



PRACTICAL PRACTICE

GRADE 5

Q. Practice these coding instructions on scratch:-

1. Delete the sprite
2. Add a sprite
3. Change a backdrop
4. Add a new sprite
5. Add an event block
6. Make your sprite say anything for 2 seconds
7. When right arrow pressed, change x by 10
8. Write the code for left,up and down arrow
9. Change the size of sprite
10. Add a forever loop
11. Glide 1 second to random position
12. Create a new variable "score" on your sprite
13. Add a conditional statement "if touching sprite"
14. Change score by 1
15. Run the program
16. Add a pop sound to your sprite
17. Add when the green flag clicked
18. Wait for 2 seconds
19. Move 10 steps to the right
20. Change the costume of your sprite