

Adult Guidance: Race to the Finish

Lesson 6

Children's individual solutions to creating the code may vary but trial and error alongside experimentation with ideas should be encouraged.

The quiz introduced in this lesson includes amendments from the quiz from the previous lesson. At the start of this lesson, it is recommended that children save their work under a new name that indicates 'Race to the Finish Lesson 6' to allow for assessment against this lesson's success criteria.

In this quiz, children will be adding a second sprite and use a variety of **Control** and **Looks** blocks. Provided in the lesson are sound suggestions for the children to add sounds to their algorithm. **Sound** blocks should be placed to add an effect within the algorithm, such as when a correct answer is given, when an incorrect answer is given or on a countdown to begin the game.

For the purpose of the following code, the names **Car 1** and **Car 2** have been chosen to represent the two vehicle sprites. The children may have chosen another suitable sprite name.

Some Potential Debugging

- The children may experience a lag in the sound and movement of their sprite if they choose a sound from the sound library that is longer in length. It may be useful to show children how to access the sound library to trim the sound so that it becomes shorter in length.
- It is important to add **wait** blocks at the start of the algorithms to allow for the speech in the **say** blocks attached to either the second vehicle sprite or host, to introduce the quiz.
- It is important to remind the children that if they change **Car 1's Costume** when winning the race, that they also use a **switch costume** block at the start of the algorithm to return **Car 1** back to its original **Costume**.
- The children should be encouraged to experiment with the **wait** block and **Motion** block for the **Car 2** sprite. It is important to introduce them to counting in hundredths (0.01), understanding that this will make **Car 2** move along the racetrack backdrop quicker.

Possible solution for the **Car 2** sprite:

```

when clicked
  go to x: -173 y: 50
  switch backdrop to convertible
  say Get ready to race! for 2 seconds
  say 3 for 1 seconds
  say 2 for 1 seconds
  say 1 for 1 seconds
  say Go! for 0.5 seconds
  forever
    move 0.2 steps
    wait 0.01 seconds
    if touching edge? then
      say You lose! for 2 seconds
      switch backdrop to Convertible 2
      play sound Lose until done
      stop all
  
```

Possible solution for the adding sound to the backdrop:

```

when clicked
  wait 5.5 seconds
  forever
    play sound Video Game 1 until done
  
```

For the children completing the ***Race to the Finish Activity Sheet**, here is a possible approach to moving the **Car 2** faster or slower:

The following code belongs on the **Car 2** sprite:

```

move 0.2 steps
wait 0.01 seconds
  
```

For the children completing the ****Race to the Finish Activity Sheet**, here is a possible approach to switching to new a backdrop if the player wins the race.

Children will need to create a new backdrop and should name their racetrack an appropriate name, such as 'Racetrack'.


The following code belongs on the **Car 1** sprite:

```

if touching edge? then
  say Winner! for 2 seconds
  switch backdrop to next backdrop
  play sound Win until done
  stop all
  
```











Insert a **switch backdrop to** block after the **say** block.










Coding with Scratch: Questions and Quizzes: Race to the Finish

<p>National Curriculum Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <p>Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</p> <p>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p> <p>Aims To add additional features to complete a multiplication quiz. To review a multiplication quiz.</p>	<p>Lesson Duration It is estimated that this lesson will take approximately 60 minutes.</p> <div style="text-align: right;">  60 mins Approx. </div>
<p>Success Criteria I can add sounds to my quiz. I can add a second sprite to my quiz. I can use Costumes to improve my quiz. I can evaluate how engaging a quiz is.</p>	<p>Key Vocabulary Algorithm, backdrop, edge, executed, forever, loop, motion, operator, score, sensing, timer, variable, wait.</p>
<p>Resources Lesson Pack PC devices, such as laptops, Chromebooks and/or tablets Scratch Online version accessed via</p>	<p>Preparation Differentiated Race to the Finish Activity Sheet - as required Rate the Quiz Activity Sheet - one per child Please access Lesson 6 (Race to the Finish Teacher Example) - Questions and Quizzes in the _____ In order to gather valuable data about how effective this unit has been and how much your children have understood the topic, we recommend completing the _____ at the end of this lesson.</p>

Prior Learning: In the previous lesson, the children moved from using the ask Sensing blocks alone to create a new multiplication quiz using Variables and Operators to generate random multiplication questions.

Learning Sequence

	<p>Remember It! Using the Lesson Presentation, ask the children to deconstruct the code provided and explain what each line of code will do when executed.</p>	
	<p>Improve It! Using the Lesson Presentation, ask the children how their quiz could be improved. Answers offered may include adding other competitors, adding more sounds or adding a score. Then, show the children the image of the new sprite added to the track. Help the children to understand that by having two sprites, this adds to the competitive edge of the quiz. Click on the link to access Lesson 6 (Race to the Finish Teacher Example) - Questions and Quizzes in the _____</p>	
	<p>Rename It! Using the Lesson Presentation, ask the children to open their project saved from the last lesson. They will need to make a copy and save the new version as 'Race to the finish lesson 6'. They will then be asked to add an extra sprite and rename their sprites.</p>	
	<p>Introduce It! Using the Lesson Presentation, explain how the new sprite will introduce the race with a countdown and Looks blocks.</p>	
	<p>Enhance It! Using the Lesson Presentation, show the children the code for the new sprite. Discuss how forever loops and Motion blocks have been used, as well as discussing how to use Costume changes. Then, show the children how to apply sound to the backdrop to make the quiz more appealing.</p> <p>How could you change the algorithm to make the car controlled by the computer move slower?</p>	

