

Name:.....

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Label the Events blocks correctly.

Drag and drop the correct answer to the box provided.

Run the code when the green flag is clicked (when the program begins).  
Most of the time, we use this block.

Run the code when the sprite is clicked.

Run the code when a key is pressed.  
Use the dropdown menu to choose which key you want

Events

The image shows three yellow Scratch 'Events' blocks on the left, each with an arrow pointing to a blue rectangular box on the right for labeling. The first block is 'when green flag clicked', the second is 'when space key pressed', and the third is 'when this sprite clicked'.

Event Block	Description Box
when green flag clicked	
when space key pressed	
when this sprite clicked	

1. What is the colour of Events block?

2. What is the name of this coding?