

Thứ .... ngày .... tháng .... năm 2024

Học sinh: .....

Lớp : .....

**1. Building blocks in Scratch includes many categories, for example, Motion, Looks, Sound, Events. Which category does the following block belong to?**

- A. Motions
- B. Events
- C. Operators
- D. Sensing
- E. Control



**3. Which of the following is a motion block?**

- A. glide 1 secs to x: 0 y: 0
- B. go forward ▾ 1 layers
- C. when green flag clicked
- D. stop all ▾
- E. None of the above

**5. The following is an empty "if" control block, blocks of which following categories can be expected to be filled in ?**

- A. Motion
- B. Events
- C. Operators
- D. Variables
- E. Control



**8. Building blocks in Scratch are divided into many categories, for example, Motion, Events, Operators. Which category does the following block belong to?**

- A. Motion
- B. Events
- C. Operators
- D. Sensing
- E. Control

## PHIẾU ÔN TẬP HKICO – SCRATCH BUỔI 2

**2. Which of the following is a blocks category present by default?**

- A. Looks
- B. Reaction
- C. Customization
- D. Maths
- E. None of the above

**4. is a \_\_\_\_\_ block?**

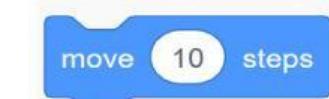
- A. Hat
- B. Motion
- C. Time
- D. Conditional
- E. None of the above

**6. Which block is used for starting an algorithm?**

- A. repeat 10
- B. move 10 steps
- C. wait 1 seconds
- D. when green flag clicked

**7. A bubble generated from a "Say ()" block will stay until \_\_\_\_\_?**

- A. waiting for 5 seconds
- B. Sprite moved
- C. another speech block activated
- D. Any of the above
- E. None of the above



9. The following is an empty “repeat until” control block, blocks of which following categories can be expected to be filled in

- A. Motions
- B. Looks
- C. Events
- D. Sensing
- E. Variables

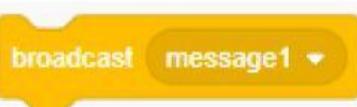


11. Which block will give the sprite a location to start from when placed at the start of your code?

- A. Move
- B. Switch Costume
- C. Go To
- D. Show
- E. Hide

13. Which group of blocks includes the “Broadcast” block?

- A. Motion
- B. Events
- C. Control
- D. Looks
- E. Sound



15. “wait until” block can be replaced by?

- A.

- B.

- C.

- D.



- E. None of the above

16. The block below can be fit into which of the following?



- A.

- B.

- C.

- D.

- E. None of the above

10. Building blocks in Scratch are divided into many categories, for example, Motion, Events, Operators. Which category does the following block belong to?

- A. Motions
- B. Events
- C. Operators
- D. Sensing
- E. Control



12. How do you create a loop in scratch?

- A. Use a cat sprite
- B. Use a repeat block
- C. Snap a block
- D. Use a backdrop
- E. None of the above

14. I go to add a script to my character and find that my blocks have disappeared. Why is this?

- A. Scratch Malfunctioned
- B. I have stage selected
- C. I have exceeded the block limit
- D. All of the above
- E. None of the above