	<p>Create It!: Using the Lesson Presentation and the differentiated Race to the Finish Activity Sheets, the children should add code to finish their multiplication quiz.</p> <div style="display: flex; justify-content: space-around;"> <div data-bbox="215 224 582 504">  <p>Children are given a breakdown of the relevant code with prompts to enhance their multiplication quiz. Children should add code to their new sprite and include a sound to the backdrop. Top tips and a challenge are provided.</p> </div> <div data-bbox="614 224 981 448">  <p>Children are given prompts to help them enhance their new multiplication quiz. Helpful hints and useful blocks are provided, as well as extra independent challenges.</p> </div> <div data-bbox="1005 224 1372 526">  <p>Children are given instructions with some useful blocks to enhance their multiplication quiz. Children are challenged to create a new backdrop for when the player's sprite wins and to create a new host sprite to introduce the race. Useful hints are provided.</p> </div> </div>	
	<p>Amplify It!: Using the Lesson Presentation, ask the children to add extra Sound blocks to their algorithms. Ask the children if they can remember where they access all of the different sounds. Suggestions from the sound library have been provided on the slides.</p>	
	<p>Rate It!: Using the Lesson Presentation and the Rate the Quiz Sheets, ask the children to play each other's quizzes and review their effectiveness, offering comments for improvements if needed.</p>	

Exploreit

Timeit: As an extra challenge, the children can use the [How to Add a Timer Information Sheet](#) to create a timer variable for their quiz. They could also experiment with creating a countdown to make their quiz even more competitive.

Reviewit: Ask the children to complete the [Quiz Review Activity Sheet](#) to compare the different types of code used for both quizzes created throughout this unit. The children will be able to give their opinion on which quiz they prefer based on the code and features used within each.

Rememberit: Using the _____ ask the children to go through and now highlight all of the words that they understand and know.

Assessment Notes:

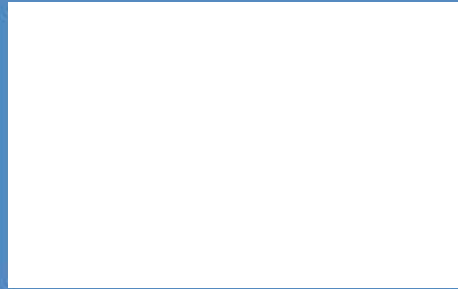
Disclaimers:

External Links:

This resource contains links to external websites and/or external apps. Please be aware that the inclusion of any link in this resource should not be taken as an endorsement of any kind by Twinkl of the linked website and/or app, or any association with its operators. You should also be aware that we have no control over the availability of the linked pages and/or apps. If the link is not working, please let us know by contacting TwinklCares and we will try to fix it although we can assume no responsibility if this is the case. We are not responsible for the content of external sites and/or external apps.

Scratch Safety:

Showing or creating the flashing sprite effect could be problematic for children with conditions such as epilepsy. Discretion is advised.



Computing

Coding with Scratch: Questions and Quizzes

Coding
with Scratch

Race to the Finish



Question Marks

**This is Quizby.
He is a question mark who
loves to ask questions.**



When you see a question mark icon like this in the **Lesson Presentation**, it can be clicked on to reveal one of Quizby's questions.



The questions that appear next to these question marks will help you to think about the key learning throughout the lesson.

Aims

- To add additional features to complete a multiplication quiz.
- To review a multiplication quiz.

Success Criteria

- I can add sounds to my quiz.
- I can add a second sprite to my quiz.
- I can use Costumes to improve my quiz.
- I can evaluate how engaging a quiz is.

Remember It

Take a look at the code below.

With a partner, discuss what happens on each line of code.

```
1 set Number 1 to pick random 0 to 12
2 set Number 2 to pick random 0 to 12
3 set Correct to Number 1 * Number 2
4 ask join join Number 1 x Number 2 and wait
5 if answer = Correct then
```



Improve It!

Last lesson you made a multiplication quiz using **Variables** and **Operators** blocks to generate random multiplication questions.

Can you remember what you added to make your quiz competitive?

Why do you think adding a competitive edge would be more appealing to a player?

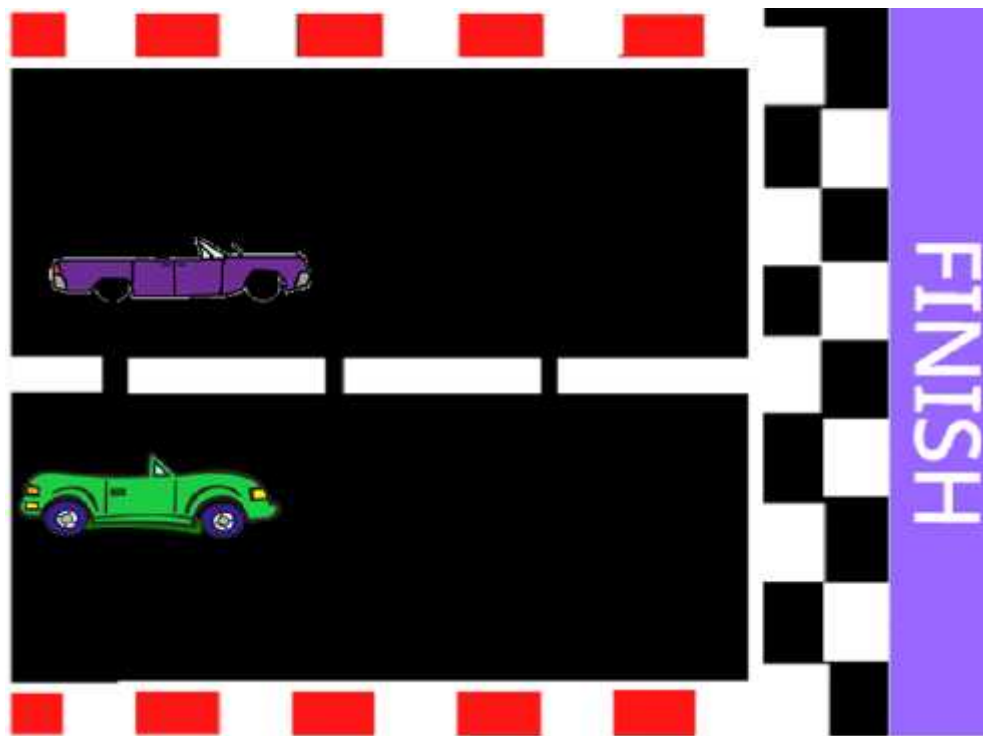
Can you think of other ways to make your quiz even more appealing and exciting?

