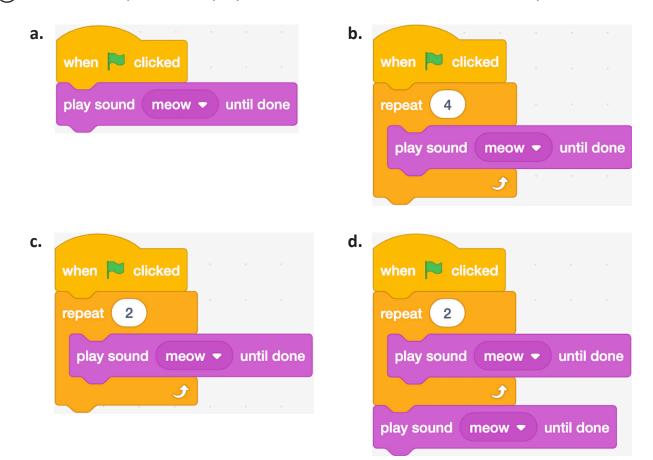
	NAME		
G3 Late Assessment	SCRATCH ID	DATE	TIME
In Problem 1, circle True or False.			
 When building a script in Scratch you can put blocks in any order without changing what the script does. 	True	False	

(2) Circle the script that will play the "meow" sound twice and then stop.



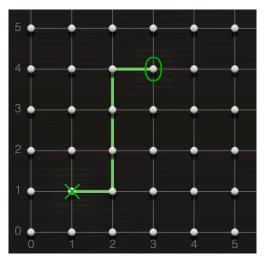
G3 Late Assessment (continued)

③ This script is for the cat sprite.



DATE	TIME
	DATE

- **a.** When you click the green flag, how many steps will the cat take?
 - A. 3 steps
 - **B.** 5 steps
 - C. 8 steps
 - **D.** 15 steps
- **b.** When you click the green flag, how many times will the sound "meow" play?
 - A. 3 times
 - **B.** 5 times
 - C. 8 times
 - **D.** 15 times
- (4) Pretend you are standing at the X. Write instructions for moving along the path from the X to the **O**.



Your instructions:

				NAME	
G3	3 La	ate Asse	essme	nt (continued) scratch ID	DATE TIME
5	Co	de 🥜 Costumes	(1) Sounds		
	Motion	My Blocks		when Clicked	
	Looks	move 1 step backward			
	Sound	move 1 step forward			•
	Events	move 2 steps backward		0 1 2 3 4 5 6	789
	Control	move 2 steps forward			
	Sensing				
	Operators Variables			Sprite Sprite1 x 31 y	123 Stage
	My Blocks			Image: Size Image: Size Image: Size Image: Size	90
	y bioona				Backdrops 4
				= A Sprite1 Hat	

Create 2 different scripts (sets of instructions) to move the cat so that he stops at 5 on the number line. **Use only the blocks shown above.** Write or draw your scripts in the boxes.

Script A	Script B
when 🏲 clicked	when 🏴 clicked

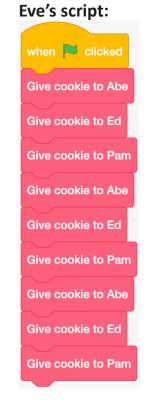
	IME			
			\checkmark	
SC	RATCH ID	DA	TE TIN	1E

G3 Late Assessment (continued)

6 Eve has 9 cookies to give away to her friends Abe, Ed, and Pam.
 She wants to give each friend an equal number of cookies.
 Eve wrote a script for how to give away the cookies.



Modify Eve's script. Use a **repeat** block at least once.



Your script: when 💌 clicked