Edison Schools
Innovation For Life

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

Học sinh: ……

Lớp :.....

PHIẾU ÔN TẬP

HKICO – SCRATCH BUỔI 5

Motion blocks: Motion in Scratch

1. It is one of the ten categories of Scratch blocks. They are color-coded medium-blue and are used to control a sprite's movement. They are available only for sprites.

A. Motion Blocks B. Control Blocks C. Sensing Blocks D. Events Blocks

2. This block moves its sprite forward the specified amount of steps in the direction it is facing.

A. 

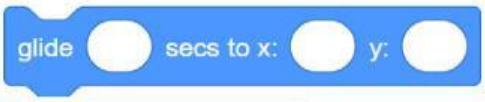
B. 

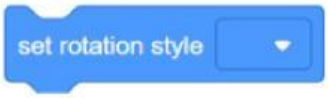
C. 

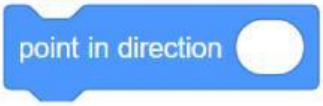
D. 

3. These blocks turn their sprite the specified amount of degrees clockwise or counter-clockwise (depending on which block is used); this changes the direction the sprite is facing.

A. 

B. 

C. 

D. 

4. This block sets its sprite's X and Y position to that of the mouse-pointer, an arbitrary coordinate, or another sprite.

A. 

B. 

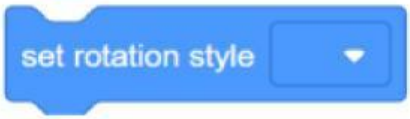
C. 

D. 

5. This block sets its sprite's X and Y position to the specified amounts.

A. 

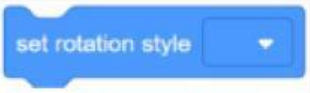
B. 

C. 

D. 

6. What's block would change the "Rotation Style" of the sprite in project?

A. 

B. 

C. 

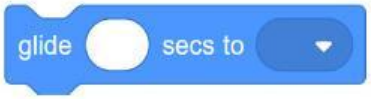
D. 

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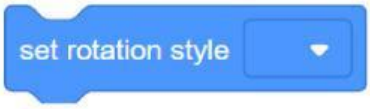
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7. This block moves its sprite at a steady pace to the specified sprite or the mouse-pointer from a drop-down

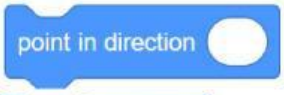
A. 

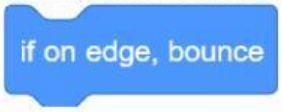
B. 

C. 

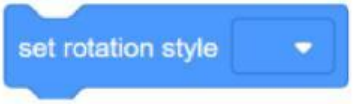
D. 

8. This block points its sprite in the specified direction; this rotates the sprite.

A. 

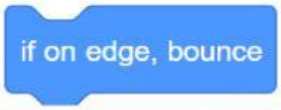
B. 

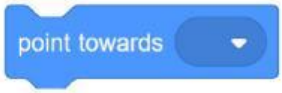
C. 

D. 

9. It is a motion block and a Stack block that points its sprite towards the mouse-pointer or the costume center of another sprite.

A. 

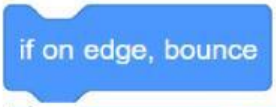
B. 

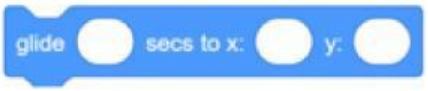
C. 

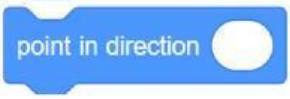
D. 

10. This block checks to see if its sprite is touching the edge of the screen.

A. 

B. 

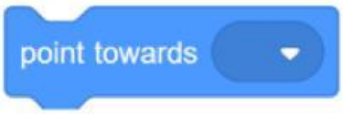
C. 

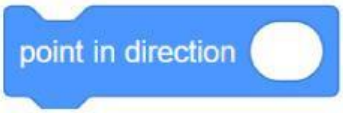
D. 

11. Which of the following is NOT a relative motion block?

A. 

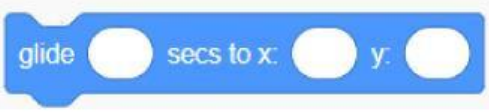
B. 

C. 

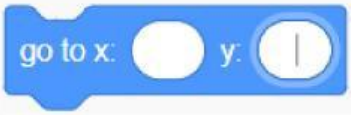
D. 

12. Which of the following is NOT considered as an absolute motion block?

A. 

B. 

