



Student Name:

Date:

Activity 1.1: Motion Block Translation

Look at the Scratch block code. Draw what happens. Check the correct box!

when green flag clicked

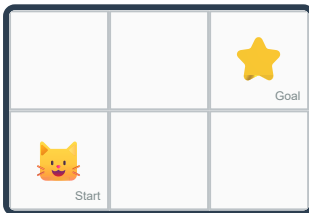
move 10 steps

This block code triggers:

- Cat walks forward 🐾
- Cat plays sound 🔊

Activity 1.2: Trace the Cat's Path

Trace the path of the Scratch Cat starting at **Start** (🐱) on the grid following the block code path.



1. move 2 blocks right
2. move 1 block up

Does Cat reach the Star?
Answer: []

Activity 1.3: Motion Block Matching

Match each Scratch block label to the corresponding movement trigger.

1. turn right 90 degrees



A. Walk forward

2. move 10 steps



B. Rotate body right

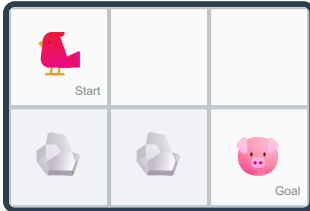


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Activity 2.1: Bird Maze Solver

Help the Angry Bird (🐦) reach the Pig (🐷). Write the block sequence code (use E, W, N, S).



Compass Code Key:

Write sequence blocks:

[], [], []

Activity 2.2: Loop Block Compactor

Compress this code sequence using a Repeat Loop block: E, E, E.

Original code:

Move East, Move East, Move East

repeat times

Activity 2.3: Debug the Block Error

Look at the maze. Code sequence `E, S, E` hits a stone obstacle. Find the wrong block!

Step 2 (S) is wrong

Step 3 (E) is wrong