

# Coding with Scratch: Questions and Quizzes

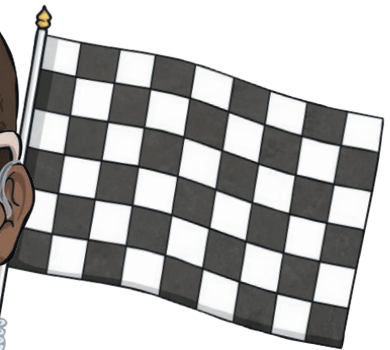


wait 3 seconds

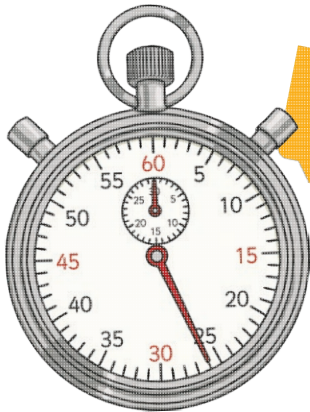
ask What is 4 x 5? and wait

switch costume to dinosaur2-d

answer

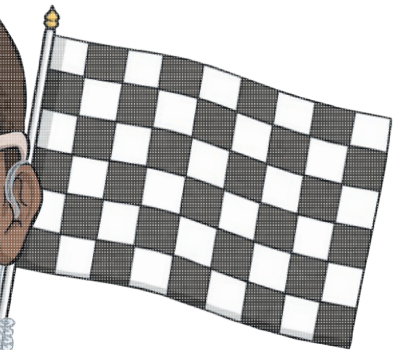


# Coding with Scratch: Questions and Quizzes



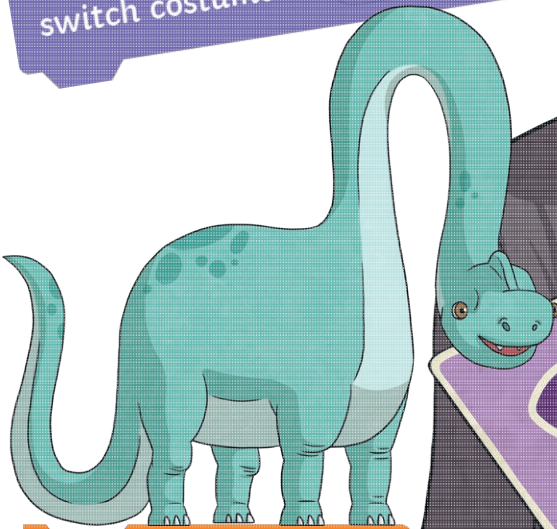
wait 3 seconds

ask What is 4 x 5? and wait

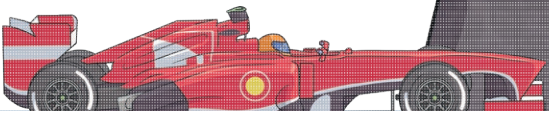
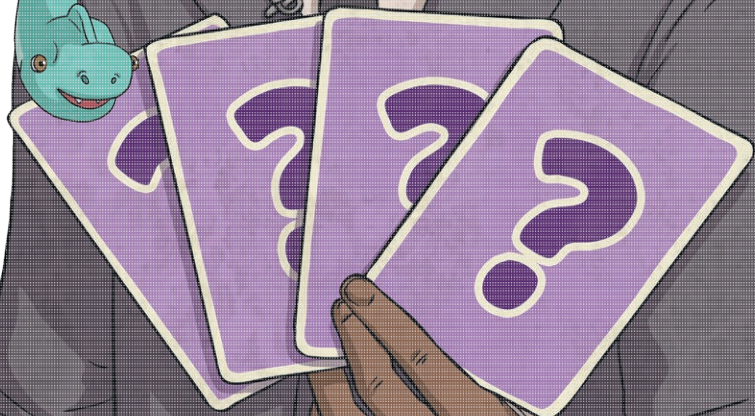