Is there another competitive strategy that could be added to your quiz?



Improve It!

Here is an example of how the quiz has been improved.



What is different between this quiz and your quiz?

What do you think may happen in this quiz?

Click on the racetrack to see if your prediction was correct.

Rename It!



You may have guessed that a new sprite has been added to make the quiz more competitive. This will allow the player to race against a sprite.

Firstly, you will need to open your Scratch project from the last lesson. Then, make a copy and save the new project as 'Race to the finish lesson 6'.

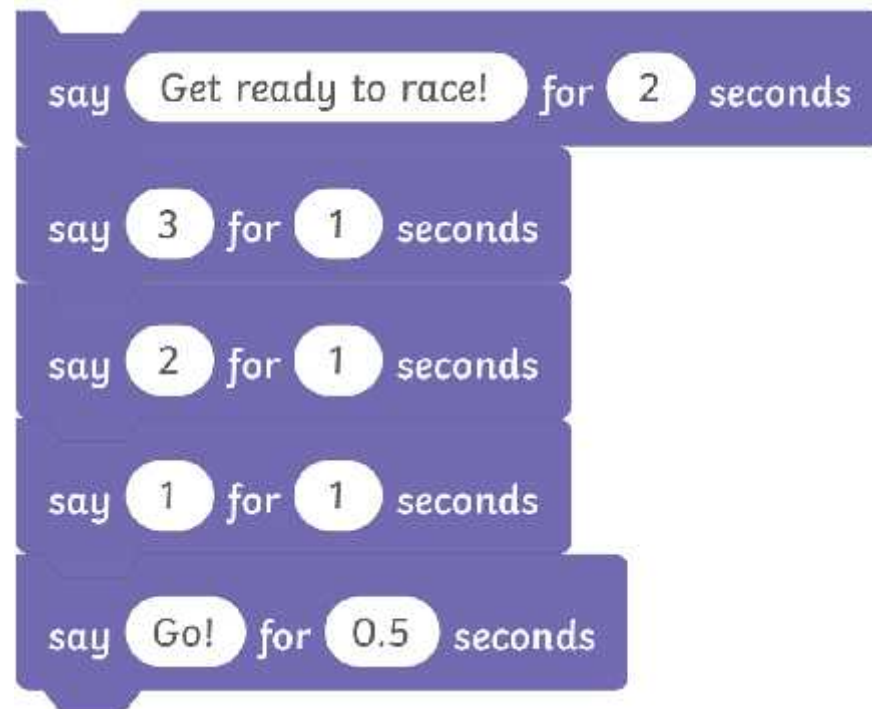
You will now need to add your second vehicle sprite.

To make it easier to identify each sprite, rename the car from the last lesson 'Car 1'. Then, rename the new sprite 'Car 2'.



Introduce It!

When looking more closely at quizzes, they can sometimes be introduced by a host. In this instance, we will add some **Looks** blocks to the **Car 2** sprite, so that it can introduce a countdown before starting the race.



Enhance It!

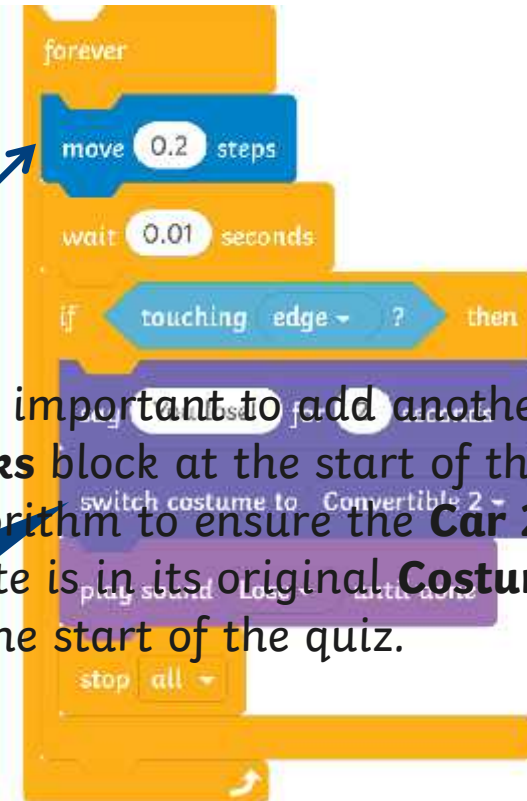
In order to add another competitive edge, **Car 2** sprite will move continuously across the **Stage** while the player tries to answer questions correctly.

When the **Car 2** sprite is clicked, a **forever** loop has been created. Inside the **forever** loop, the **Car 2** sprite will go to x: -173 y: 50. This block has been added to the **forever** loop.

switch costume to convertible

The name of the costume may differ from the name of the sprite. You may wish to change the name of the **Car 2** sprite's **Costumes** in the **Costumes** tab.

It is important to add another **Looks** block at the start of the algorithm to ensure the **Car 2** sprite is in its original **Costume** at the start of the quiz.



How could you change the algorithm to make the car controlled by the computer move slower?