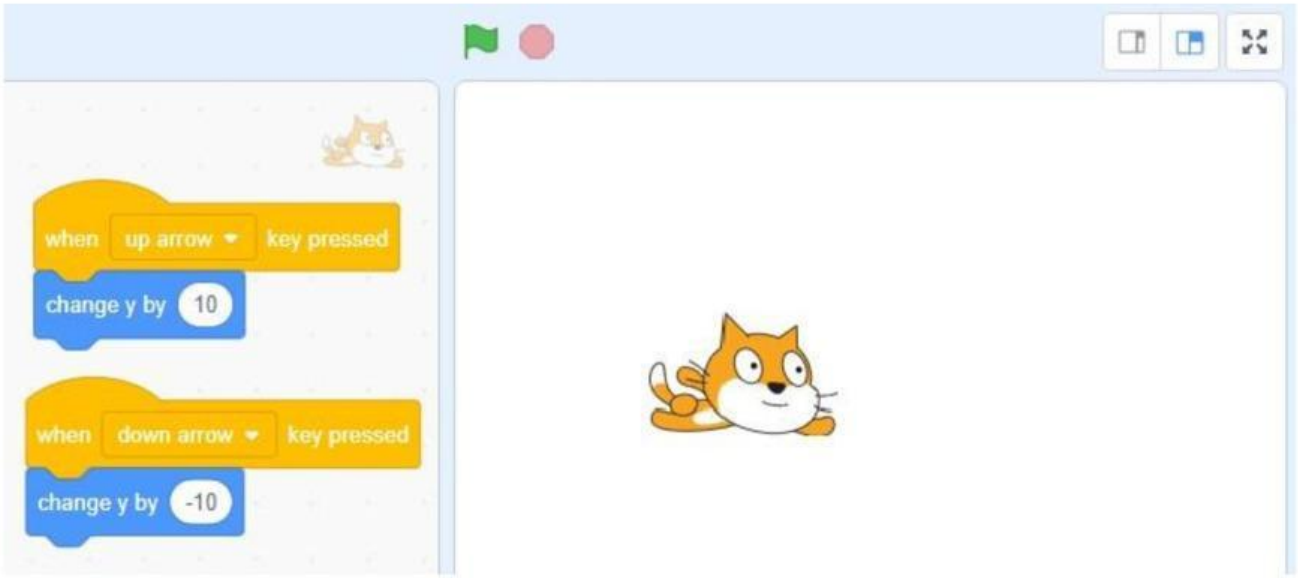
C. 

D. 

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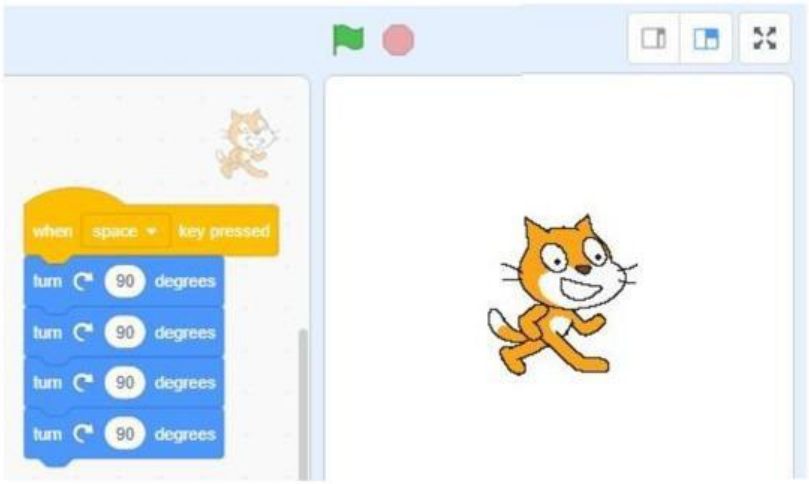
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13. Given the following script and scene. When up arrow key is pressed, the sprite Cat would move up. When down arrow key is pressed, the sprite Cat would move down. (Assume the green flag is clicked). Why doesn't it work?



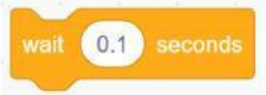
A. "Change y" should be replaced by "Change x".
B. Change y by 10 is too small.
C. Change y by -10 is too small.
D. Up arrow/Down arrow should be pressed.
E. None of the above.

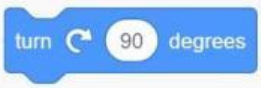
14. Referring to the script and scene below. The Scratch Cat should do a flip when the space key is pressed. But when the space key is pressed, nothing happens! How do we fix the program?



A. The program needs a 

to start.

B. 

should be put after each 

so there is a tiny pause in each move.

C. 

should be put in the loop.

D. All of the above.
E. None of the above.

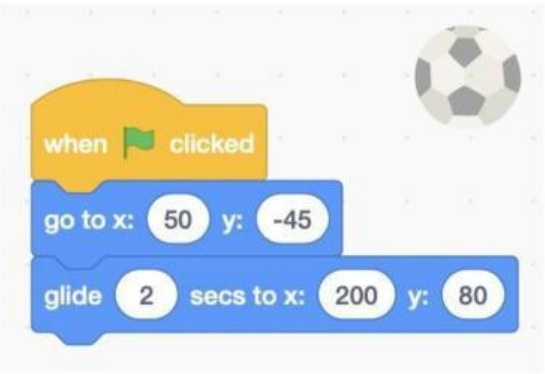
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15. Refer to the following scene and the scripts for the sprite "Cat" and sprite "soccer ball" for below question.

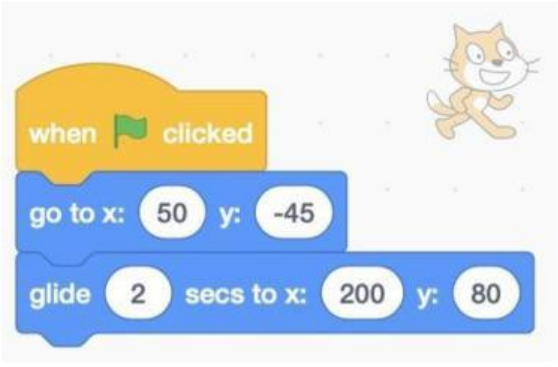


Which of the following is the correct script for the soccer ball sprite, so that the soccer ballgoes to (200, 80) after the green flag is clicked?

A.



B.



C.



D.



16. Refer to the following script:



Which of the following location is final location?

A. (120, 20)
B. (50, 60)
C. (76, 99)
D. (0, 0)
E. None of the above

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