switch costume to dinosaur2-d

answer



set Score to 0



# Coding with Scratch: Questions and Quizzes



wait 3 seconds

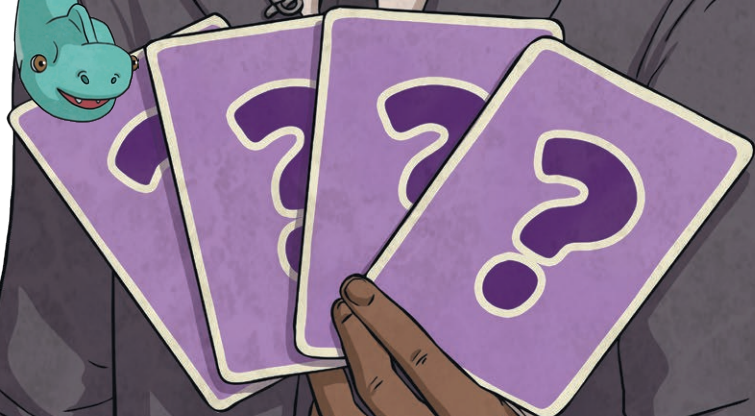
ask What is 4 x 5? and wait

switch costume to dinosaur2-d

answer

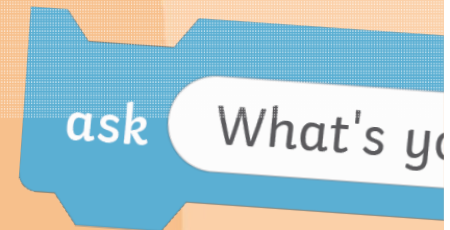
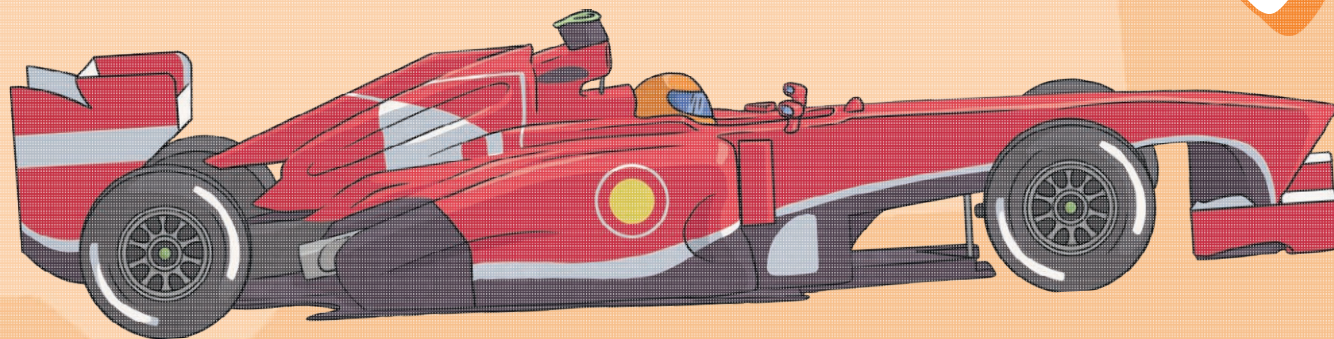


set Score to 0





# Conditional Questions



# Working with Screen Questions and Quizzes

Enter your name? and wait

$$0 = 50$$

when ba

# Watch: Quizzes

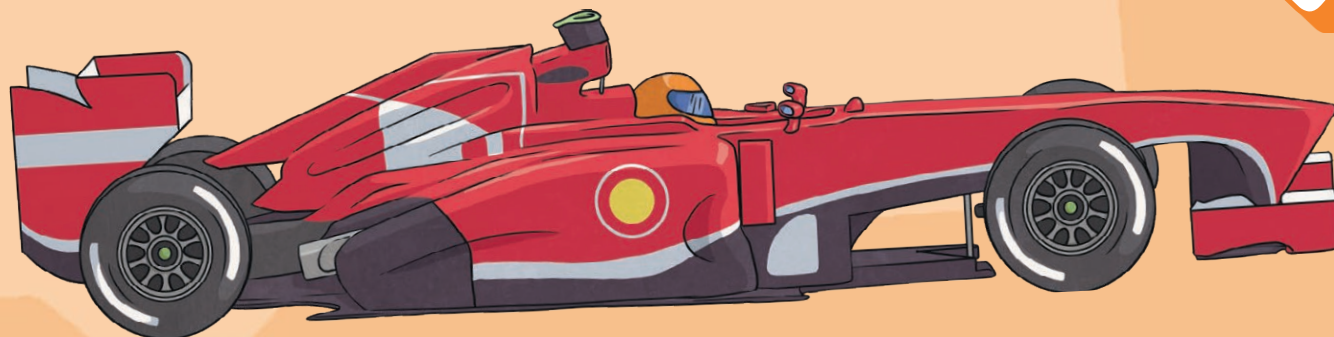


backdrop switches to  ▾



# Coding

# Questions



# ing with Scro tions and Qu

s your name? and wait



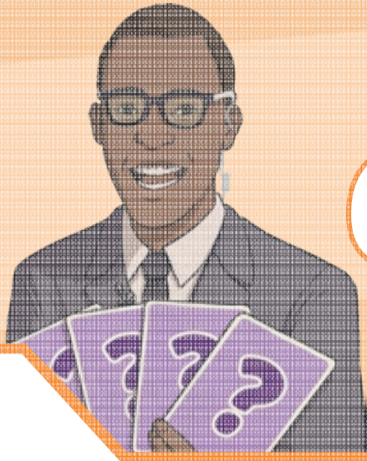
when ba



# atch: quizzes



backdrop switches to



# Coding with Scratch

## Block Categories



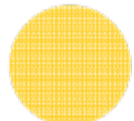
Motion



Looks



Sound



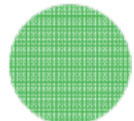
Events



Control



Sensing



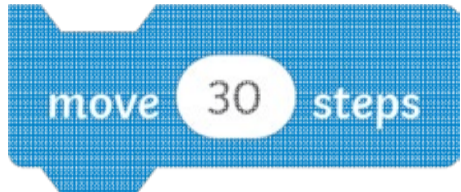
Operators



Variables



My Blocks



This **Motion** block will make the sprites move along the race track.



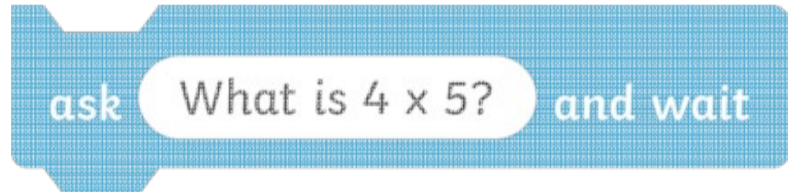
This **S** when when



This **forever loop Control** block is used to continuously repeat the code inside it.



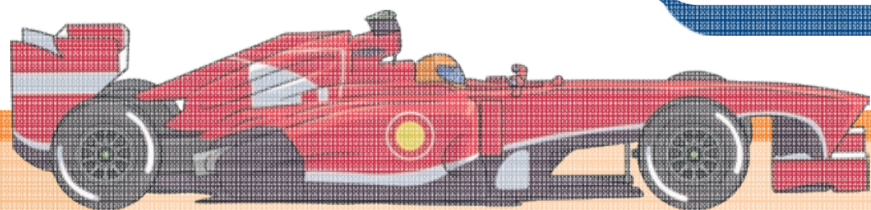
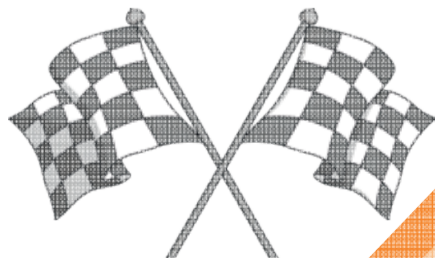
This **wait Control** is used to create a before continuing the code in the alg



This **Sensing** block is used to ask questions.



