

Name:


Saturday, 19th March 2022

Year:




Year 5 - Control Blocks

Fill in the blanks with the correct answer.




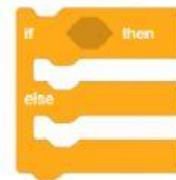

Control blocks are the blocks that control _____.

-  (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:

-  Pauses the script for the amount of _____.
-  — Pauses the script until the condition is true.
-  Creates the specified _____.

Scratch 3.0 has the following five Control C blocks:

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

Scratch 3.0 has the following two Control Cap blocks:

-  — Stops the scripts chosen through the drop-down menu. Can also be a stack block when "other scripts in this sprite" is chosen.
-  (sprites only) — Deletes a clone.

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