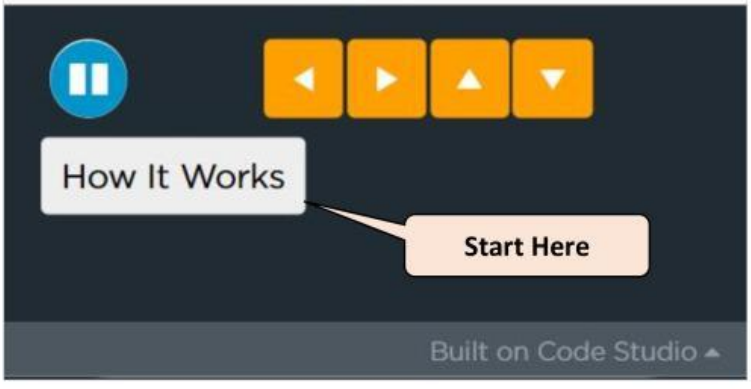
Project 16

DP EDUCATION

Coding School





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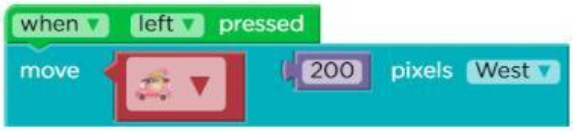
❖ Add background as below by set background.



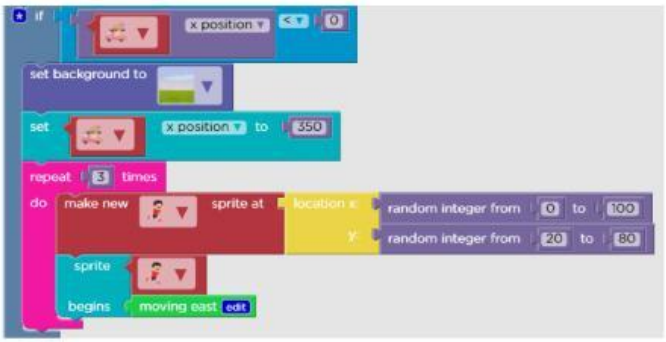
❖ Add an image of an ice cream van using Make new sprite and adjust its size to 200.



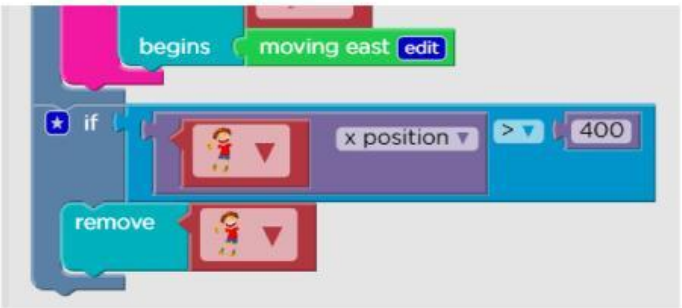
❖ When the left arrow key is clicked, the ice cream van should move 200 pixels to the west.



❖ When the X position of the ice cream van is less than 0, the background should change and the X position of the ice cream van should be set to 350 again. Set a child sprite so that the X value is between 0 and 100 and the Y value is between 20 and 80. The child should move in the east direction. Here, instead of one child, use the repeat do blocks to add three children. Give its value as 3.



❖ When the X position of the kid with the ice cream is greater than 400, the sprite of the kid with the ice cream should disappear. For that, apply another If condition below the previously applied If condition.



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❖ When the child touches the ice cream van, use the following blocks to transform the child into a child holding an ice cream.



❖ This process continues when the ice cream van moves by repeatedly clicking the left arrow key.

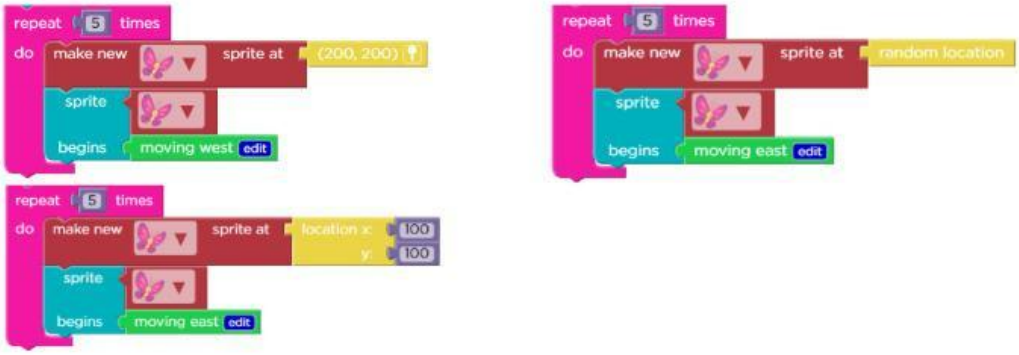


Select the correct answer.

1. Which is the block related to setting the butterfly's X position to 20?



2. What are the blocks related to 5 butterflies flying east?



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3. 

What does this block do?

The walking bird changes into the flying bird.

The flying bird changes into the walking bird.

A bird traveling west travels north.

4. When the dog's X position is greater than 50, what blocks are related to making the dog smaller and invisible?







5. What are the blocks related to creating a project to join a spider and keep the spider moving northward?







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