This **Sensing** bl run extra code touches the edge



# ch: Questions and Quizzes

play sound Coin ▾ until done

This **Sounds** block can be used when an answer is given or when the sprite wins the race.

pick random 1 to 12

This **Operators** block could be used to pick random numbers.

seconds

set Correct ▾ to 0

This **Control** block is used to create a pause in the program before running an algorithm.

This **Variables** block can be used to set a score.

change color ▾ effect by 25

Use this **Looks** block to change a sprite's colour.

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when green edge ▾ ?

This **Control** block is used to detect when the sprite reaches the edge of the **Stage**.

join join Number 1 X Number 2

**Operators** and **Variables** blocks can be joined to multiply two random numbers together.



# Coding with Scratch

## Block Categories



Motion



Looks



Sound



Events



Control



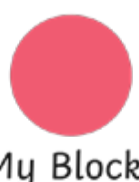
Sensing



Operators



Variables



My Blocks



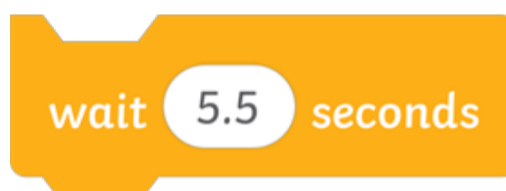
This **Motion** block will make the sprites move along the race track.



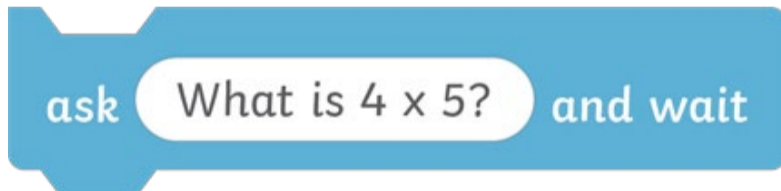
This **Sound** block will play a sound when the green flag is clicked.



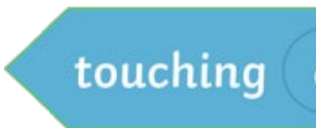
This **forever loop Control** is used to continuously repeat the code inside it.



This **wait Control** block is used to create a pause before continuing to run the code in the algorithm.



This **Sensing** block is used to ask questions.



This **Sensing** block will run extra code when the sprite touches the edge of the stage.



# ch: Questions and Quizzes

play sound **Coin** until done

This **Sounds** block can be used when an answer is given or when the sprite wins the race.

pick random **1** to **12**

This **Operators** block could be used to pick random numbers.

ds

set **Correct** to **0**

This block pause to run or algorithm.

This **Variables** block can be used to set a score.

change **color** effect by **25**

Use this **Looks** block to change a sprite's colour.

g **edge** ?

This block is used to when the sprite edge of the **Stage**.

join **join** **Number 1** **X** **Number 2**

**Operators** and **Variables** blocks can be joined to multiply two random numbers together.



# Coding with Scratch

## Block Categories



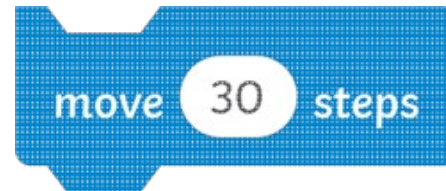
Motion



Looks



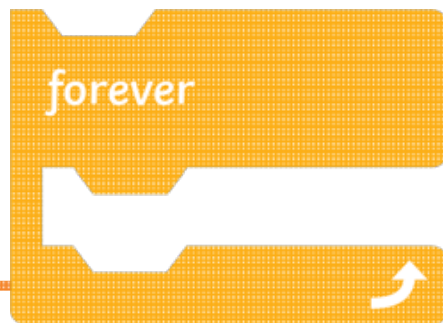
Sound



This **Motion** block will make the sprites move along the race track.



This **Sound** block will play a sound when the green flag is clicked.



# ch: Questions and Quizzes

play sound Coin ▾ until done

This **Sounds** block can be used when an answer is given or when the sprite wins the race.

pick random 1 to 12

This **Operators** block could be used to pick random numbers.

seconds

set Correct ▾ to 0

change color ▾ effect by 25

Sound



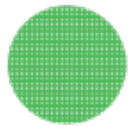
Events



Control



Sensing



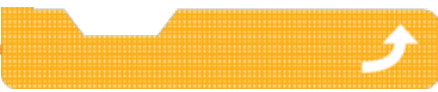
Operators




Variables



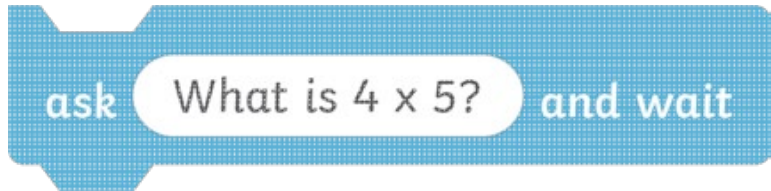
My Blocks



This **forever loop Control** block is used to continuously repeat the code inside it.



