For the questions on this worksheet, refer to the reference page of Scratch blocks. You can use the letters next to the blocks for easier identification if you'd like.

(1) Write the code for the main character that starts the character moving when the green flag is clicked and ensures that the character bounces off the edges of the screen.

(2) What blocks do we add to the main character's script to ensure that it "bounces" off of the enemy sprite?

(3) What blocks to we add to the main character's script to allow us to "destroy" the other enemy sprite?

(4) What block will get the enemy sprite to disappear from the stage?

(5) What blocks do we need to add for the main character to turn right when the right arrow key is pressed and to turn left when the left arrow key is pressed?

Control Blocks

A — when [flag] clicked

B — when [space ▼] key pressed

C — when Sprite1 clicked

D — wait 1 secs

E — forever

F — repeat 10

G — broadcast [You're gone ▼]

H — broadcast [You're gone ▼] and wait

I — when I receive [You're gone ▼]

J — forever if ◇

K — if ◇

L — if ◇ else

M — wait until ◇

Motion Blocks

A — move 10 steps

B — turn ↻ 15 degrees

C — turn ↺ 15 degrees

D — point in direction 90 ▼

E — point towards [▼]

F — go to x: 125 y: 20

G — go to [▼]

H — glide 1 secs to x: 125 y: 20

I — change x by 10

J — set x to 0

K — change y by 10

L — set y to 0

M — if on edge, bounce

N — □ x position

O — □ y position

P — □ direction

Looks Blocks

A — switch to costume [costume2 ▼]

B — next costume

C — □ costume #

D — say [Hello!] for 2 secs

E — say [Hello!]

F — think [Hmm...] for 2 secs

G — think [Hmm...]

H — change [color ▼] effect by 25

I — set [color ▼] effect to 0

J — clear graphic effects

K — change size by 10

L — set size to 100 %

M — □ size

N — show

O — hide

P — go to front

Q — go back 1 layers

Sensing Blocks

A — touching [▼] ?

B — touching color [ ] ?

C — color [ ] is touching [ ] ?

D — ask [What's your name?] and wait

E — □ answer

F — mouse x

G — mouse y

H — mouse down?

I — key [space ▼] pressed?

J — distance to [▼]

K — reset timer

L — □ timer

M — [x position ▼] of [Sprite1 ▼]

N — □ loudness

O — □ loud?

P — □ [slider ▼] sensor value

Q — □ sensor [button pressed ▼] ?