

1. Can you match the code block with what it can be used for? The first one has been done for you.

	_____	Makes a program simpler or sends it back to the start.
	_____	Pauses a program.
	_____	Executes the program.
	_____	Adds a condition to give two possible options
	_____	Moves a sprite in opposite direction.

2. Can you match the program to the correct shape?

3. Below is a program for moving a sprite up, down, left and right with the arrow keys on the keyboard as inputs. There is an error in the code so can you debug it by circling where the error is and correct it by writing what it should be on the lines below.

It should be change x by +10 _____

4. Circle the program below that can be used that when you click or tap a sprite it will say 'This is St Michael's Church' for 5 seconds.

1. Can you match the code block with what it can be used for? The first one has been done for you.

```
when clicked
```

Makes a program simpler or sends it back to the start.

```
repeat 10
```

Pauses a program.

```
wait 1 seconds
```

Executes the program.

```
change x by -10
```

Adds a condition to give two possible options

```
if then
```

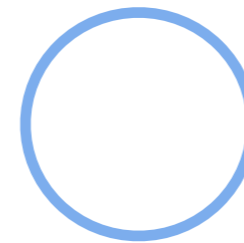
Moves a sprite in opposite direction.

2. Can you match the program to the correct shape?

```
when clicked
pen down
repeat 4
  move 150 steps
  turn 90 degrees
```

```
when clicked
pen down
repeat 36
  move 20 steps
  turn 10 degrees
```

```
when clicked
pen down
repeat 2
  move 150 steps
  turn 90 degrees
  move 50 steps
  turn 90 degrees
```



3. Below is a program for moving a sprite up, down, left and right with the arrow keys on the keyboard as inputs. There is an error in the code so can you debug it by circling where the error is and correct it by writing what it should be on the lines below.

```
when left arrow key pressed
change x by -10
```

```
when right arrow key pressed
change x by -10
```

```
when up arrow key pressed
change y by 10
```

```
when down arrow key pressed
change y by -10
```

4. Circle the program below that can be used that when you click or tap a sprite it will say 'This is St Michael's Church' for 5 seconds.

```
when clicked
say This is St Michael's Church for 5 seconds
```

```
when space key pressed
say This is St Michael's Church for 5 seconds
```

```
when this sprite clicked
say This is St Michael's Church
```

```
when this sprite clicked
say This is St Michael's Church for 5 seconds
```