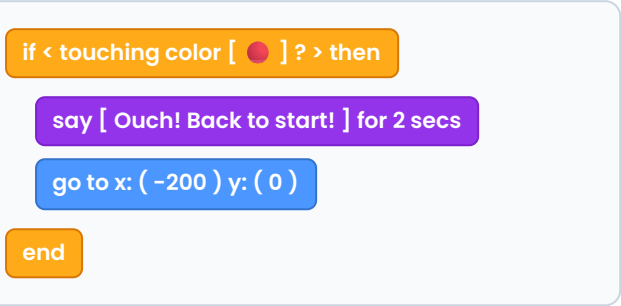
Student Name: ..... **Date:** .....

Activity 1.1: Color Sensor Maze Logic

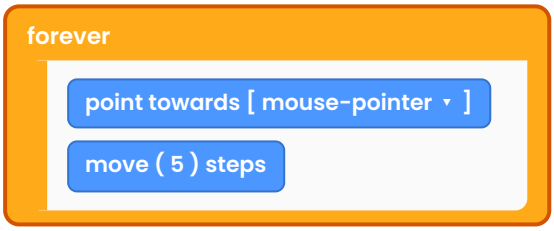
In Scratch, sprites can feel colors! What happens when the submarine touches the red volcanic wall?



- What speech bubble pops up?
  Answer: [ ]
- Where does the submarine get sent?
  Answer: [ ]

Activity 1.2: Mouse Pointer Follower

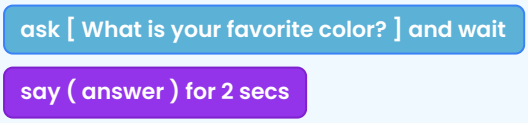
A sprite follows your computer mouse around the screen using two simple blocks. Fill in the missing words.



When you move your mouse to the top-right corner, where does the sprite swim?
Answer: [ ]

Activity 1.3: Ask and Answer Dialogue

Scratch can ask the user questions and remember their typed response in the special (answer) bubble!

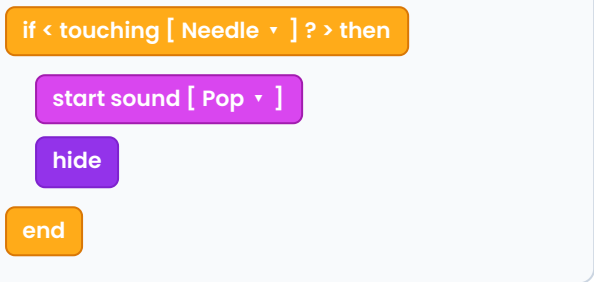


If you type **"Blue"** into the input box on screen, what will the sprite say aloud?
Answer: [ ]

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

Activity 2.1: Balloon Pop Collision Trigger

Look at the collision script between a floating balloon and a sharp needle.



- What sound effect plays on collision?
  Answer: [ ]
- Does the balloon stay on stage or vanish?
  Answer: [ ]

Activity 2.2: Distance Sensing Radar

The guard dog barks if an intruder gets too close! Which condition checks distance?

Condition Check:



If the thief is **30 pixels away**, will the guard dog bark? (Yes/No)
Answer: [ ]

Activity 2.3: Real-World Robot Sensor Match

Scratch sensing blocks mimic real sensors in phones, cars, and robots! Match each block to its real device.

1. < touching color [?] >	A. Ultrasonic car parking sensor
2. (distance to [?])	B. Mechanical keyboard button
3. < key [space] pressed? >	C. Optical line-following robot camera