

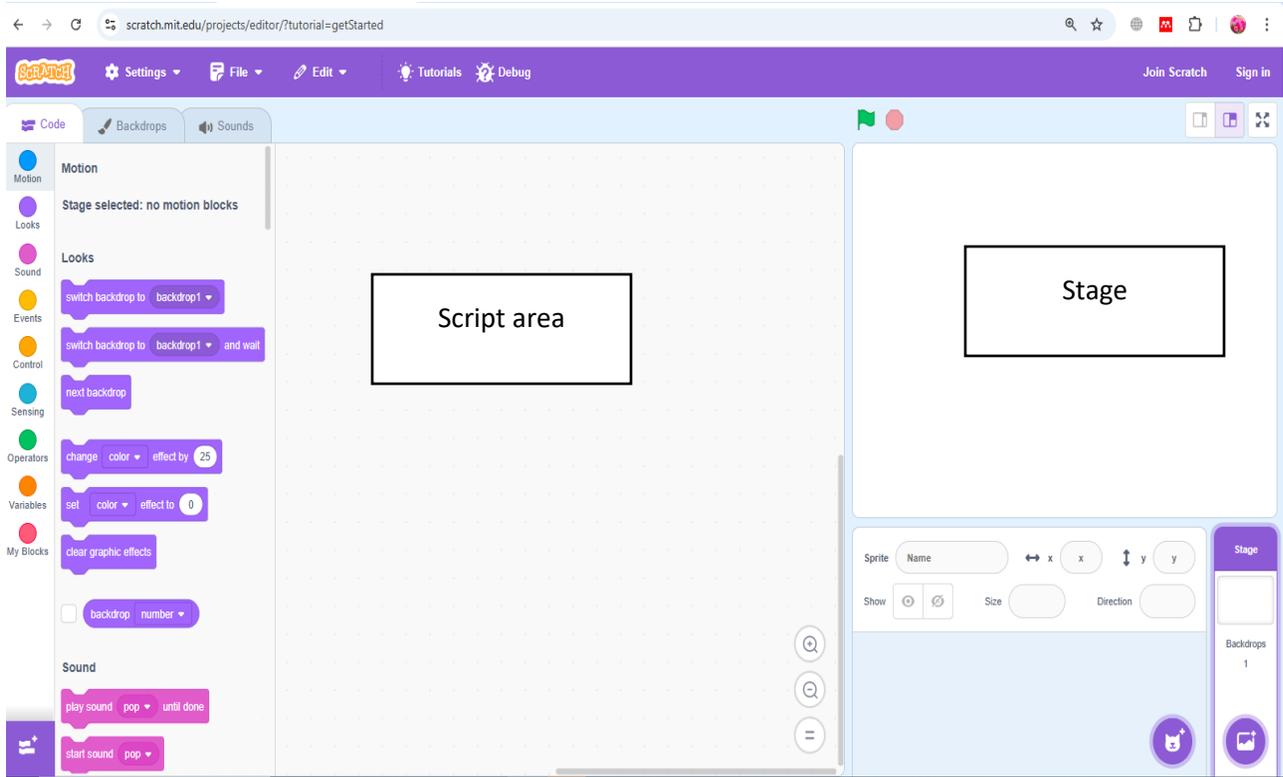
Computer Science Practical paper Practice Grade V

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**:
 - Say Its yummy
 - Play a **sound effect**
 - Else say I am hungry



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