



Session 4 Review: About Looks Blocks and Timing of Events

Change the Look of the Sprite

Pick the correct block.

1. You want the shape of the sprite to distort. Which block should you use?

- a.
- b.
- c.

2. You want the sprite to shrink in size. Which block should you use?

- a.
- b.
- c.

3. You want to remove effects from a sprite. Which block should you use?

- a.
- b.
- c.

/3

Complete the Script

Each script is missing a block. Pick the correct block that will make the script work.

4. Animate the sprite to make it look like it is moving. Which block does the script need?

a.

b.

c.

5. Change the backdrop to set the scene of a story. Which block does the script need?

a.

b.

c.

/2

Time the Sequence of Events

There are many different ways to time events. Pick the correct block to complete the action.

6. Send a message to other sprites to direct when actions happen. Which block should you use?

a. 

b. 

c. 

7. Run a script when a change in backdrop happens. Which block should you use?

a. 

b. 

c. 

8. Run a script when a message is received from a sprite. Which block should you use?

a. 

b. 

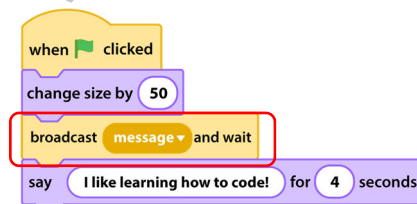
c. 

/3

Debug the Script

Find and fix the mistake.


8. The script should send a message to a sprite to trigger an action to happen at the same time. Circle the block that is incorrect in the sprite's script that is sending the broadcast.



9. Select the correct block to fix the script.

a. 

b. 

c. 

TOTAL /2
/10