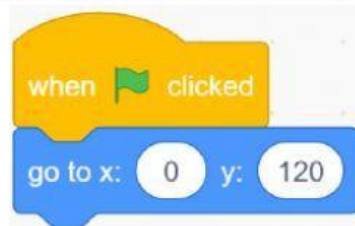


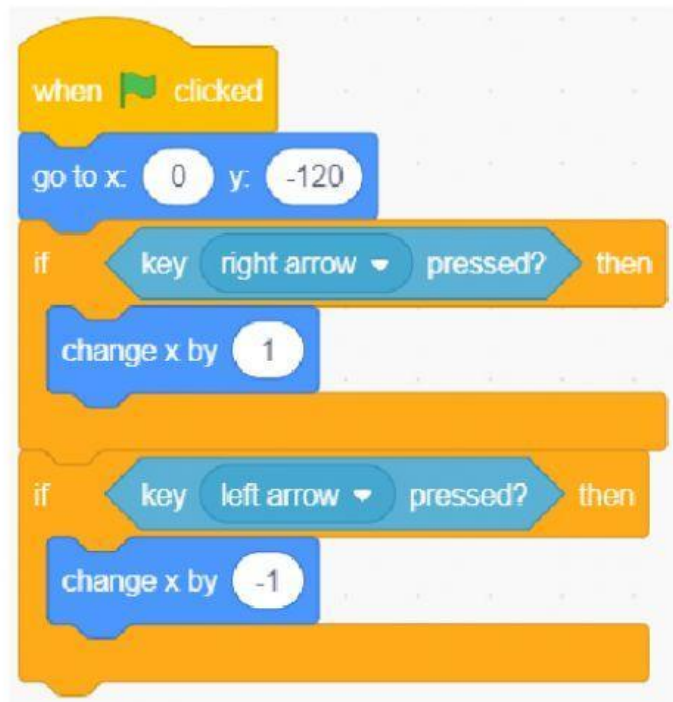
Scratch Review

Answer the following questions to check your understanding.
Choose the letter that best describes the answer.

1. I want my fish to be at the bottom of the background. But it did not move as intended. How can I fix it?

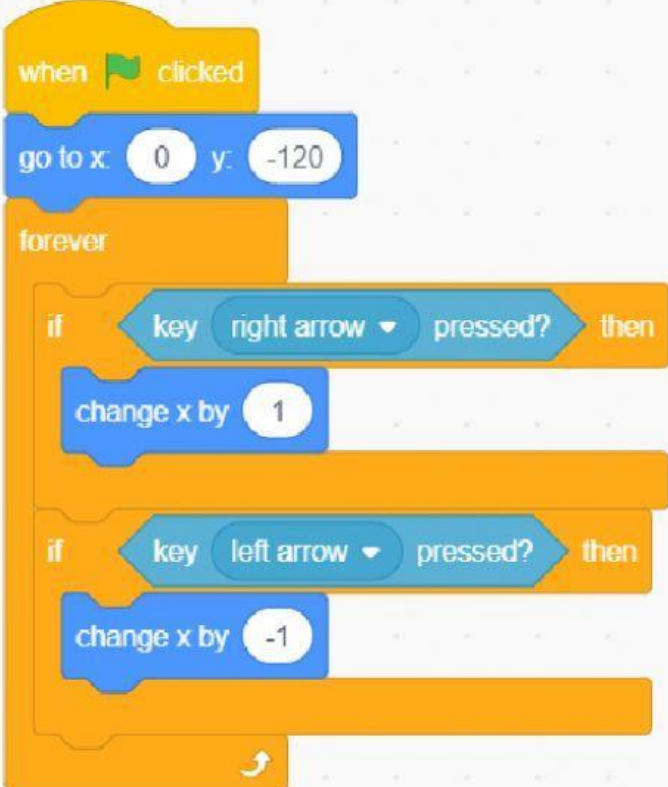


2. I want to run this script but my sprite does not move. How can I fix it?



Scratch Review

3. I want to run this script but my sprite moves too slow. How can I fix it?



```
when green flag clicked
  go to x: 0 y: -120
  forever loop
    if key right arrow pressed? then
      change x by 1
    if key left arrow pressed? then
      change x by -1
```

The script starts with a 'when green flag clicked' block. It then moves the sprite to x: 0 and y: -120. A 'forever' loop follows, containing two 'if' blocks. The first 'if' block checks if the 'right arrow' key is pressed; if true, it changes the x-coordinate by 1. The second 'if' block checks if the 'left arrow' key is pressed; if true, it changes the x-coordinate by -1.

