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

OBJ:
THEORY:

Time Allowed: 1hr 30 mins

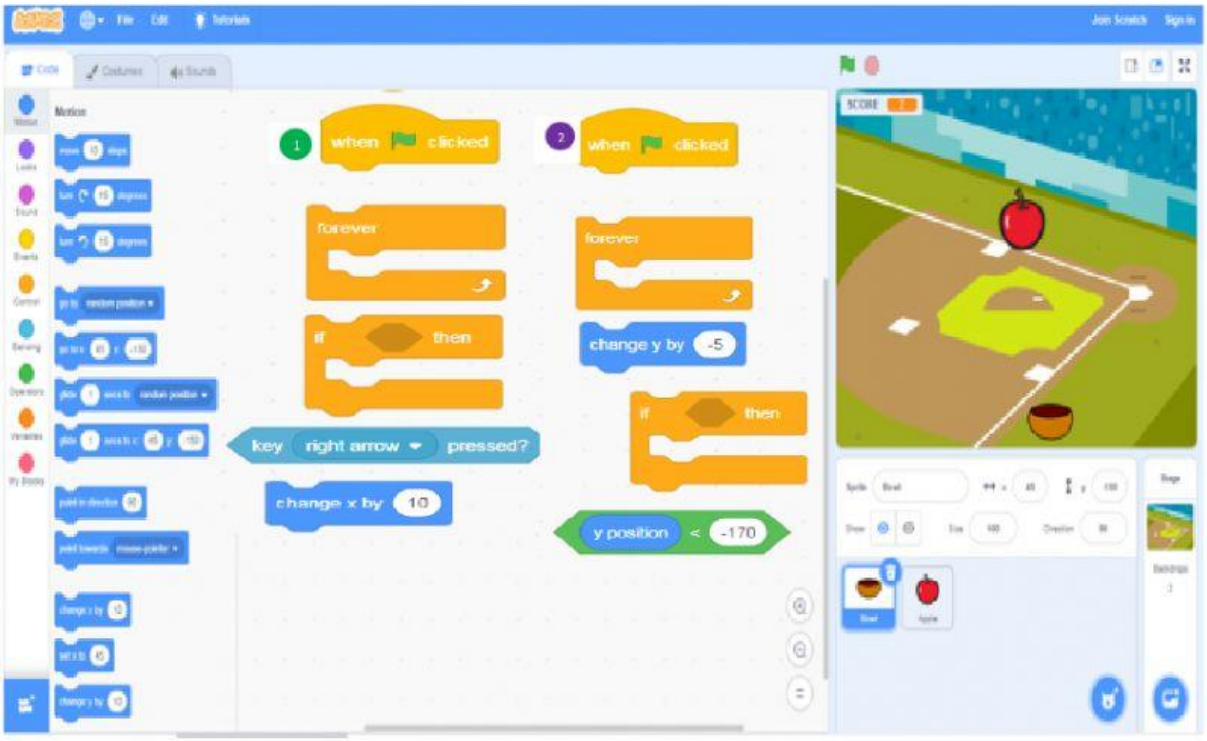
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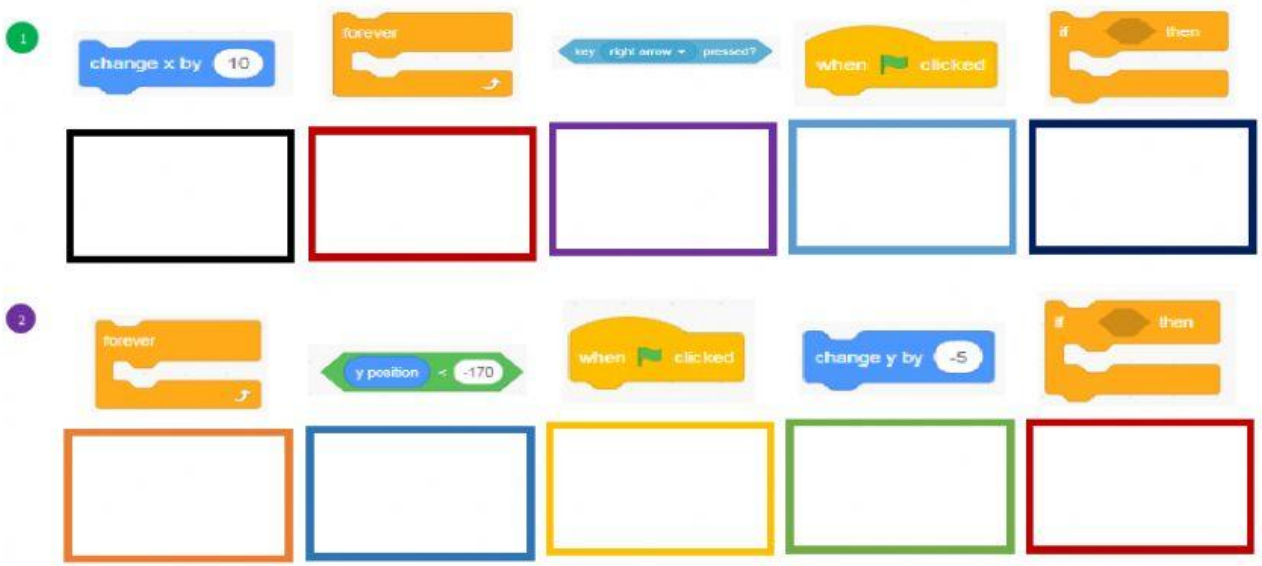
SECTION B PRACTICAL

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