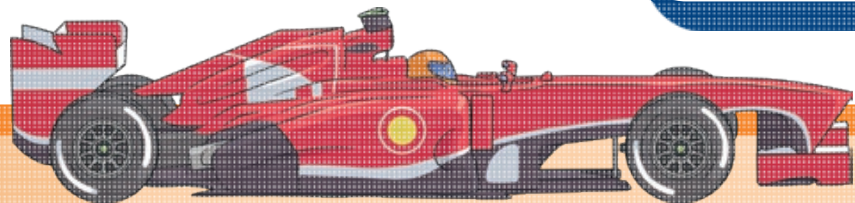
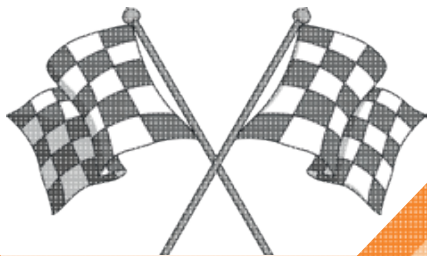
This **wait Control** block is used to create a pause before continuing to the code in the algorithm.

 ask **What is 4 x 5?** and wait

 touching

This **Sensing** block is used to ask questions.

This **Sensing** block runs extra code when touching the edge.





Control block  
allows a pause  
before running  
an algorithm.

This **Variables**  
block can be used  
to set a score.

Use this **Looks**  
block to change  
a sprite's colour.

Sprite edge ?

join join Number 1 X Number 2

Sprite edge block is used to  
detect when the sprite  
reaches the edge of the **Stage**.

**Operators** and **Variables** blocks  
can be joined to multiply two  
random numbers together.



# Coding with Scratch

## Block Categories



Motion



Looks



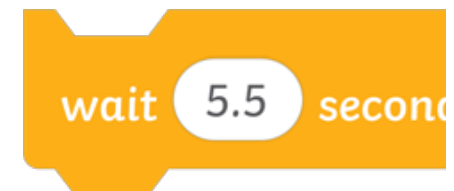
Sound



This **Motion** block will make the sprites move along the race track.



This **Sound** block will play a sound when the green flag is clicked or when the green flag is clicked.



# Match: Questions and Quizzes

play sound **Coin** until done

This **Sounds** block can be used when an answer is given or when the sprite wins the race.

pick random **1** to **12**

This **Operators** block could be used to pick random numbers.

seconds

set **Correct** to **0**

change **color** effect by **25**

Sound



Events



Control



Sensing



Operators



Variables



My Blocks

This **forever loop Control** block is used to continuously repeat the code inside it.

This **wait Control** block is used to create a delay before continuing to the code in the algorithm.

ask What is 4 x 5? and wait

touching

This **Sensing** block is used to ask questions.

This **Sensing** block runs extra code when touching the edge.



**rol** block  
e a pause  
ng to run  
algorithm.

This **Variables**  
block can be used  
to set a score.

Use this **Looks**  
block to change  
a sprite's colour.

ing edge ▾ ?

join join Number 1 X Number 2

**g** block is used to  
ode when the sprite  
edge of the **Stage**.

**Operators** and **Variables** blocks  
can be joined to multiply two  
random numbers together.



# Coding with Scratch

## Block Categories



Motion



Looks



Sound



Events



Control



Sensing



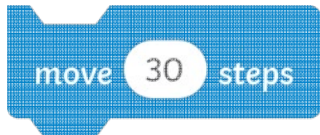
Operators



Variables



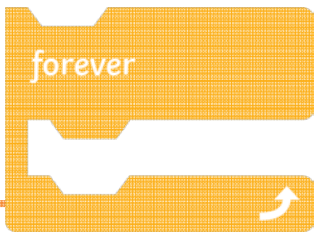
My Blocks



This **Motion** block will make the sprites move along the race track.



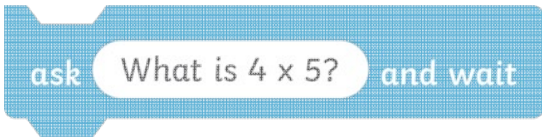
This **Sound** block will play a sound when the green flag is clicked.



This **forever loop Control** block is used to continuously repeat the code inside it.



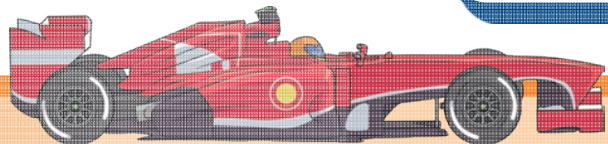
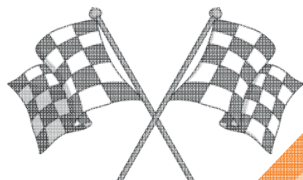
This **wait Control** block is used to create a pause before continuing to the code in the algorithm.



This **Sensing** block is used to ask questions.



This **Sensing** block will run extra code when the sprite touches the edge of the stage.



# ch: Questions and Quizzes

play sound Coin until done

This **Sounds** block can be used when an answer is given or when the sprite wins the race.

pick random 1 to 12

This **Operators** block could be used to pick random numbers.

seconds

This **Control** block can be used to create a pause in the program to run an algorithm.

set Correct to 0

This **Variables** block can be used to set a score.

change color effect by 25

Use this **Looks** block to change a sprite's colour.

moving edge ?

This **Control** block is used to detect when the sprite reaches the edge of the **Stage**.

join join Number 1 X Number 2

**Operators** and **Variables** blocks can be joined to multiply two random numbers together.



# Coding with Scratch

## Block Categories



Motion



Looks



Sound



Events



Control



Sensing



Operators



Variables



My Blocks



This **Motion** block will make the sprites move along the race track.



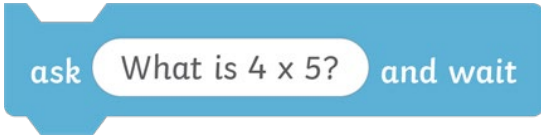
This **Sound** block will play a sound when the sprite is clicked.



This **forever loop Control** block is used to continuously repeat the code inside it.



This **wait Control** block is used to create a delay before continuing to the code in the algorithm.



This **Sensing** block is used to ask questions.



This **Sensing** block will run extra code when the sprite touches the edge of the stage.





