GLISTEN INTERNATIONAL ACADEMY JABI, ABUJA.
FIRST TERM EXAMINATION 2021/2022 SESSION
**CLASS:** YEAR TWO
**SUBJECT:** ICT

| OBJ: |
| --- |
| THEORY: |

Time Allowed: 1hr 30 mins

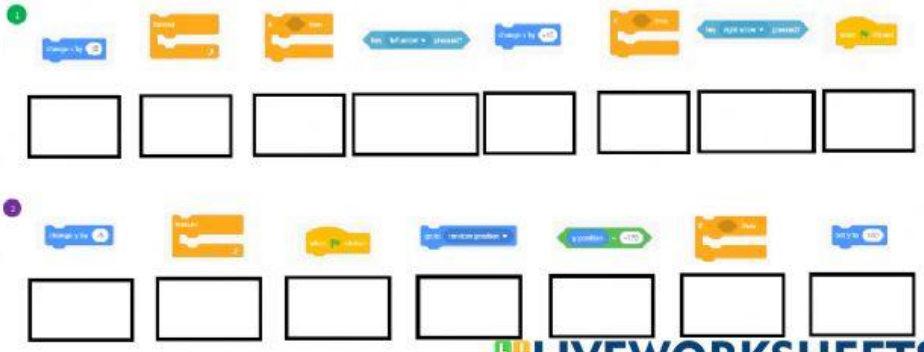
Name: .....

**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.**





LIVEWORKSHEETS