

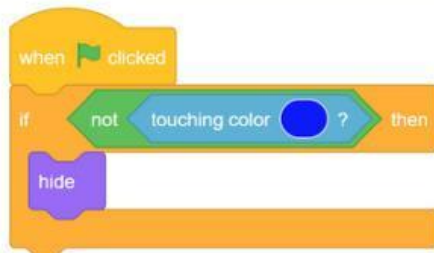
# >> Quiz

## Explorer2 : Lesson2



### Question 1 of 3

A project uses the **Crab** sprite and the **Jellyfish** sprite. The **Crab** sprite has this code:



What would need to happen for the **Crab** sprite to hide?



☐ The **Crab** sprite would need to touch the **Jellyfish**

☐ The **Crab** sprite would need to not be touching the colour blue

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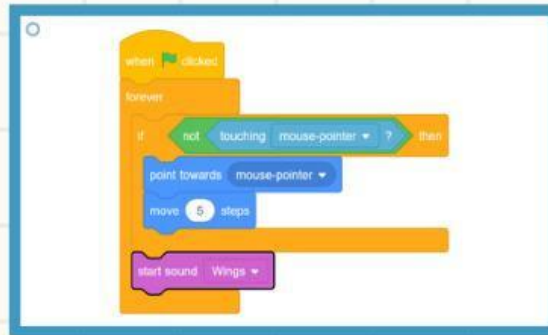
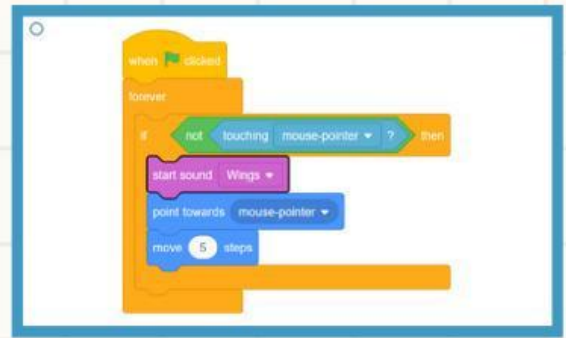
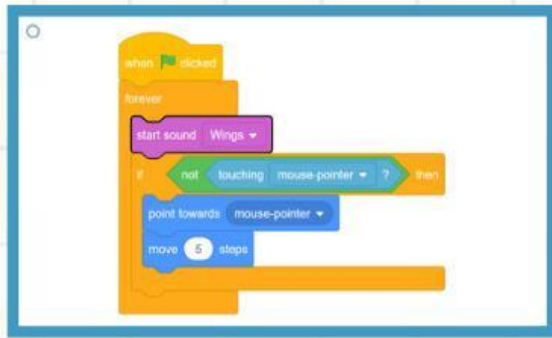
☐ The **Crab** sprite will always **hide** when the **flag is clicked**

### Question 2 of 3

You wrote code to make the dragonfly move only if it is **not touching** the mouse-pointer.

Where would you put a **start sound** block to make the dragonfly start a sound each time it moves?





### Question 3 of 3

In your project, you used **pick random** blocks to move the **Insect** sprite in a natural, unpredictable flying pattern.

Which **pick random** block could give the number **10**?

☐ pick random [0] to [9]

☐ pick random [20] to [100]

☐ pick random [1] to [50]

