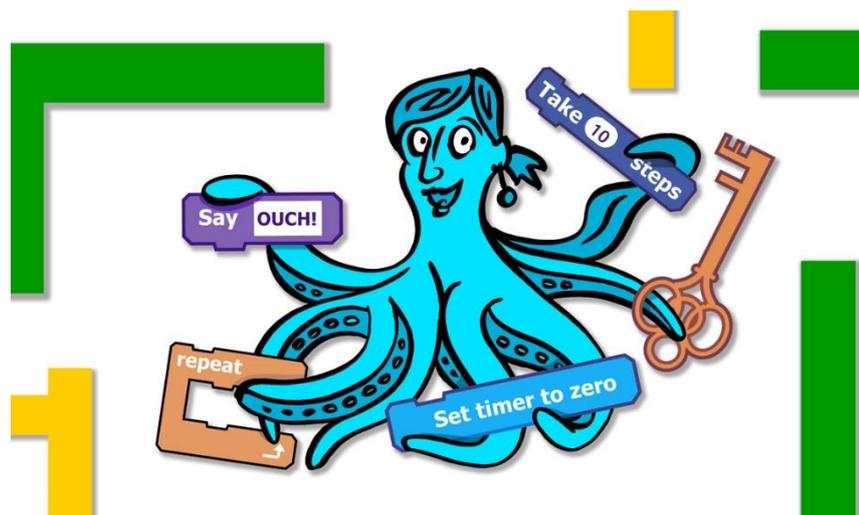


Course material – Week 5 – Scratch Dictation

Scratch: Programming for Teachers

MOOC – starts October 8th, 2018



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Dr. Ir. Felienne Hermans

Class of week 5, Scratch dictation

Variables

You will be shown a piece of Scratch code (the blocks), and you have to fill in the correct answer.

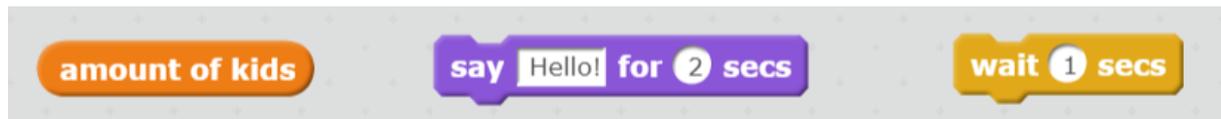
Sometimes, this involves a question. For example: what happens when we would press the green flag?

Sometimes, you will be asked to draw a block of Scratch code yourself.

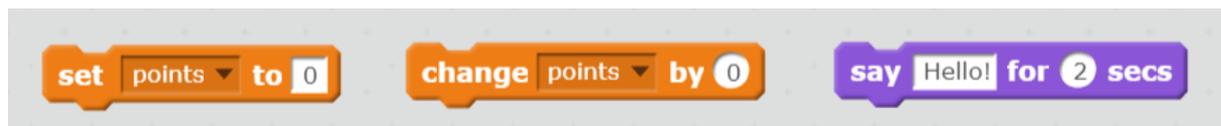
Sometimes, we will ask to tick the correct answer.

You can do it!

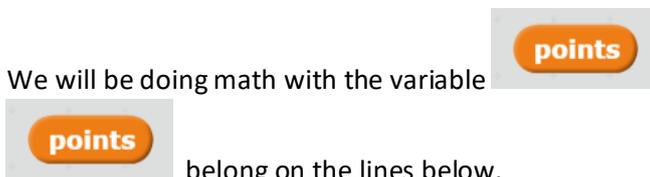
- 1) Which of these 3 blocks below is a variable? Put a circle around the correct answer.



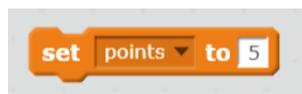
- 2) You're coding a game and you want to store the gained points on your computer. We create a variable for this. How do we set the variable on '0' at the beginning of our game? Put a circle around the correct answer.



- 3) We will be doing math with the variable **points**. Write down what number of



belong on the lines below.



points is now: _____



points is now: _____

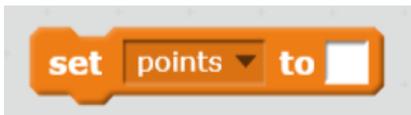


points is now: _____



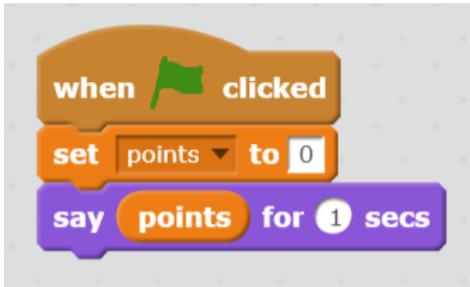
points is now: _____

- 4) I want the **points** to be 6 at the end of our program. Fill in the correct numbers in the Scratch blocks below.



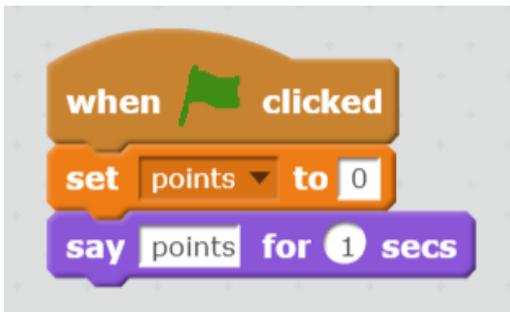
The dictation continues on the next page.

5) We want to say the amount of points at the beginning of our game. If we click the green flag, the cat says...



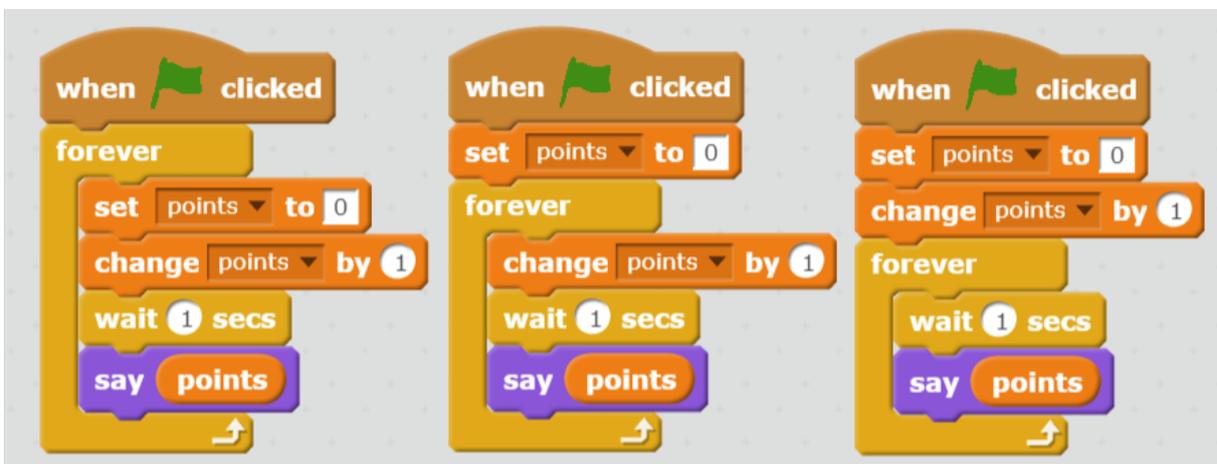
- a. Nothing
- b. 0
- c. 1

6) What will happen in the program?



Write down the answer: _____

7) We want to add a point, every second. Which of the code blocks below do we pick for that? Put a circle around



End of the dictation.