



Time Allowed: 1hr 30 mins

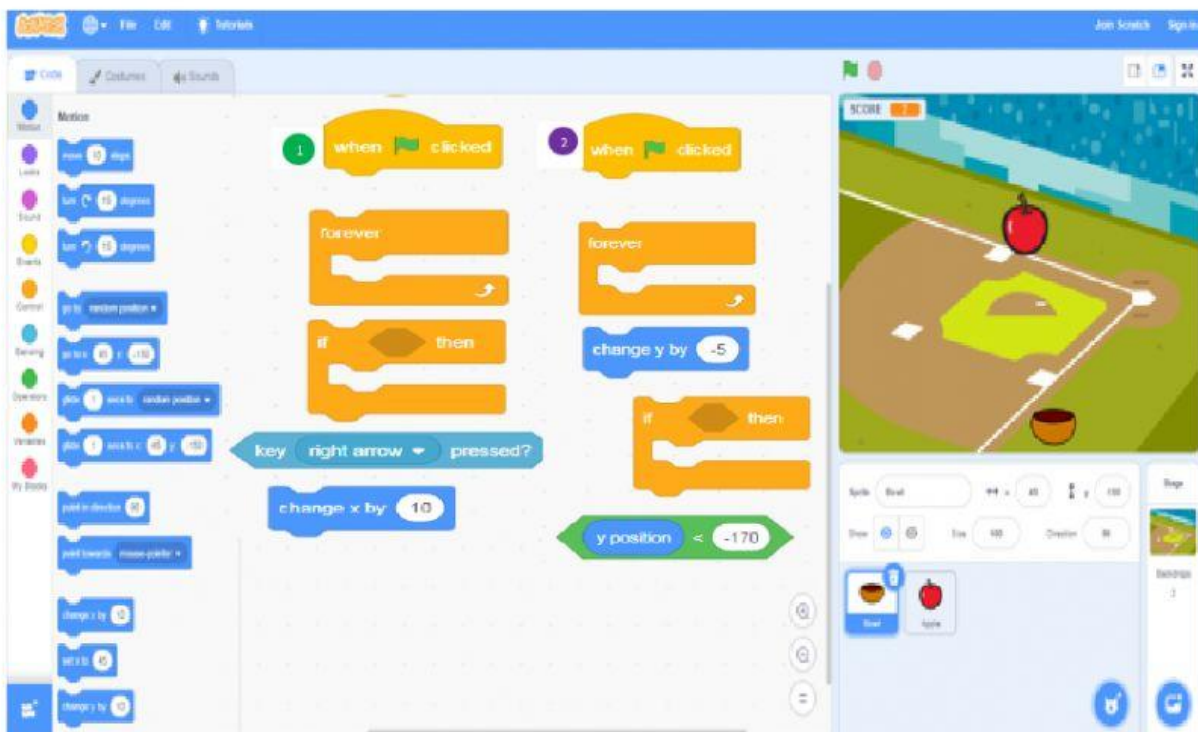
Name:

SECTION B PRACTICAL

INSTRUCTION: MAKE A CATCH GAME IN SCRATCH

You are expected to develop a catch game where objects are falling from the sky and you catch them to score points using scratch programming code below.

Look carefully at the order of arrangement of the blocks of code below in other to drag and drop the scratch code respectively.



1

change x by 10

forever

key right arrow pressed?

when green flag clicked

if then

2

forever

y position < -170

when green flag clicked

change y by -5

if then