# Scratch: Questions and Quizzes

play sound **Coin** until done

This **Sounds** block can be used when an answer is given or when the sprite wins the race.

pick random **1** to **12**

This **Operators** block could be used to pick random numbers.

seconds

set **Correct** to **0**

This **Control** block can be used to pause the script before running an algorithm.

This **Variables** block can be used to set a score.

change **color** effect by **25**

Use this **Looks** block to change a sprite's colour.

moving **edge** ?

This **Stage** block is used to move the sprite when the sprite reaches the edge of the **Stage**.

join **join** **Number 1** **X** **Number 2**

**Operators** and **Variables** blocks can be joined to multiply two random numbers together.

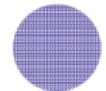


# Coding with Scratch: Questions and Quizzes

## Block Categories



Motion



Looks



Sound



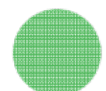
Events



Control



Sensing



Operators



Variables



My Blocks



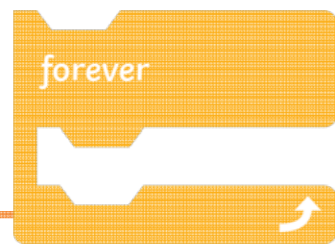
This **Motion** block will make the sprites move along the race track.



This **Sounds** block can be used when an answer is given or when the sprite wins the race.



This **Operators** block could be used to pick random numbers.



This **forever loop Control** block is used to continuously repeat the code inside it.



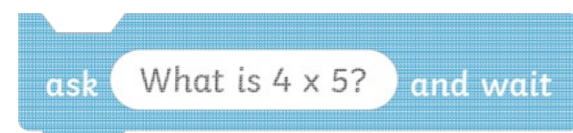
This **wait Control** block is used to create a pause before continuing to run the code in the algorithm.



This **Variables** block can be used to set a score.



Use this **Looks** block to change a sprite's colour.



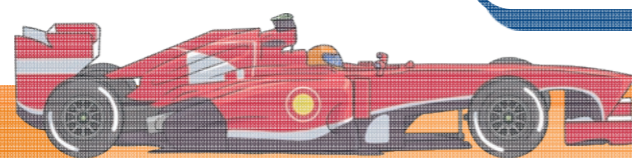
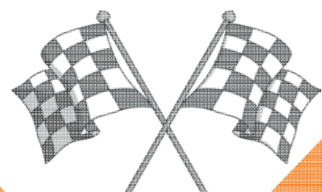
This **Sensing** block is used to ask questions.



This **Sensing** block is used to run extra code when the sprite touches the edge of the **Stage**.



**Operators** and **Variables** blocks can be joined to multiply two random numbers together.





# Coding with Scratch: Questions and Quizzes

## Block Categories



Motion



Looks



Sound



Events



Control



Sensing



Operators



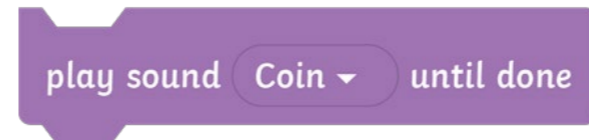
Variables



My Blocks



This **Motion** block will make the sprites move along the race track.



This **Sounds** block can be used when an answer is given or when the sprite wins the race.



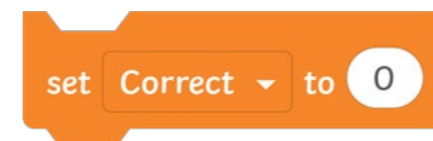
This **Operators** block could be used to to pick random numbers.



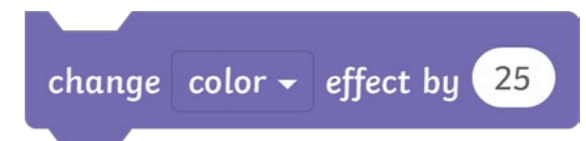
This **forever loop Control** is used to continuously repeat the code inside it.



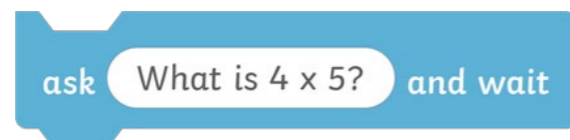
This **wait Control** block is used to create a pause before continuing to run the code in the algorithm.



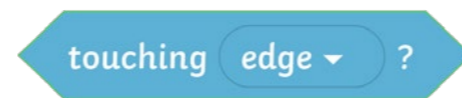
This **Variables** block can be used to set a score.



Use this **Looks** block to change a sprite's colour.



This **Sensing** block is used to ask questions.



This **Sensing** block is used to run extra code when the sprite touches the edge of the **Stage**.



**Operators** and **Variables** blocks can be joined to multiply two random numbers together.





# Coding with Scratch: Questions and Quizzes

## Block Categories



Motion



Looks



Sound



Events



Control



Sensing



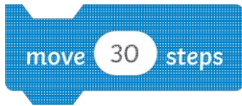
Operators



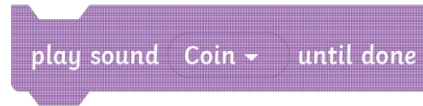
Variables



My Blocks



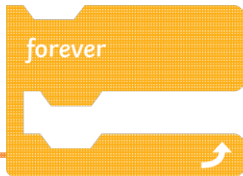
This **Motion** block will make the sprites move along the race track.



This **Sounds** block can be used when an answer is given or when the sprite wins the race.



This **Operators** block could be used to pick random numbers.



This **forever loop Control** block is used to continuously repeat the code inside it.



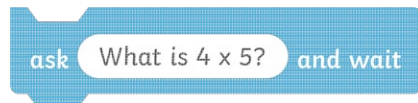
This **wait Control** block is used to create a pause before continuing to run the code in the algorithm.



This **Variables** block can be used to set a score.



Use this **Looks** block to change a sprite's colour.



