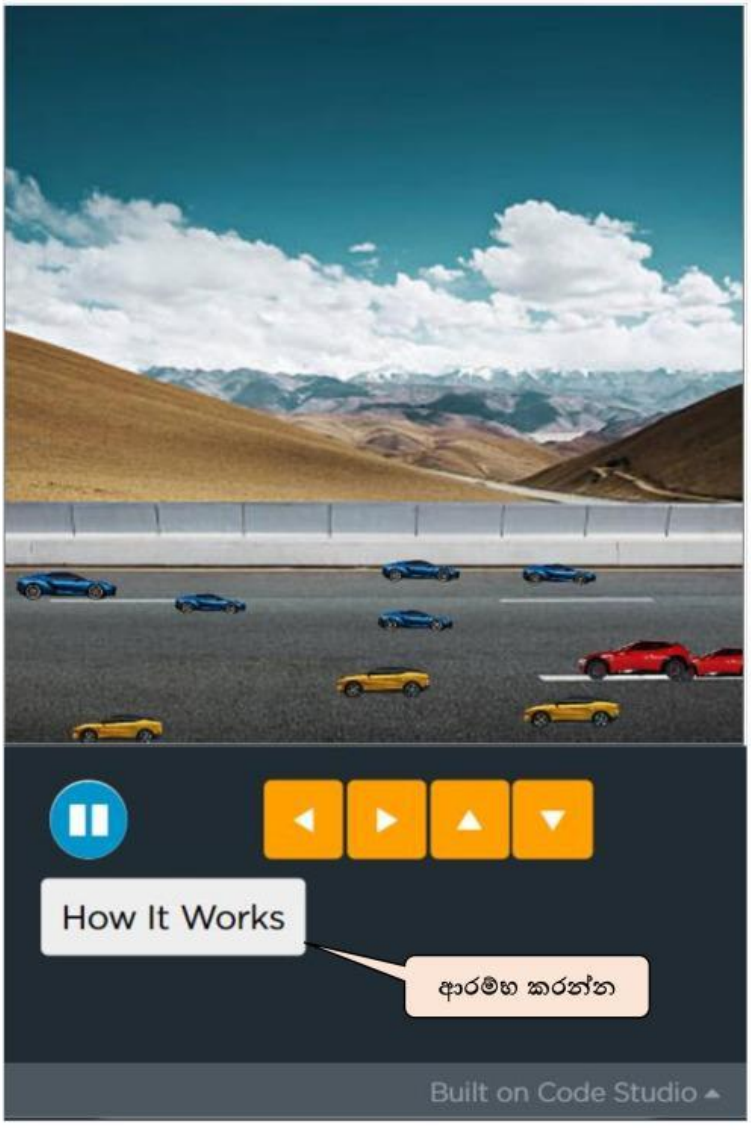
Project 19

DP EDUCATION

Coding School





LIVEWORKSHEETS

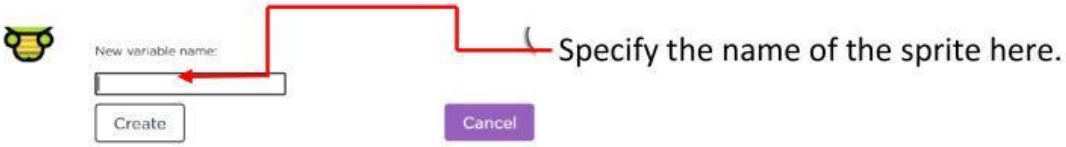
❖ You've got a background layer with a road as shown below.



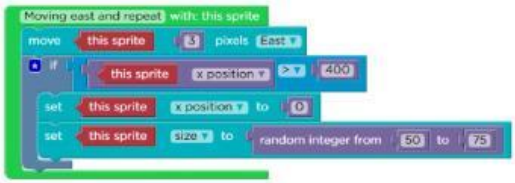
❖ Create a sprite named "blue car" as follows. Set X to 0 to 400 and Y to 100 to 65.



❖ To set the name of the sprite, click on the small arrow in front of the make a new sprite call block and select Rename this sprite..



