Name:..

Thursday, 17th March 2022

Year: ....

Year 6 – Control Blocks

Fill in the blanks with the correct answer.

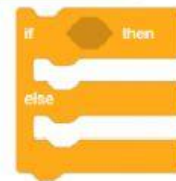Control blocks are the blocks that control _____.

- `when I start as a clone` (sprites only) — This hat block is triggered whenever a clone is created, and will only be run by that clone.

Scratch 3.0 has the following three Control Stack blocks:

- `wait ( ) seconds` — _____ the script for the amount of time.

- `wait until` — Pauses the script until the condition is true.

- `create clone of ▼` — Creates the specified clone.

Scratch 3.0 has the following five Control C blocks:

- `repeat ( )` — A loop that _____ the specified amount of times.

- `forever` — A loop that will _____ end until the Stop sign is pressed or the script is stopped.

- `if then` — Checks the condition so that if the condition is true, the blocks inside it will activate.

- `if then else` — Checks the condition so that if the condition is true, the blocks inside the first C will activate and if the condition is false, the blocks inside the second C will activate.

- `repeat until` — A loop that will stop once the _____ is true.

Scratch 3.0 has the following two Control Cap blocks:

- `stop ▼` — Stops the scripts chosen through the drop-down menu. Can also be a stack block when "other scripts in this sprite" is chosen.

- `delete this clone` (sprites only) — Deletes a clone.

Created by: RHMA