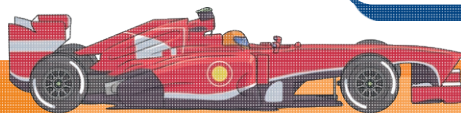
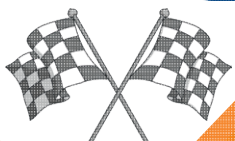
This **Sensing** block is used to ask questions.



This **Sensing** block is used to run extra code when the sprite touches the edge of the **Stage**.



**Operators** and **Variables** blocks can be joined to multiply two random numbers together.





# Coding with Scratch: Questions and Quizzes

## Block Categories



Motion



Looks



Sound



Events



Control



Sensing



Operators



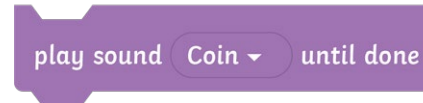
Variables



My Blocks



This **Motion** block will make the sprites move along the race track.



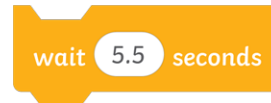
This **Sounds** block can be used when an answer is given or when the sprite wins the race.



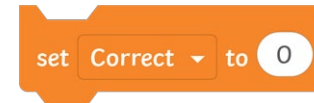
This **Operators** block could be used to pick random numbers.



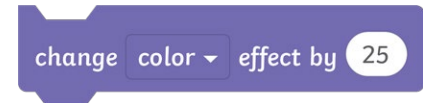
This **forever loop Control** block is used to continuously repeat the code inside it.



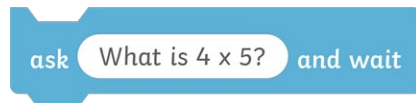
This **wait Control** block is used to create a pause before continuing to run the code in the algorithm.



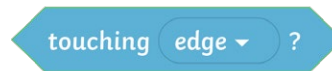
This **Variables** block can be used to set a score.



Use this **Looks** block to change a sprite's colour.



This **Sensing** block is used to ask questions.



This **Sensing** block is used to run extra code when the sprite touches the edge of the **Stage**.



**Operators** and **Variables** blocks can be joined to multiply two random numbers together.



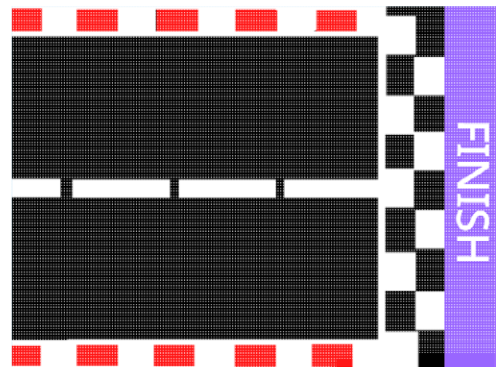
# algorithm

```
when clicked
ask What is 4 x 5? and wait
if answer = 20 then
say Well done! for 2 seconds
else
say Try again! for 2 seconds
```

