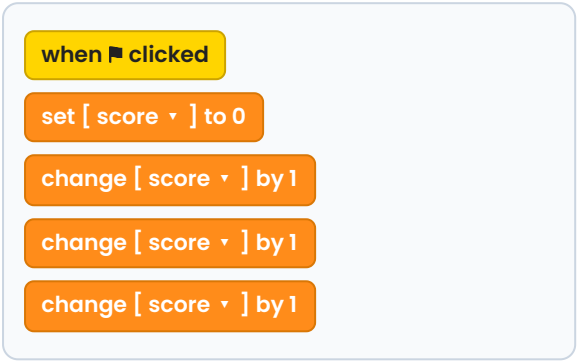
Student Name: ..... **Date:** .....

Activity 1.1: The Score Counter Tracker

*A variable is like a storage box with a name. Trace the value of the **score** variable step-by-step.*



• What is score right after green flag clicked?
Answer: [ ]

• What is the final score when the code finishes?
Answer: [ ]

Activity 1.2: Variable Block Identifier

Draw a line matching each Scratch orange variable block to its function.

1. set [score ▾] to [0]	A. Adds 5 points to current score
2. change [score ▾] by [5]	B. Displays scoreboard on stage
3. show variable [score ▾]	C. Resets the score to zero

Activity 1.3: Game Lives Logic

In a game, the player starts with 3 lives. What happens to the variable when an obstacle is hit?

Starting Lives: ❤️ ❤️ ❤️ (lives = 3)
Event: Player touches cactus 🌵
Block Executed:



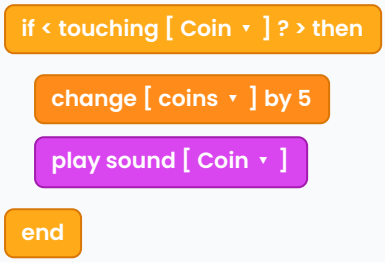
How many lives remain?
Answer: [ ] lives

If lives reach 0, what broadcast message should run?
Answer: broadcast [ ]

Student Name: ..... **Date:** .....

Activity 2.1: Coin Collector Algorithm

Look at the coin collection code. Every time the cat touches a gold coin 🪙, what happens?



• If the player collects 3 coins, how many total points are gained?
3 × 5 = [ ] points

• What sound effect plays?
Answer: [ ]

Activity 2.2: The Reset Rule Debugger

Why must `set [score] to 0` be placed right at the beginning under `when green flag clicked`?

Check the correct answer:

- ☐ So the player doesn't start with their old score from the previous game.
- ☐ So the cat changes color.

Activity 2.3: Variable Math Table

*Fill in the missing values of the **score** variable as the game progresses.*

Step #	Action Block Executed	New Value of Score
1	set [score] to 0	**0**
2	change [score] by 2	**[ ]**
3	change [score] by 5	**[ ]**
4	change [score] by -3	**[ ]**

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