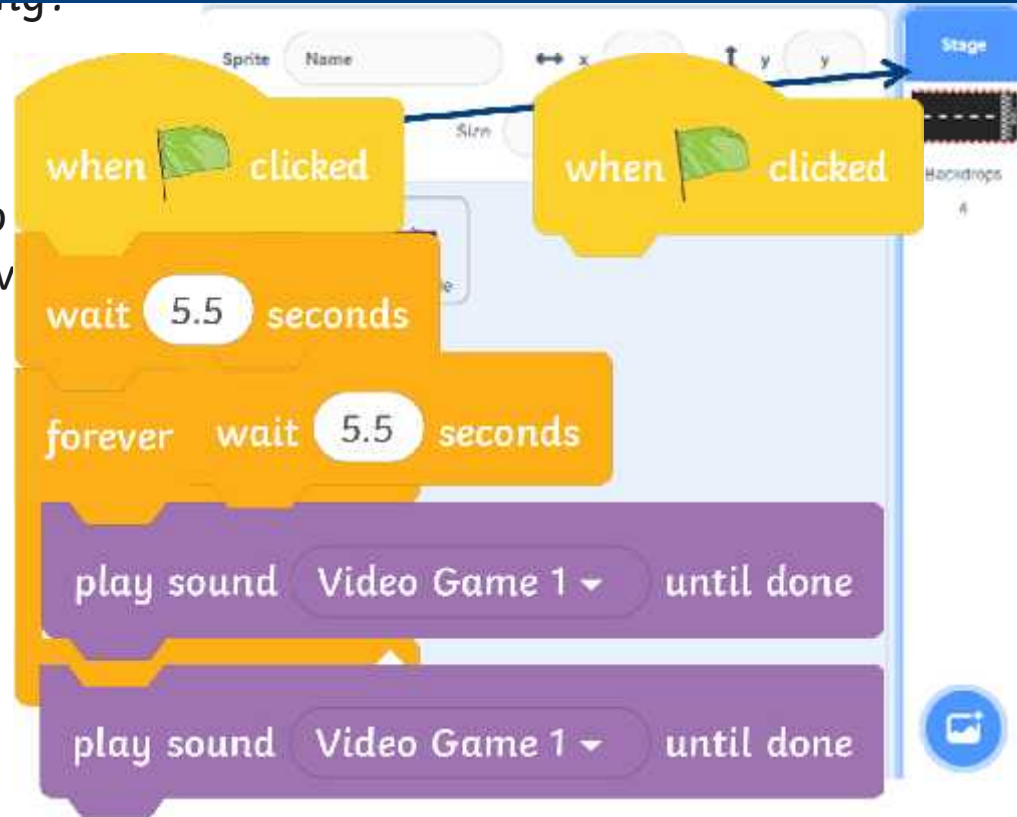


Enhance It!

How could you piece this code together, so that it plays sounds in the background until the quiz has finished?

make your quiz more exciting.

When you are on the **Stage**, you can apply code to the background. We will now show you how. Great job! You may have heard of code like this:



Create It!



Now it's over to you. This is your opportunity to create a fantastic, competitive multiplication quiz for others to play.

Using the **Race to the Finish Activity Sheets**, try to make the quiz as appealing as possible, adding all of the effects and commands you have learnt throughout this unit.

Race to the Finish

To add additional features to complete a multiplication quiz, to make a multiplication quiz:

Getting Started: You should already have your racetrack background, Car 1 sprite and algorithm completed, as well as your new Car 2 sprite added.

1. How do I begin the code for the Car 2 sprite?

The name of the Costume may differ to the name of the sprite. You may wish to change the name of the Car 2 sprite's Costumes in the Costumes tab.

- Add a **when green flag clicked** block needs to be added to start the algorithm for this sprite.
- Drag **Car 2** to its starting position on the track and snap in the position **go to** block underneath.
- Add a **switch costume to** block.
- Add a **say for 2 seconds** block that tells the player to get ready for the race.
- Add three more **say for 3 seconds** blocks that countdown to the start of the quiz.
- Add a **say Go! for 0.5 seconds** block.

Top Tip: Remember, only when you have dragged the sprite to a position, will the correct coordinates show in the **go to Motion** block.

Race to the Finish

...the move?

- Add a **forever** block.
- Snap a **move 0.2 steps** block inside.
- Snap a **wait** block underneath.

...something and switch Costume when it

...the **wait** block, but inside the **forever** loop, in horizontal space of the **if** block.

...ck:

...neath and choose a different **Costume** from the

...ck.

...from the sound library for other sounds to appear **and until done** block.

Amplify It!

Now have have completed your quiz, can you think about where you could add more **Sound** blocks to your algorithm to make it more appealing?

You could add sounds when an incorrect answer is given, when a correct answer is given, as part of the countdown at the start of the race and to signal that the race has ended.

Here are some **Sound** blocks that could be used within your quiz:

play sound **Big Boing** until done

play sound **Pop** until done

play sound **Low Boing** until done

play sound **Whistle Thump** until done

play sound **B Sax** until done

Rate It!



Fantastic job! Now that you have created your amazing multiplication quiz, it is time to test out your quiz.

Fill in the **Rate the Quiz Sheet**, commenting on the positive elements of someone else's quiz. You may even be able to make some fantastic suggestions to make their quiz even better than it already is!

Rate the Quiz

What was your favourite part of the quiz?

What features did the quiz have that made it interesting?

Are there any ways this quiz could be made even more exciting?

How many stars would you give this quiz? ☆☆☆☆☆

Aims

- To add additional features to complete a multiplication quiz.
- To review a multiplication quiz.

Success Criteria

- I can add sounds to my quiz.
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The Scratch logo is a yellow speech bubble with a blue outline and a white arrow pointing to the right. It is centered on a background of orange and light orange abstract shapes.

**Coding
with Scratch**

How to Add a Timer

Use this help sheet when creating a timer in Scratch.



Click on the **Variables** option in the **Block Palette**.



Select **Make a Variable**.

Make a Variable

New Variable

New variable name:

Timer

For all sprites For this sprite only

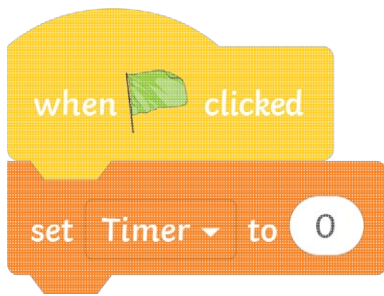
Cancel OK

Type in the name 'Timer' in the empty box. Click on **For all sprites**, so the **Timer** variable can be accessed by all sprites.



