



Student Name:

Date:

Activity 1.1: Event Handler Action

Look at the Scratch Event block code. Write down what happens when the **Space Key** is pressed.

when space key pressed

say [Meow!] for 2 secs

Output action result:

When Space is pressed, Cat will:

Answer: []

Activity 1.2: Event Block Sequence Order

An event block must always go at the ****top**** of a script to start it. Write numbers **1, 2, and 3** to sequence these blocks.

move 10 steps

?

when flag clicked

?

play sound Meow

?

Activity 1.3: Event Trigger Match-up

Match the Scratch event block to the action that triggers it.

1. when green flag clicked



A. Click on the character sprite

2. when sprite clicked



B. Click on the green start button



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Activity 2.1: Key Handler Triggers

Complete the event code blocks. Write the correct direction (Up, Down, Left, Right).

- when Up arrow pressed → move []
- when Down arrow pressed → move []
- when Left arrow pressed → move []

Activity 2.2: Directional Trigger Debugger

A child pressed the **Right Arrow**, but the cat sprite moved **Left** instead! Find the bug and write the correct direction.

Buggy handler code:

Correct block code: `move [            ]`

Activity 2.3: Custom Trigger Button

Design a button called **BOOST**. Write down the trigger block code and what happens when it is clicked.

Draw Button Here

when BOOST clicked