



Time Allowed: 1hr 30 mins

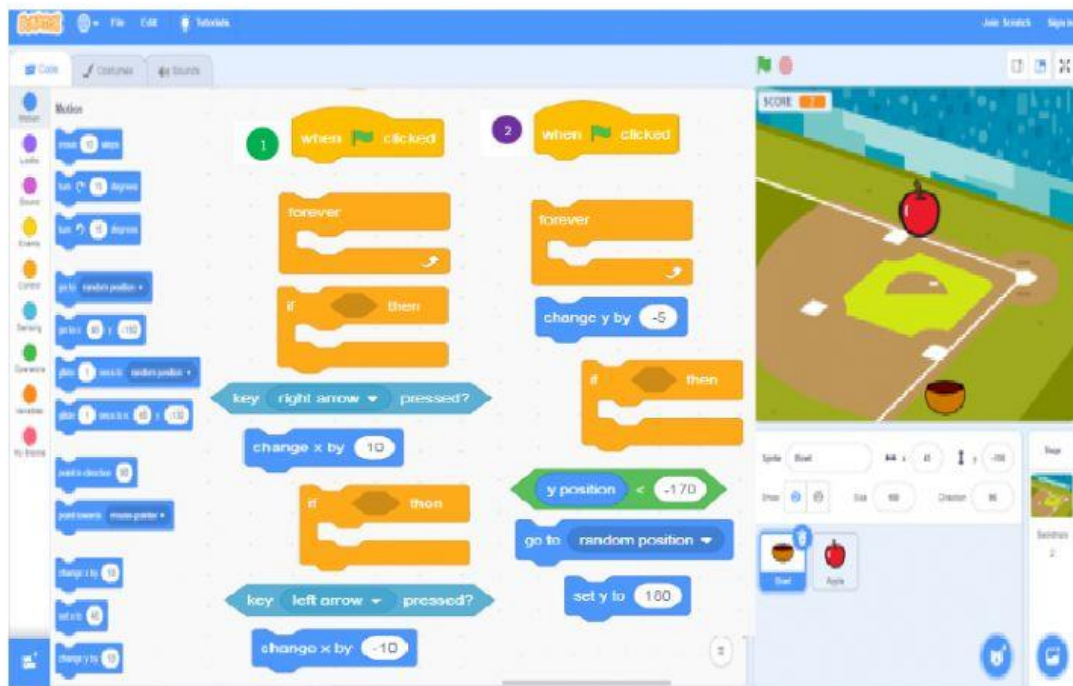
Name:

SECTION B PRACTICAL

INSTRUCTION: MAKE A CATCH GAME IN SCRATCH

You are expected to develop a catch game where objects are falling from the sky and you catch them to score points using scratch programming code below.

Look carefully at the order of arrangement of the blocks of code below in other to drag and drop the scratch code respectively.



1

change x by 10

forever

if then

key left arrow pressed?

change x by -10

if then

key right arrow pressed?

when clicked

2

change y by -5

forever

when clicked

go to random position

y position < -170

if then

set y to 100