Edison Schools
Innovation For Life

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

Học sinh: .....

Lớp :.....

PHIẾU ÔN TẬP
HKICO – SCRATCH BUỔI 6

Loops, conditional blocks in Scratch

1. Which of the following blocks would repeat a code until a certain condition was met?

A. 

B. 

C. 

D. 

2. What would the following block say?

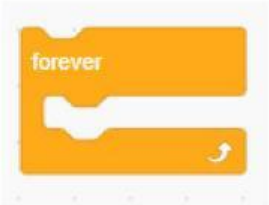


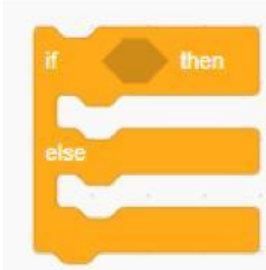
A. Help!!
B. Help!
C. HELP!!
D. It would not say anything

3. Which of the following blocks are loops?

A. 

B. 

C. 

D. 

E. A, B and C

4. What does this block do?



A. Repeat the code forever
B. Repeat the code 2 times
C. Repeat the code until touching the sprite
D. None of the above

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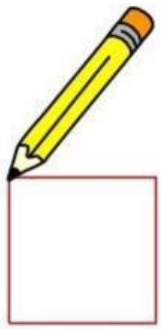
5. Given the following scene. How long would the sprite Bat gradually glide from (0, 0) to (-50, 100)?



A. 1 second
B. 10 seconds
C. 2 seconds
D. 20 seconds
E. None of the above

6. To draw the square as shown, we need to fill 1 and 2 respectively:





A.


B.


C.


D.

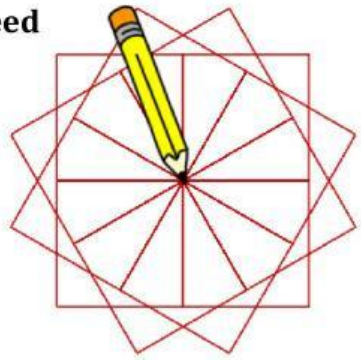

E.


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Refer to the following scene for questions 7- 8.

7. How many loops do you need to draw the above figure?



A. 9 loops
B. 10 loops
C. 11 loops
D. 12 loops
E. 13 loops

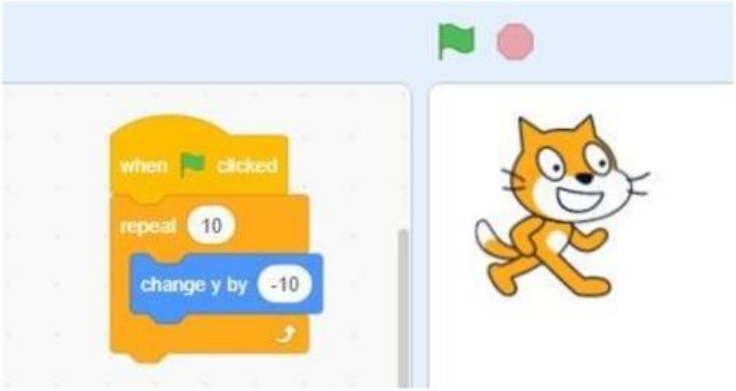
8. How many degrees dose the square rotate?