Timer

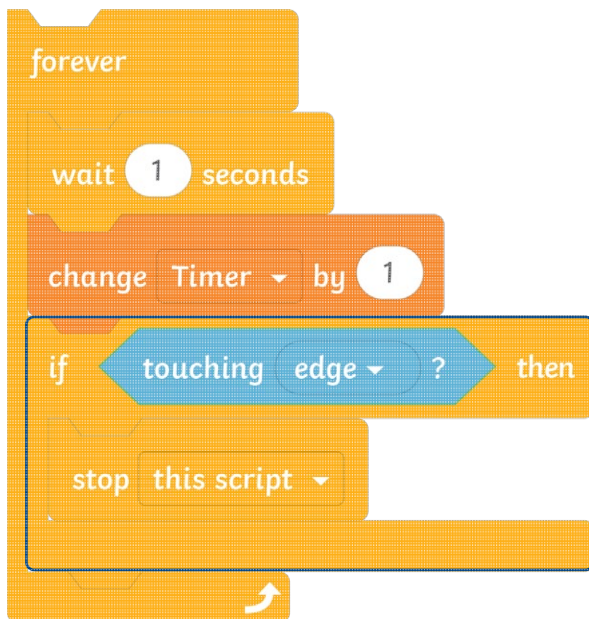
Make sure the **Timer** block is ticked if you want the timer to always be visible. This will display the **Timer** variable on the **Stage** when running your code.



Depending on the conditions and outcomes, a timer variable can be set to count up to any value or countdown from any value.

- Add a **when green flag clicked** block to any sprite.
- Snap in a **set Timer to** block underneath. The value inputted here will determine the value your **Timer** starts with.

Top Tip: If you don't want the **Timer** to start straight away, add a **wait** block at the end of this algorithm.



- Snap in a **forever** block.
- Add a **wait 1 seconds** block inside.
- Snap a **change Timer by** block underneath.

Top Tip: If you want the **Timer** to countdown, use a minus sign.

- This part of the algorithm determines when the **Timer** will stop. In this example, the **Timer** will stop when a particular sprite touches the edge of the **Stage**.

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Use this help sheet when creating a timer in Scratch.



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Variables

Select **Make a Variable**.

Make a Variable

New Variable

New variable name:

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For all sprites For this sprite only

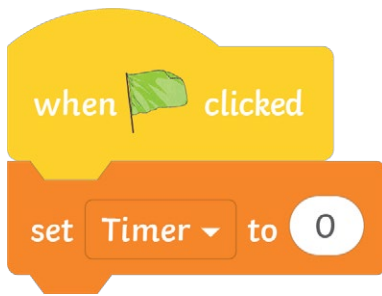
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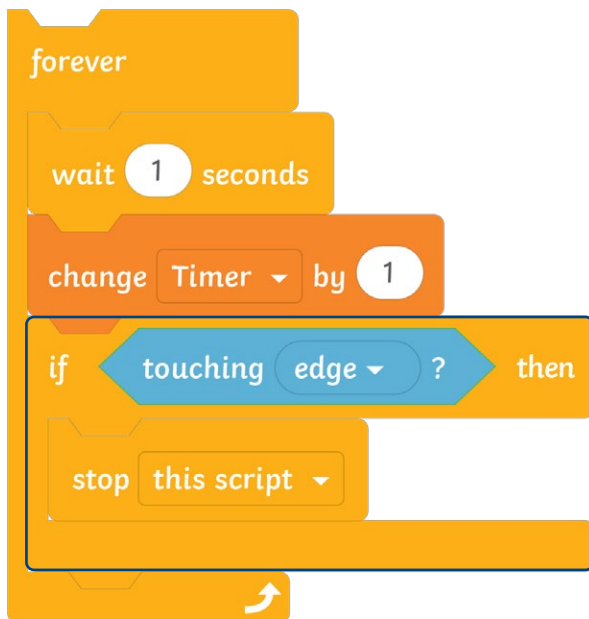
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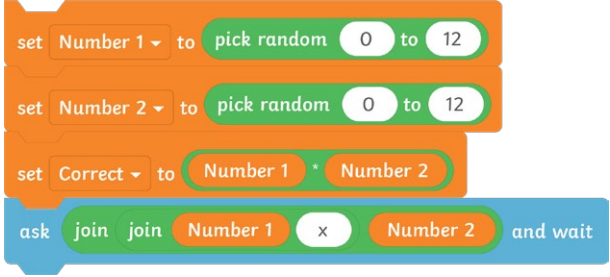
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Quiz Review

Look at and play both of the quizzes below. Compare and review the two different styles.

Quiz 1	Quiz 2
	

What differences are there between the algorithms for asking the questions?

Why might the code used in Quiz 2 be better for a multiplication quiz?

What features does Quiz 1 have that are different to Quiz 2?

Which quiz do you prefer to play and why?

Quiz Review Answers

The children will offer their own answers to the review questions but some suggestions could be as follows:

What differences are there between the algorithms for asking the questions?

Children's own responses, such as: In Quiz 1, each question is asked using an ask block with a specific answer. Whereas in Quiz 2, variables and Boolean operators are used to select random numbers to multiply numbers together. The correct answers are then based on these random values being multiplied together.

Why might the code used in Quiz 2 be better for a multiplication quiz?

Children's own responses, such as: There is a mix of multiplication questions generated randomly. Therefore, this means there will be variation and the questions should not be repeated.

This means there is also an element of surprise and this will truly test the player on their multiplication skills.

What features does Quiz 1 have that are different to Quiz 2?

Children's own responses, such as: Quiz 1 has one sprite whereas Quiz 2 has two. The sprites in Quiz 2 race each other whereas the one sprite asks the questions in Quiz 1. This means that in Quiz 2 a competitive element has been added to this quiz. A player may be more enthused to learn their times tables as they will want to race the other car to the finish line.

Quiz 2 has a sound applied to the backdrop and movements added to both sprites so that one car continuously moves along the track, whereas the other moves on the condition of a correct answer given.


