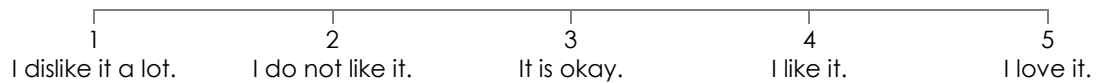




5. Rate how you feel about programming with Scratch. Why did you pick this score?



6. When coding the *fish tank* project, you used many Motion blocks. Pick a block and explain how you used it.



7. When coding the *fish tank* project, you used many Control blocks. Pick a block and explain how you used it.



8. When coding the *fish tank* project, you painted a backdrop. Why would you draw your own backdrop instead of choosing one from the Library?