

## WEEK 9

### 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.