4. Based on the script, how many chances will my fish sprite have in catching the food?

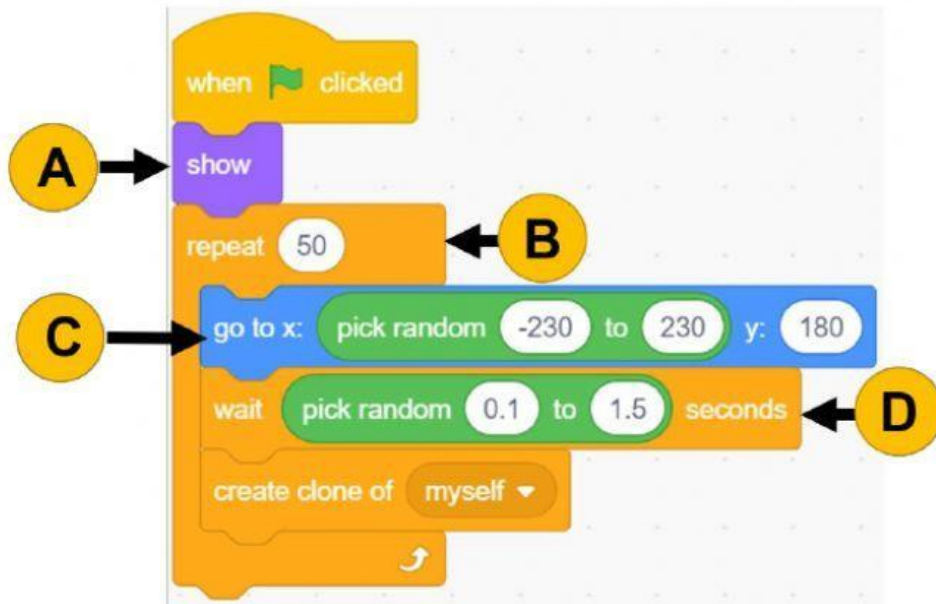


```
when green flag clicked
  show
  repeat 50
    go to x: pick random -230 to 230 y: 180
    wait pick random 0.1 to 1.5 seconds
    create clone of myself
```

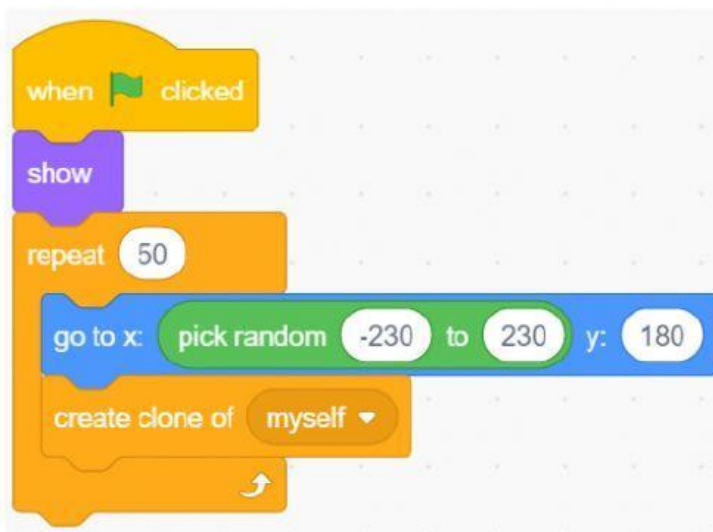
The script starts with a 'when green flag clicked' block, followed by a 'show' block. A 'repeat' block with a count of 50 contains three sub-blocks: 'go to x: pick random -230 to 230 y: 180', 'wait pick random 0.1 to 1.5 seconds', and 'create clone of myself'.