A. 10 degrees
B. 20 degrees
C. 30 degrees
D. 40 degrees
E. None of the above

9. What is a loop?

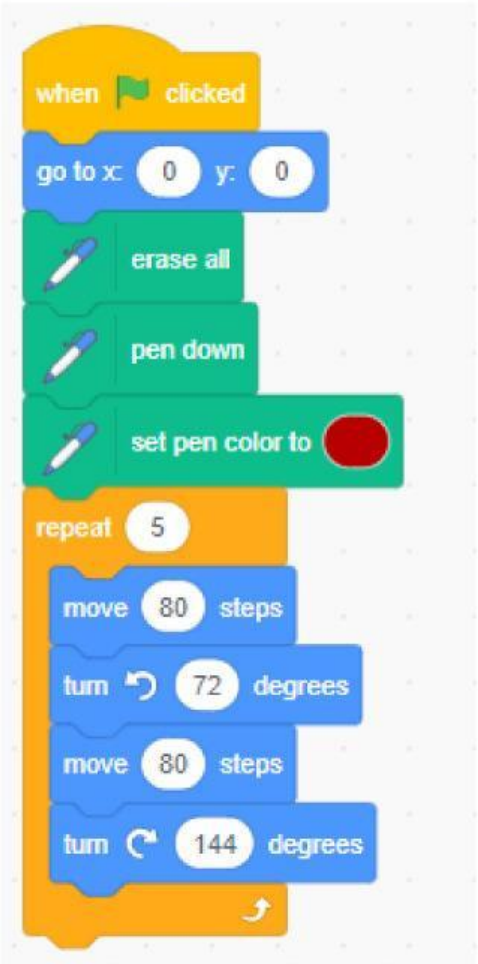
A. Starting the program
B. Ending the program
C. Allows something to be repeated
D. None of the above

10. Referring to the script and scene below. When the flag is clicked, what will happen?



A. Go up
B. Go down
C. Go right
D. Go left
E. None of the above

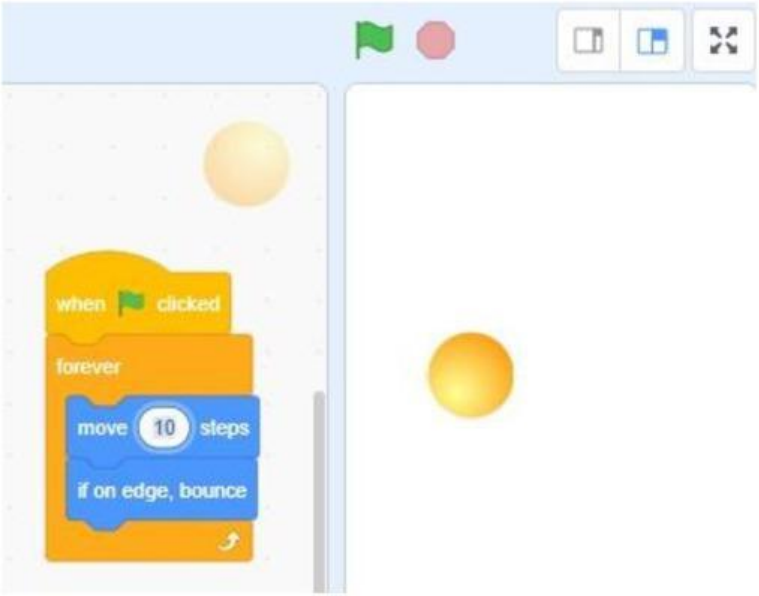
11. What is the expected picture on the stage?



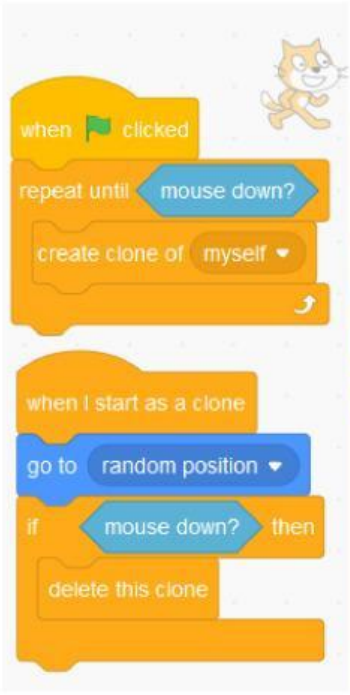
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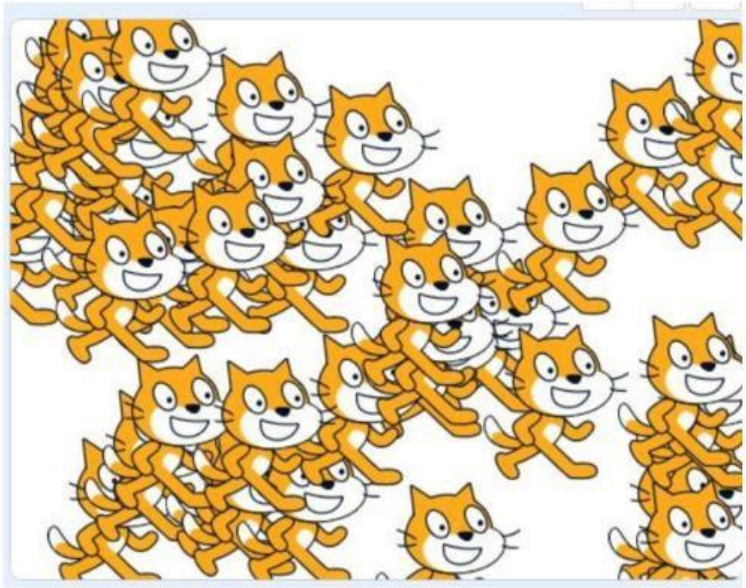
12. Given the following scene. What is the ball position after clicking the green flag?

