Computer Science Practical paper Practice
Grade IV

Activity Title: "Spaceship vs. star"
Objective: Assess basic Scratch skills—sprite movement, simple conditions, sound, and game behavior.

Instructions:

1. Open **Scratch**.
2. Delete default sprite.
3. Add backdrop spaceship.
4. Choose two sprites:
   - A **spaceship**
   - A **star**
5. Set the size of sprite
6. Make the **spaceship move towards mouse**
7. The **star should fall down automatically** (you can use change y by -10 inside a forever loop).
8. If the **star touches the spaceship**, play a **"crash" sound** and make the star say **"Boom!"**
9. Bonus: Reset the star to the top after it touches the spaceship.

   Helpful code.

   ☐ when green flag clicked
   ☐ forever
   ☐ change y by -10
   ☐ if <touching spaceship>
   ☐ say "Boom!"
   ☐ play sound [crash]

☐ go to x: (random position) y: 180