Scratch Review

5. Which part of the program allows the food to fall at irregular spots or locations?

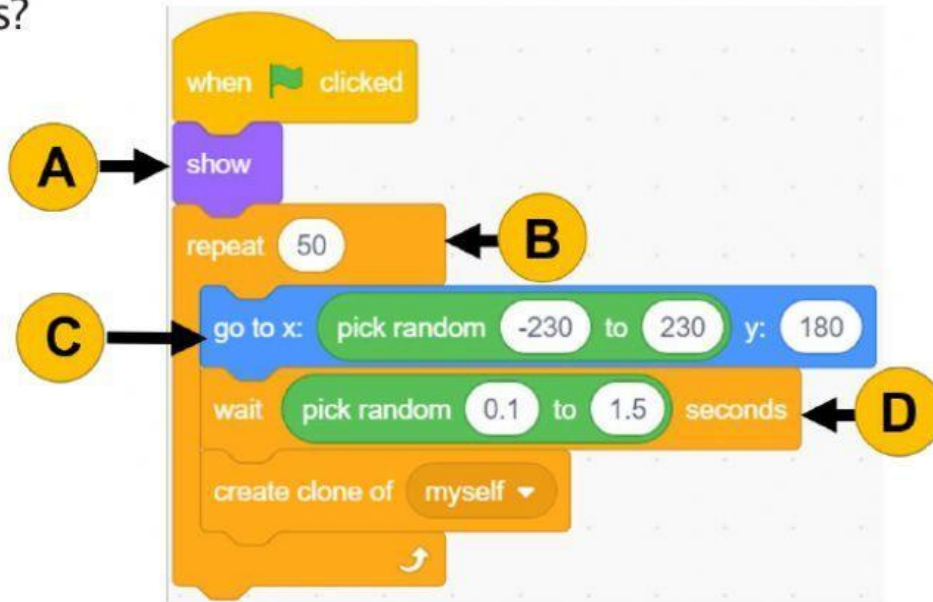


6. The food sprite cloned itself immediately after appearing, as shown in the picture. How can I fix it?



Check Your Knowledge Scratch Review

7. Which part of the program allows the food to fall at irregular times?



The code block for question 7 is as follows:

```

when green flag clicked
  show
  repeat (50)
    go to x: pick random (-230) to (230) y: 180
    wait pick random (0.1) to (1.5) seconds
    create clone of myself
  
```

Annotations: A points to 'show', B points to the 'repeat' block, C points to the 'go to x' block, and D points to the 'wait' block.

8. The food sprite did not disappear even after eating or missing it, as shown in the picture. How can I fix it?




The code block for question 8 is as follows:

```

when green flag clicked
  go to x: 0 y: -120
  forever
    if key right arrow pressed? then
      change x by 30
    if key left arrow pressed? then
      change x by -30
  
```

Scratch Review

9. What is the feature in Scratch 3.0 that allows a sprite to create a copy of itself while the project is running?

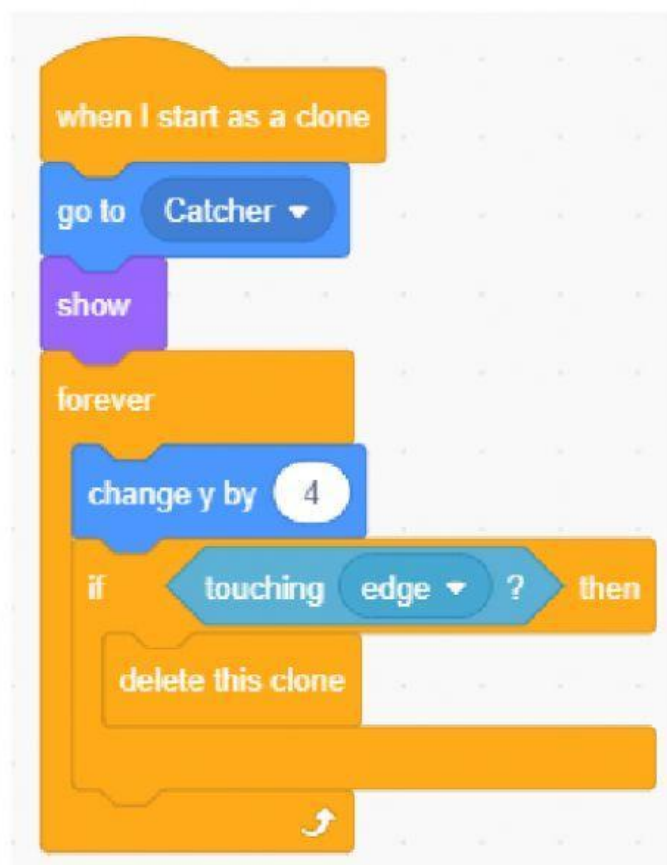
10. What happens when the clone touches the edge of the stage?



```
when green flag clicked
  forever loop
    move 10 steps
    if on edge, bounce
```



```
when space key pressed
  create clone of Donut
```



```
when I start as a clone
  go to Catcher
  show
  forever loop
    change y by 4
    if touching edge ? then
      delete this clone
```