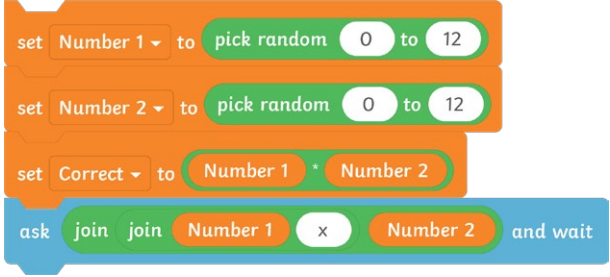
In Quiz 1, a score has been added to keep count of the correct answers given.

Which quiz do you prefer to play and why?

Children's own responses.

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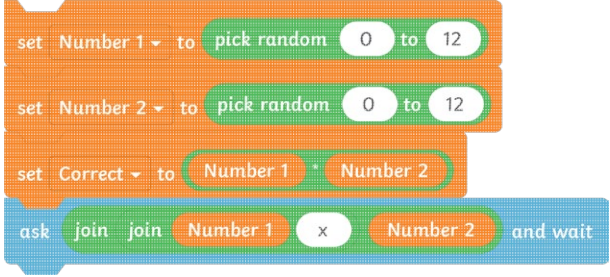
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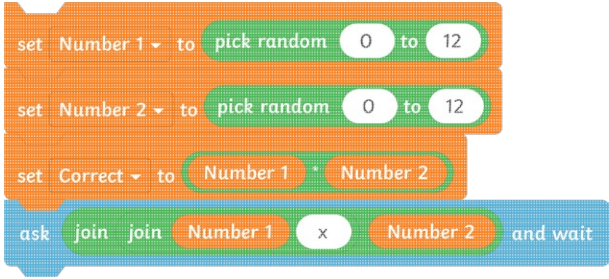
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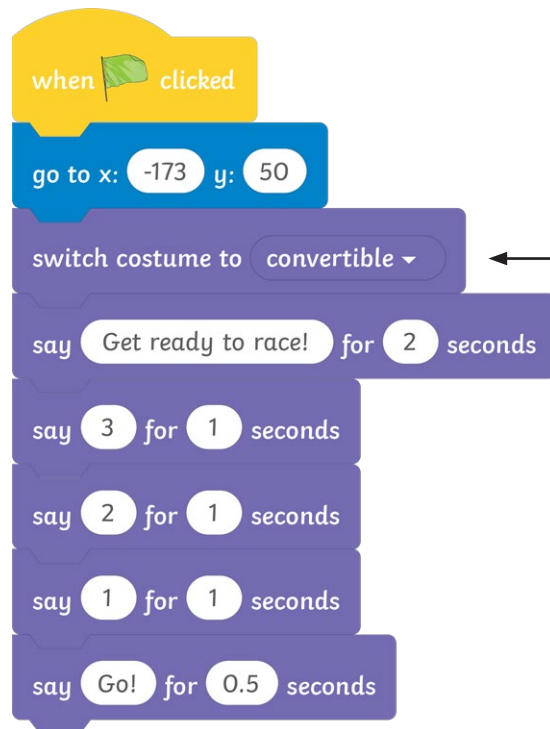
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Race to the Finish

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Getting Started: You should already have your racetrack backdrop, **Car 1** sprite and algorithm completed, as well as your new **Car 2** sprite added.

1. How do I begin the code for the Car 2 sprite?

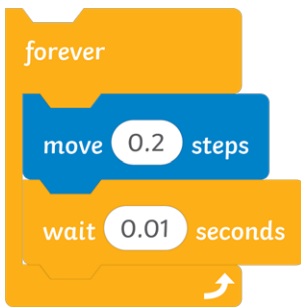


The name of the **Costume** may differ to the name of the sprite. You may wish to change the name of the **Car 2** sprite's **Costumes** in the **Costumes** tab.

- A **when green flag clicked** block needs to be added to start the algorithm for this sprite.
- Drag **Car 2** to its starting position on the track and snap in the position **go to** block underneath.
- Add a **switch costume to** block.
- Add a **say for 2 seconds** block that tells the player to get ready for the race.
- Add three more **say for 1 seconds** blocks that countdown to the start of the quiz.
- Add a **say Go! for 0.5 seconds** block.

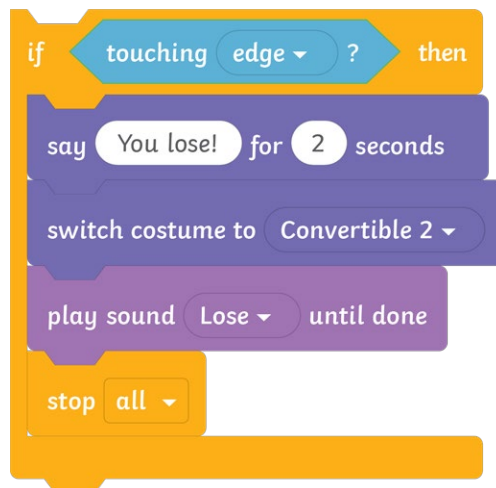
Top Tip: Remember, only when you have dragged the sprite to a position, will the correct coordinates show in the **go to Motion** block.

2. How do I make the new sprite move?



- Add a **forever** block.
- Snap a **move 0.2 steps** block inside.
- Snap a **wait** block underneath.

3. How do I make Car 2 say something and switch Costume when it reaches the end of the race?



- Add an **If...then...** block underneath the **wait** block, but inside the **forever** loop.
- Nest a **touching edge** block inside the hexagonal space of the **if** block.
- Add a **say You lose! for 2 seconds** block.
- Snap a **switch costume** block underneath and choose a different **Costume** from the drop-down bar.
- Snap in a **play sound until done** block.
- Add a **stop all** block underneath.

Top Tip: Remember to choose sounds from the sound library for other sounds to appear in the drop-down menu of the **play sound until done** block.

4. How do I add sound to my backdrop?

The screenshot shows the Scratch interface. On the left is the Sprite area with two 'Convertible' car sprites. In the center is the Stage area with a black and white checkered backdrop. On the right is the Code Area with the following blocks: a yellow 'when green flag clicked' block, an orange 'wait 5.5 seconds' block, an orange 'forever' loop block, and a purple 'play sound Video Game 1 until done' block nested inside the 'forever' loop.

