

Name:.....

Saturday, 19<sup>th</sup> March 2022

Year: .....

## Year 5 - 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] — Pauses the script for the amount of \_\_\_\_\_.
- wait until [condition] — Pauses the script until the condition is true.
- create clone of [ ] — Creates the specified \_\_\_\_\_.

Scratch 3.0 has the following five Control C blocks:

- repeat [ ] [ ] — A \_\_\_\_\_ that repeats the specified amount of times.
- forever [ ] — A loop that will never end unless the [Stop Sign](#) is pressed or the script is stopped.
- if [condition] then [ ] — Checks the condition so that if the condition is true, the blocks inside it will activate.
- if [condition] 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.

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