BitWith Bite

SCRATCH WORKSHEET

Motion Magic

Chapter: Scratch · Level ★☆☆ · Time: 30 min

SCORE ___ / 20

Name _____ Class _____ Date _____

AFTER THIS WORKSHEET YOU CAN

✓ Move with steps and glide ✓ Turn and point ✓ Use x/y coordinates ✓ Bounce at edges

Section A · Concept Check • BEGINNER 4 × 1 = 4

1 'move 10 steps' moves the sprite:

◯ A. up ◯ B. in the direction it faces ◯ C. left always ◯ D. to (0,0)

2 The centre of the stage is:

◯ A. (0, 0) ◯ B. (100, 100) ◯ C. (240, 180) ◯ D. (1, 1)

3 'glide 1 secs to x:100 y:0' moves:

◯ A. instantly ◯ B. smoothly over 1 second ◯ C. in steps ◯ D. backwards

4 'if on edge, bounce' makes the sprite:

◯ A. stop ◯ B. turn around at walls ◯ C. hide ◯ D. grow

Section B · Problem Solving • INTERMEDIATE 2 + 3×3 = 11

5 Right side of the stage is positive _____.

6 Up on the stage is positive _____.

7 Make a sprite walk right forever.

8 Send the sprite to the top of the stage.

9 Difference between move and glide?

Section C · Challenge • CHALLENGE 5

10 Make the sprite spin in a circle.

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-B | 5 x 6 y 7 = forever [move 10 steps; if on edge, bounce] 8 = go to x:0 y:170ish (positive y) 9 = move is instant steps; glide animates smoothly over time | 10 = forever [turn 15 degrees]