- Select the backdrop and add a **when green flag clicked** block into the **Code Area**.
- Snap a **wait 5.5 seconds** block underneath.
- Add a **forever** block.
- Snap a **play sound until done** block inside.

Challenge:

- Can you make the **Car 2** sprite travel faster or slower?

Race to the Finish

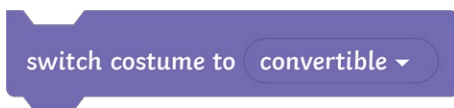
To add additional features to complete a multiplication quiz.
To review a multiplication quiz.



Getting Started: You should already have your racetrack backdrop, **Car 1** sprite and algorithm completed, as well as your new **Car 2** sprite added.

Some useful blocks have been provided for you.

1. How do I begin the code for the Car 2 sprite?



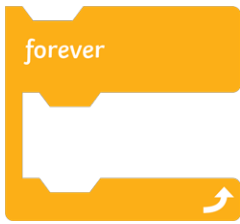
The name of the **Costume** may differ to the name of the sprite. You may wish to change the name of the **Car 2** sprite's **Costumes** in the **Costumes** tab.



- A **when green flag clicked** block needs to be added to start the algorithm for this sprite.
- Drag the new sprite to its starting position on the track and snap in the position **go to** block underneath.
- Add a **switch costume to** block.
- Add a **say** block for 2 seconds that tells the player to get ready for the race.
- Add three more **say for 1 seconds** blocks that countdown to the start of the quiz.
- Add a **say Go! for 0.5 seconds** block.

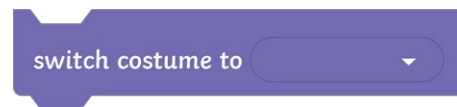
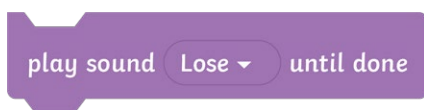
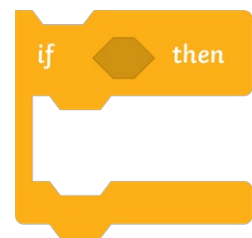
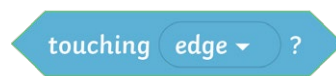
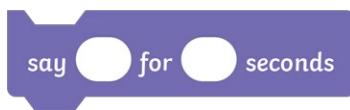
Top Tip: Remember, only when you have dragged the sprite to a position, will the correct coordinates show in the **go to Motion** block.

2. How do I make the new sprite move?



- Add a **forever** loop block.
- Snap a **move 0.2 steps** block inside.
- Snap a **wait** block underneath.

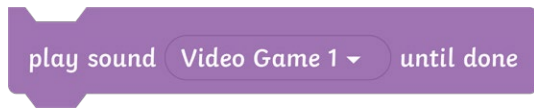
3. How do I make Car 2 say something and switch Costume when it reaches the end of the race?



- Add an **If...then...** block underneath the **wait** block, but inside the **forever** loop.
- Nest a **touching edge** block inside the hexagonal space of the **if** block.
- Add a **say You lose! for 2 seconds** block.
- Snap a **switch costume** block underneath and choose a different **Costume** from the drop-down bar.
- Snap in a **play sound until done** block.
- Add a **stop all** block underneath.

Top Tip: Remember to choose sounds from the sound library for other sounds to appear in the drop-down menu of the **play sound until done** block.

4. How do I add sound to my backdrop?



- Select the backdrop and add a **when green flag clicked** block into the **Code Area**.
- Snap a **wait 5.5 seconds** block underneath.
- Add a **forever** block.
- Snap a **play sound until done** block inside.

Challenges:

- Can you make the **Car 2** sprite travel faster or slower?
- Can you design and switch to new a backdrop if the player wins the race?

Top Tip: You can use the **hide** block in both of the sprites' algorithms to make them disappear when the new backdrop appears.

Race to the Finish

To add additional features to complete a multiplication quiz.
To review a multiplication quiz.



Getting Started: You should already have your racetrack backdrop, **Car 1** sprite and algorithm completed, as well as your new **Car 2** sprite added.

Some useful blocks have been provided for you.

1. How do I begin the code for the Car 2 sprite?

- A **when green flag clicked** block needs to be added to start the algorithm for this sprite.
- Drag **Car 2** to its starting position on the track and snap in the position **go to** block underneath.
- Add a **switch costume to** block.
- Add a **say** block that tells the player to get ready for the race.
- Add more **say** blocks for a second each, counting down to the start of the quiz.

2. How do I make the new sprite move?

- Add a **forever** block.
- Snap a **move steps** block and type a value inside.
- Snap a **wait** block underneath and enter a value in the blank, editable space.

3. How do I make Car 2 say something and switch Costume when it reaches the end of the race?

- Add an **If...then...** block underneath the **wait** block, but inside the **forever** loop.
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Challenges:

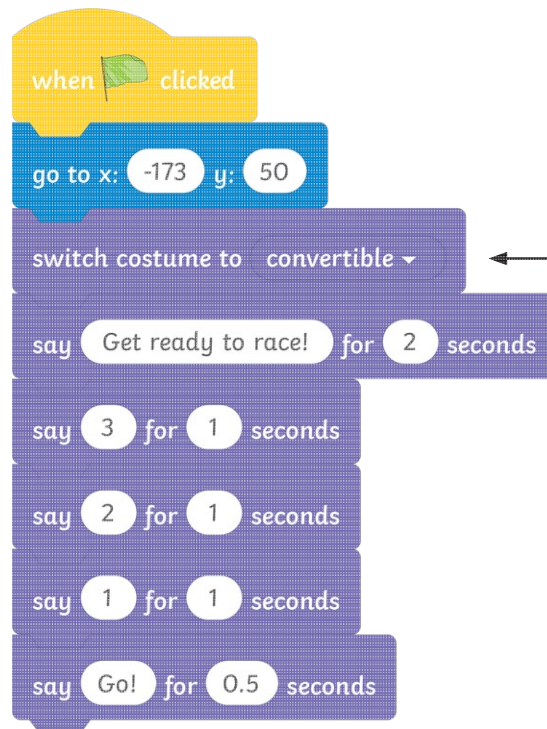
- Can you make the **Car 2** sprite travel faster or slower?
- Can you design and switch to new a backdrop if the player wins the race?
- Can you add a third sprite that can act as the host?

