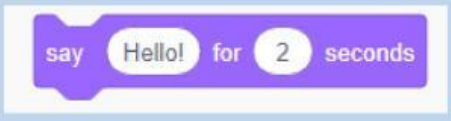
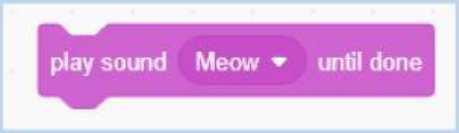
Matching blocks with command question

1. **Event or trigger**



2. **Sound**



3. **Control**

4. **Looks**

5. **Operators**

LIVEWORKSHEETS