



Name: _____

Date: _____

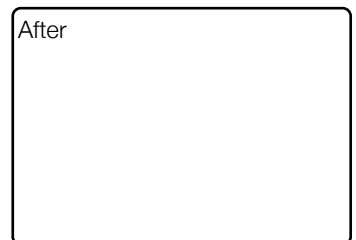
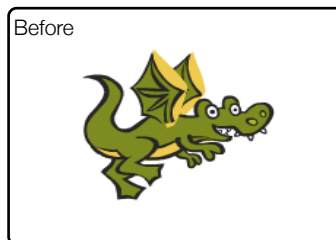
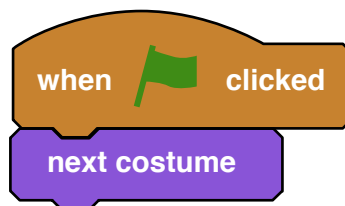
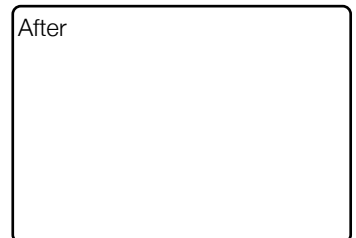
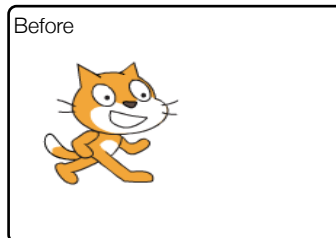
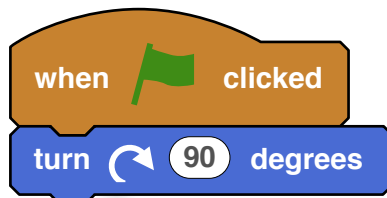
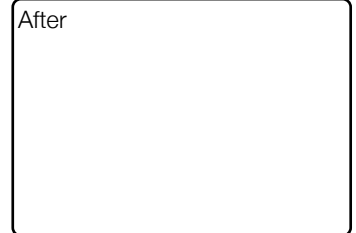
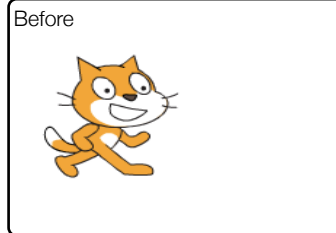
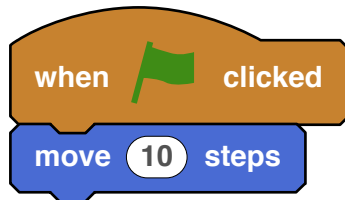
I can use actions to change properties and make sprites do things.

LessonID: 155



Here are some blocks of programming. For each one, draw how the sprite will look after the action has run.

Having trouble? Use Scratch to recreate the programming for each sprite, then run the program to see what happens.



Look at these two images. What programming blocks were used to cause this action? Draw it in the space, then test it.