Race to the Finish

To add additional features to complete a multiplication quiz.
To review a multiplication quiz.

Getting Started: You should already have your racetrack backdrop, **Car 1** sprite and algorithm completed, as well as your new **Car 2** sprite added.

1. How do I begin the code for the Car 2 sprite?

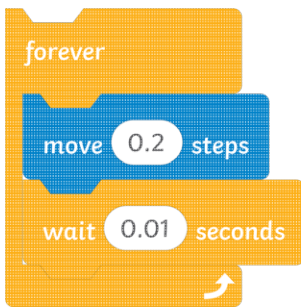


The name of the **Costume** may differ to the name of the sprite. You may wish to change the name of the **Car 2** sprite's **Costumes** in the **Costumes** tab.

- A **when green flag clicked** block needs to be added to start the algorithm for this sprite.
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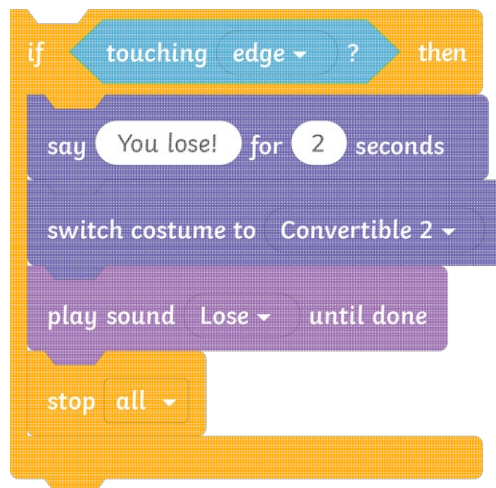
Top Tip: Remember, only when you have dragged the sprite to a position, will the correct coordinates show in the **go to Motion** block.

2. How do I make the new sprite move?



- Add a **forever** block.
- Snap a **move 0.2 steps** block inside.
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3. How do I make Car 2 say something and switch Costume when it reaches the end of the race?



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4. How do I add sound to my backdrop?

The screenshot shows the Scratch Stage area. On the left, the Sprite area is visible with two car sprites. The Stage area shows a backdrop with a checkered pattern. To the right of the Stage, a code block stack is shown, consisting of a yellow 'when green flag clicked' block, an orange 'wait 5.5 seconds' block, an orange 'forever' loop block, and a purple 'play sound Video Game 1 until done' block nested inside the loop.

- Select the backdrop and add a **when green flag clicked** block into the **Code Area**.
- Snap a **wait 5.5 seconds** block underneath.
- Add a **forever** block.
- Snap a **play sound until done** block inside.

Challenge:

- Can you make the **Car 2** sprite travel faster or slower?

Race to the Finish

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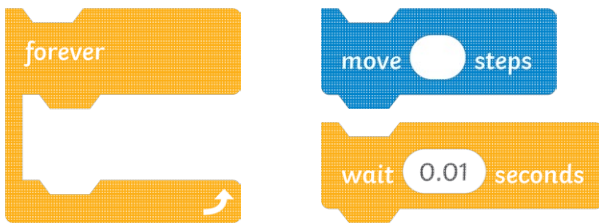
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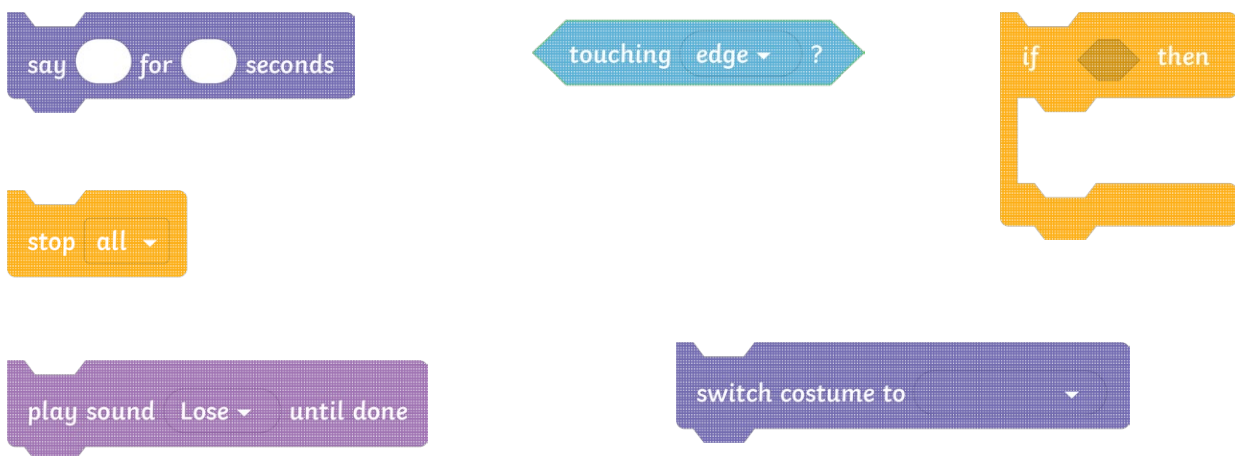
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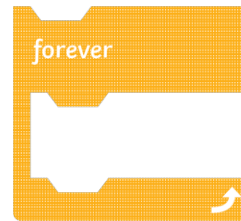
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Rate the Quiz

What was your favourite part of the quiz?

What features did the quiz have that made it interesting?

Are there any ways this quiz could be made even more exciting?

How many stars would you give this quiz? ☆☆☆☆☆

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Coding with Scratch: Questions and Quizzes | Race to the Finish

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