WEEK 9

SIMPLE PROGRAMMING QUESTIONS ON SCRATCH 3.0

SPOT QUESTIONS

1. Create a game where the user guesses a number between 1 and 10. The program should tell if the guess is correct, too high, or too low.

2. Design a simple maze and program a sprite to navigate through it using arrow keys.

3. Create a program where the background alternates between a day scene and a night scene with a sprite saying "Good morning" or "Good night."