# answer



# backdrop



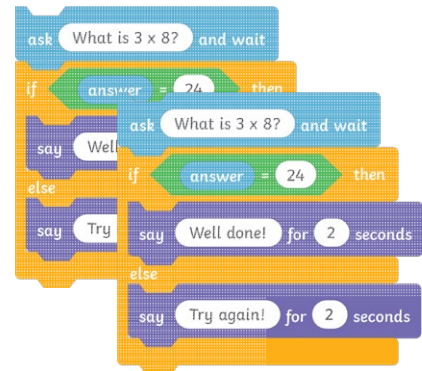
# costume



# debug



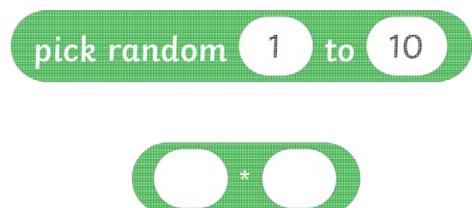
# duplication



# effect



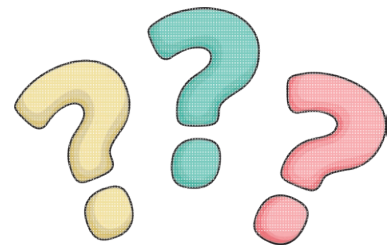
# operators



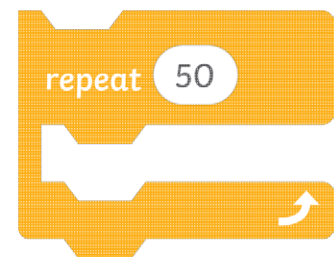
# question

ask What is 6 x 7? and wait

# quiz



# repeat



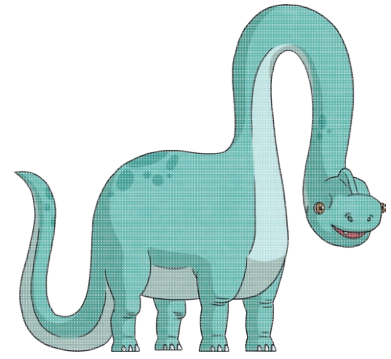
# score

set Score ▾ to 0

change Score ▾ by 1



sprite



sounds



variable

my variable

wait



project

sequence

selection

# algorithm



# answer



# backdrop



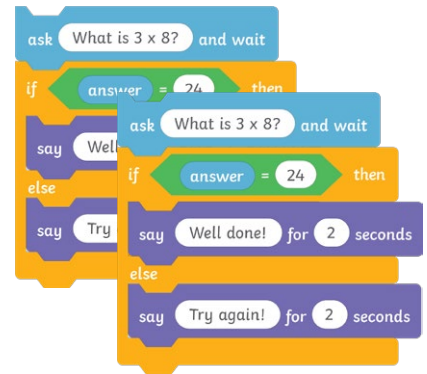
# costume



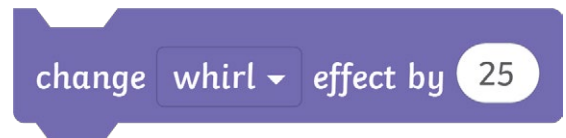
# debug



# duplication



# effect



# operators



# question

ask What is 6 x 7? and wait

# quiz



# repeat

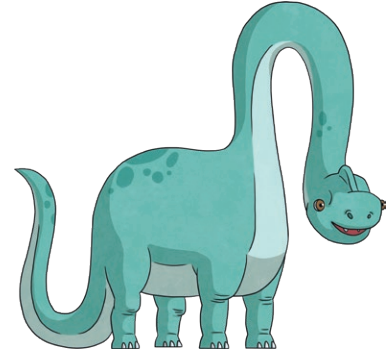


# score

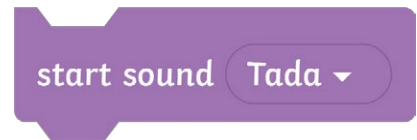
set Score ▾ to 0

change Score ▾ by 1

sprite



sounds



variable

my variable

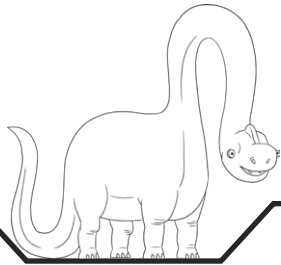
wait



**project**

**sequence**

**selection**



# Coding with Scratch: Questions and Quizzes

g a x e c n e u q e s s  
l e l w p o r d k c a b  
d b r g r o t a r e p o  
e d e o o e f a b b g q  
t t p b c r s p r i t e  
a l e q q s i d e b u g  
c s t q u e s t i o n s  
i d i q w a u s h e r d  
l n t k w a i t q m n q  
p u i g q a n s w e r u  
u o o e l b a i r a v i  
d s n n e m u t s o c z



