## Computer Science Practical paper Practice Grade V

## Activity Title: "Catch the Food – Timer Challenge!"

**Objective:** Test understanding of sprite control, variables, sensing, and simple game logic with a timer twist.

## Instructions:

- 1. Open Scratch.
- 2. Remove default sprite
- 3. Set the background jungle
- 4. Add two new sprites:
  - **One animal sprite** (bear)
  - **One food sprite** (cheesy puff)
- 5. Set the size of sprite
- 6. Set the position of sprite animal left side of stage
- 7. Make the animal move
- 8. Add next costume
- 9. Wait 0.2 second
- 10.If the animal touches the food:
  - $\circ$  Say Its yummy
  - Play a **sound effect**
  - Else say I am hungry

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Motion Looks Sound Events Control Sensing Operators	Motion Stage selected: no motion bloc Looks switch backdrop to backdrop1 • switch backdrop to backdrop1 • next backdrop change color • effect by 25		Script area		Stage
Variables My Blocks	set color effect b 0 clear graphic effects backdrop number • Sound play sound pop • until done start sound pop •			Sprite Name Show O Ø Size	→ x x t y y Direction Backdrops 1 Cx

Practice the code in script area and see the result on stage using scratch.