STUDYZONE TV

Scan the code or use the lesson ID to access this lesson online.
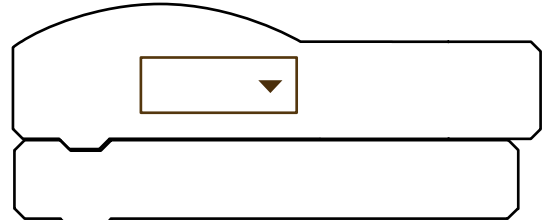
Name:_____ Date:_____

I can use the keyboard to make things happen in my programs LessonID: 163
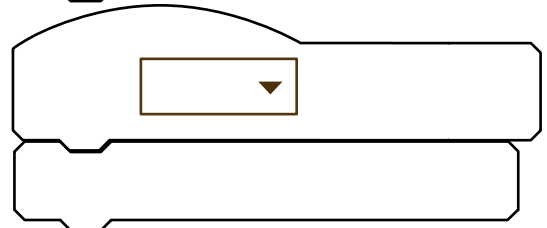
For each of these rules, fill in the missing programming blocks. Test each one within Scratch to check it works correctly.

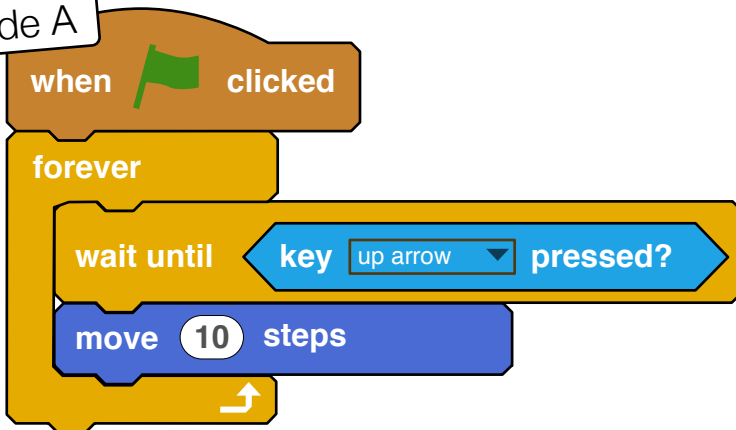Move the sprite clockwise 15 degrees when the K key is pressed.

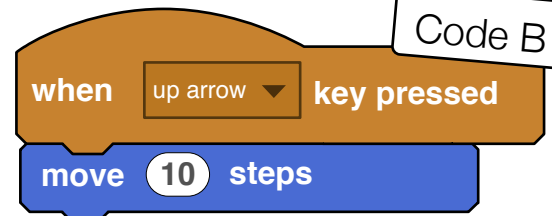Change the sprite's costume when the space key is pressed.

Jim is designing a computer game where a sprite will fly around the screen dodging asteroids. He can't decide which of these two blocks of code is best. See if you can help him out.

Code A

when 🚩 clicked
forever
    wait until key [up arrow ▼] pressed?
    move 10 steps

Code B

when [up arrow ▼] key pressed
move 10 steps

Which code will make the sprite move every time the up arrow is pressed?

☐ Code A ☐ Code B ☐ Both ☐ Neither

Which code is best for Jim's game and why? ☐ Code A ☐ Code B

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