

WEEK 10
SIMPLE PROGRAMMING QUESTIONS ON SCRATCH 3.0
EXECUTION QUESTIONS

1. Make the sprite say "Hello!" when clicked and "How are you?" when the user presses the green flag.
2. Animate a sprite to move back and forth across the screen continuously. Make a sprite change its costume every time the user clicks on it.
3. Program the sprite to follow the mouse pointer wherever it moves.
4. Create a program where a ball bounces off the edges of the screen.
5. Use a variable to count how many times a sprite has been clicked and display the count on the screen.
6. Make the sprite use the pen tool to draw simple shapes like a square or triangle.
7. Create a program that asks the user a question, takes their input, and responds based on the input.
8. Design a simple game where one sprite chases another. If they touch, a message appears saying "Caught you!"
9. Create a timer that counts down from 10 seconds. Display a message when the time is up.
10. Build a simple game where points are awarded each time a sprite touches a target. Use a variable to keep track of the score.