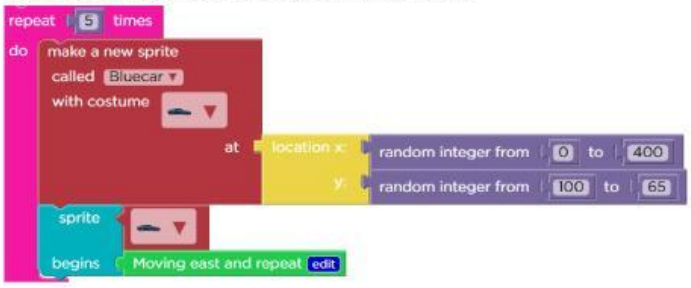
❖ Set a new behavior as Moving east and repeat as below.



❖ Then connect that behavior to the sprite begin block.



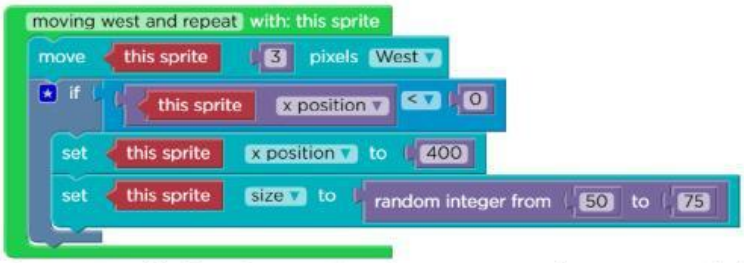
❖ As you need 5 blue cars moving in the east direction, put the above blocks into the repeat blocks as follows.



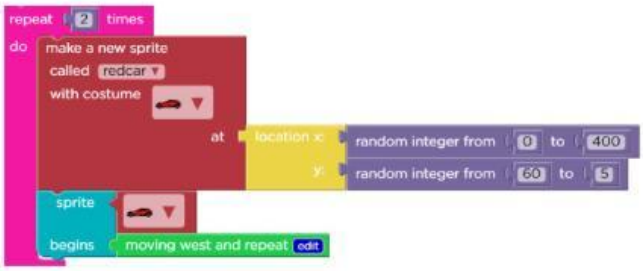
.

LIVEWORKSHEETS

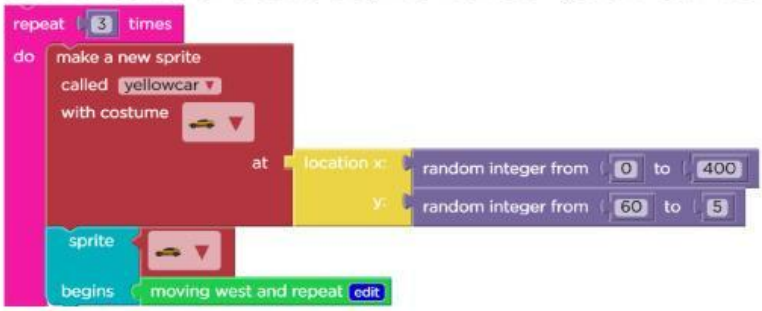
- As you need 5 blue cars moving in the east direction, put the above blocks into the repeat blocks as follows.
- Set a new behavior as Moving west and repeat as below.



- Set a new behavior as Moving west and repeat as below.



- Use the following blocks to make 3 yellow cars move in the same direction as the red cars. Create a sprite named "yellow car" for the yellow cars..



Choose the correct answer.

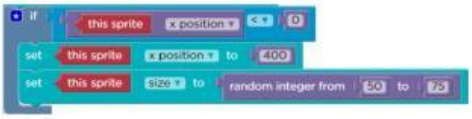
1.  what does it mean?

The value of X ranges from 0 to 400 and the value of Y ranges from 100 to 65.

The value of X ranges from 100 to 65 and the value of Y ranges from 400 to 0.

The value of X ranges from 0 to (-400) and the value of Y ranges from (-100) to 65.

LIVEWORKSHEETS

2. 

What does this mean/

When the X position of the respective sprite is 400, the X position is 0 should be less than and the size of that sprite was between 50 and 75 must be.

When the X position of the respective sprite is less than 0, the size of the sprite will be adjusted between 50 and 75 when the X position is 400.

When the X position of the respective sprite is greater than 0, the size of the sprite will be set between 50 and 75 when the X position is 400.

3. What blocks are used to move the yellow car?







4. What block have you used to make a sprite of a blue car appear on the screen?







5. What block is used to make the same sprite appear on the screen as several sprites?







LIVEWORKSHEETS