

Name _____ Class _____ Date _____

AFTER THIS WORKSHEET YOU CAN

- ✓ React to key presses ✓ React to clicks ✓ Use costumes for animation ✓ Combine events and motion

 Section A • Concept Check • BEGINNER $4 \times 1 = 4$ _____

- 1** 'when space key pressed' is which category?

☐ A. Events ☐ B. Looks ☐ C. Pen

☐ D. Operators
- 2** To animate walking, switch:

☐ A. backdrops ☐ B. costumes ☐ C. sounds

☐ D. names
- 3** 'when this sprite clicked' runs when you:

☐ A. press space ☐ B. click the sprite

☐ C. click the flag ☐ D. hover
- 4** Arrow-key movement changes:

☐ A. x/y position ☐ B. volume ☐ C. pen colour

☐ D. backdrop

 Section B • Problem Solving • INTERMEDIATE $2 + 3 \times 3 = 11$ _____

- 5** Sprites are animated by switching _____.
- 6** 'when _____ key pressed' reacts to the keyboard.
- 7** Move right when right-arrow is pressed.

- 8** Make the cat dance when clicked.

- 9** Why add wait between costume changes?

 Section C • Challenge • CHALLENGE 5 _____

- 10** Name two different event blocks.

 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-A | 5 costumes 6 space/arrow 7 = when right arrow pressed - change x by 10
 8 = when this sprite clicked - repeat [next costume; wait 0.2] 9 = Without it the animation is too fast to see | 10 = when flag clicked; when key pressed (or sprite clicked / I receive)