENGE

5

- 10 Plan a 3-scene story: what changes between scenes?



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-B 2-A 3-B 4-A | 5 backdrop 6 broadcast 7 = switch backdrop to scene2 (broadcast to tell sprites) 8 = hide at start; show when it receives the scene2 broadcast 9 = They coordinate sprites so events happen in the right order | 10 = Backdrop, visible sprites, and dialogue