A. The ball would move forever 10 steps and jump.
B. The ball would move forever 10 steps and go down.
C. The ball would move if on edge, bounce.
D. The ball would move forever 10 steps and return.
E. None of the above.



13. Given the following script. The scene is what happened after clicking the green flag, then clicking mouse on the scene:





Why are not all the clones deleted after going to random positions?

A. 

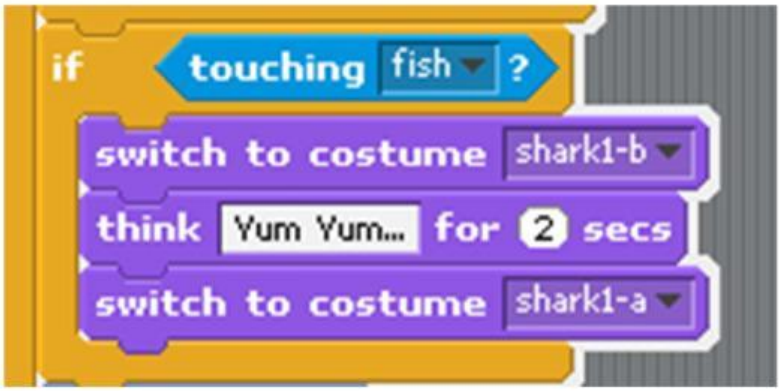
is not triggered by mouse down.
B. Mouse down is never triggered at all.
C. There are too many clones.
D. Each clone should be clicked on one by one to delete it.
E. "If" block only checks the moment clone is spawn.

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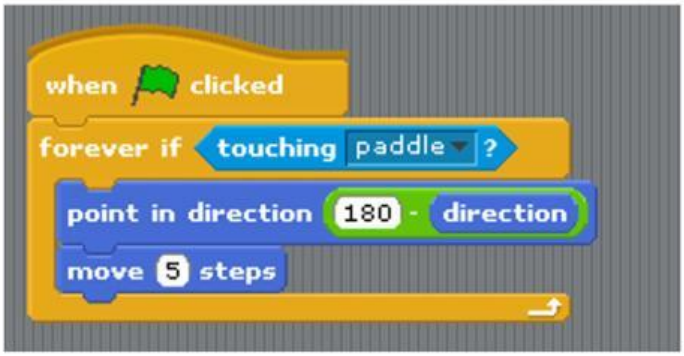
14. When would the condition statement be true?

A. When the shark eats the fish
B. When the shark thinks "Yum Yum..."
C. When the fish get ready to be eaten
D. When the shark touches the fish
E. None of the above



16. What in this picture is the condition?

A. When flag clicked
B. Touching paddle
C. Forever if
D. Move 5 steps
E. None of the above



16. Why won't this code continuously move the sprite when clicking the directional arrows?

A. The "if" statements need to be inside a "forever" block
B. The "point in directions" values need to change
C. The "move 1 steps" commands need to be inside a "forever" block
D. Need a 2nd "point in direction" block after "move 1 step"
E. None of the above

Broken Code



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