algorithm

answer

backdrop

costume

debug

duplicate

operator

questions

quiz

repetition

score

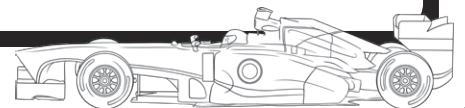
sequence

sprite

sounds

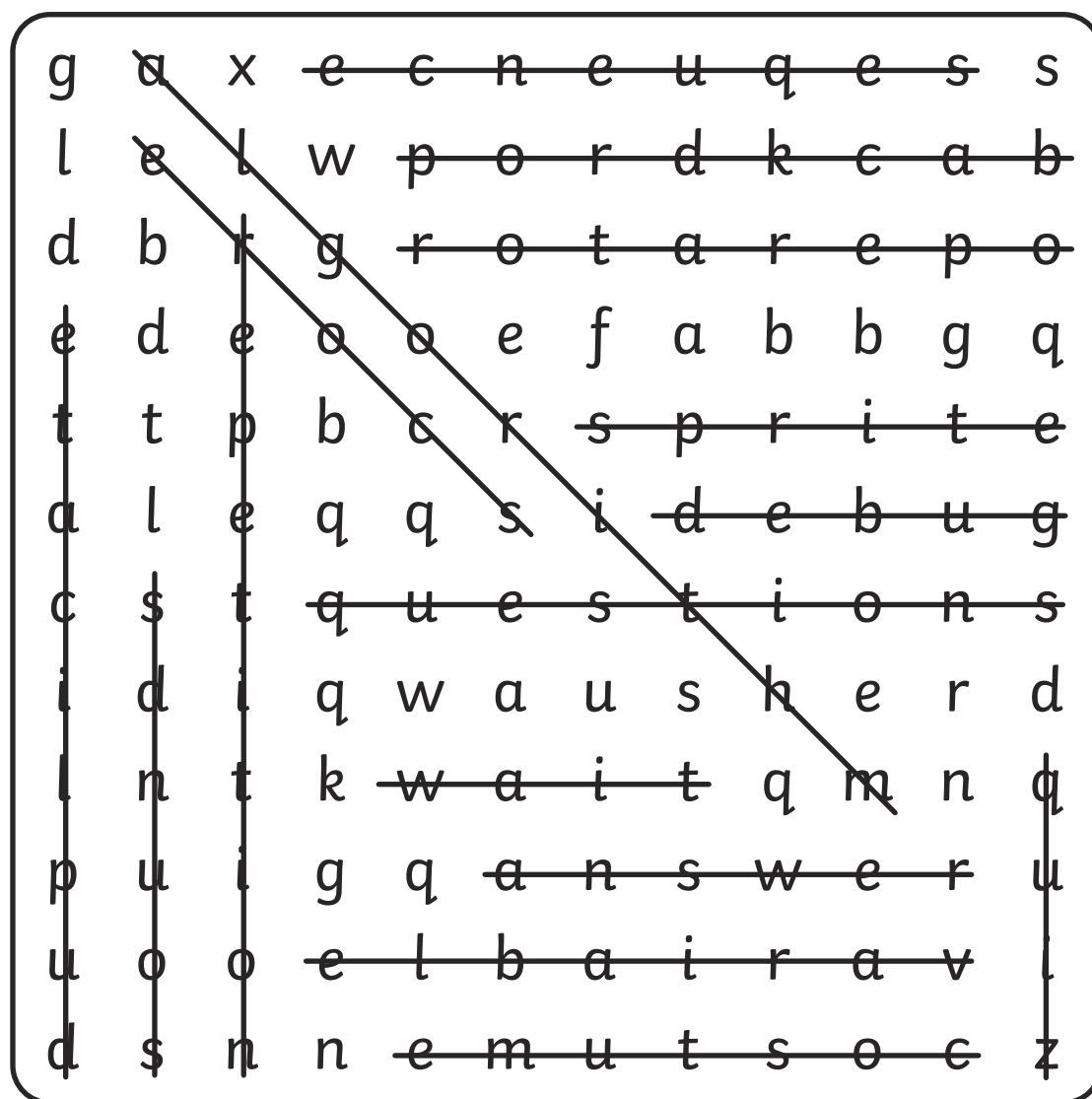
variable

wait





# Coding with Scratch: Questions and Quizzes **Answers**



algorithm

answer

backdrop

costume

debug

duplicate

operator

questions

quiz

repetition

score

sequence

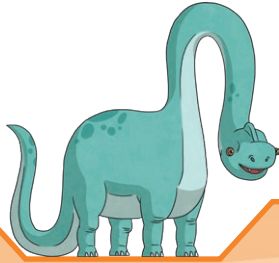
sprite

sounds

variable

wait

# Coding with Scratch: Questions and Quizzes



0 = 50

switch costume to dinosaur2-d

repeat 50

my variable

answer

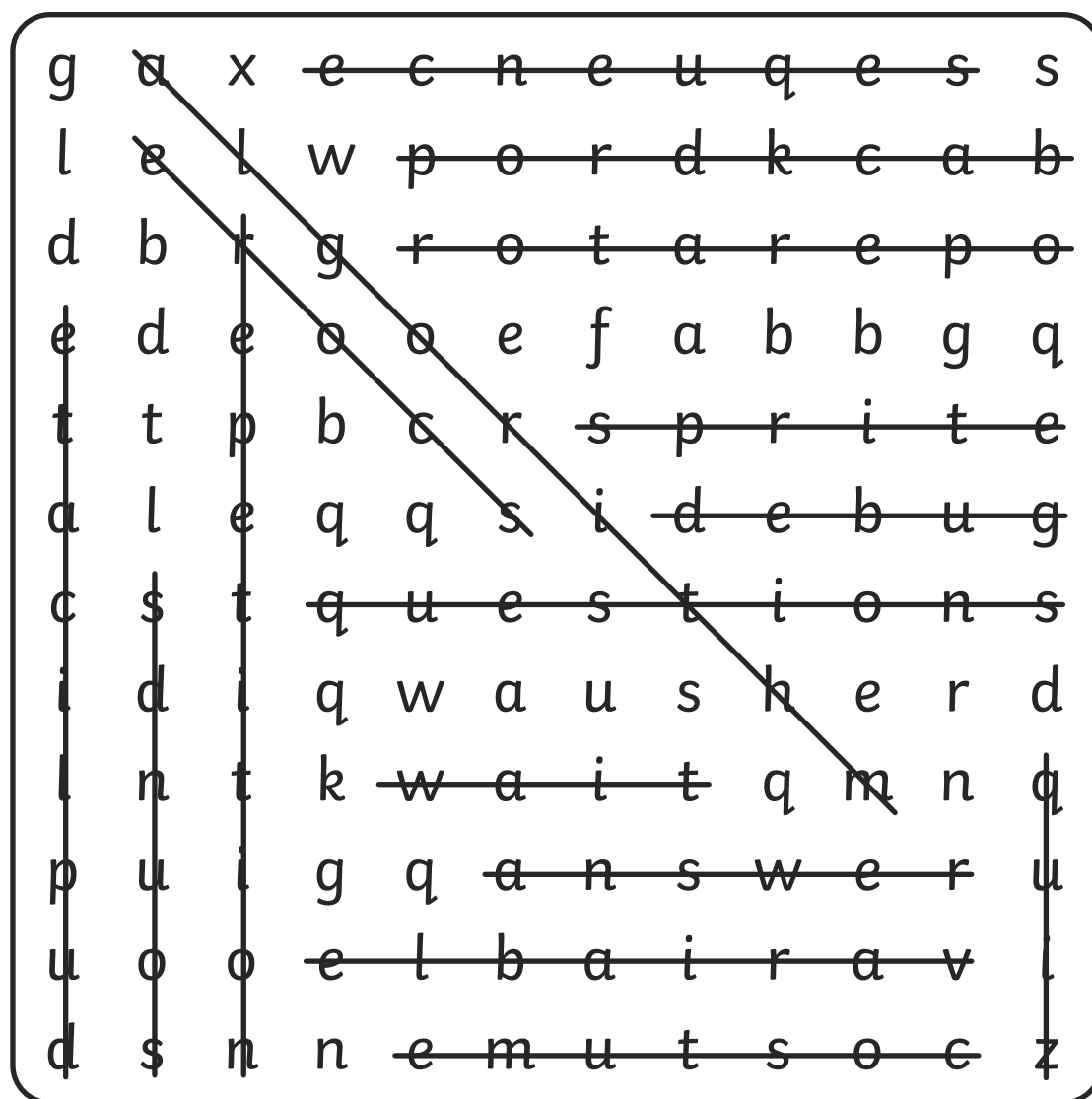
g a x e c n e u q e s s  
 l e l w p o r d k c a b  
 d b r g r o t a r e p o  
 e d e o o e f a b b g q  
 t t p b c r s p r i t e  
 a l e q q s i d e b u g  
 c s t q u e s t i o n s  
 i d i q w a u s h e r d  
 l n t k w a i t q m n q  
 p u i g q a n s w e r u  
 u o o e l b a i r a v i  
 d s n n e m u t s o c z



- |           |           |            |          |
|-----------|-----------|------------|----------|
| algorithm | debug     | quiz       | sprite   |
| answer    | duplicate | repetition | sounds   |
| backdrop  | operator  | score      | variable |
| costume   | questions | sequence   | wait     |



# Coding with Scratch: Questions and Quizzes **Answers**



algorithm

answer

backdrop

costume

debug

duplicate

operator

questions

quiz

repetition

score

sequence

sprite

sounds

variable

wait