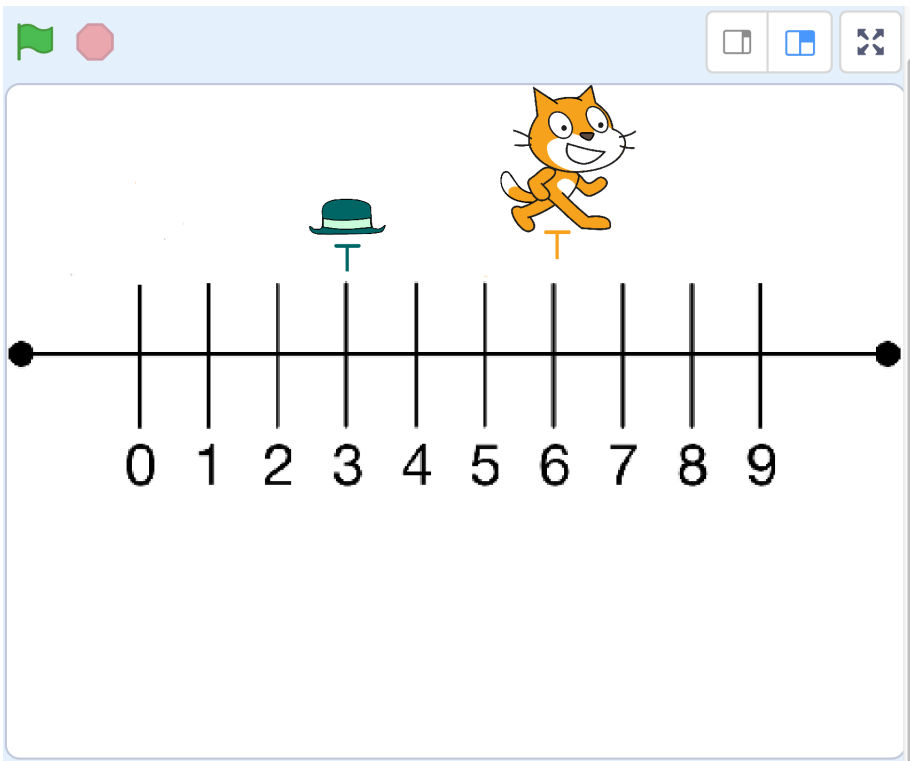


# G3 Mid Assessment

NAME		
SCRATCH ID	DATE	TIME

In Problem 1, circle True or False.

- ① When creating a computer script in Scratch, you must select from a limited set of blocks. True False
- ② The cat wants to move his hat to be at 0 on the number line. Circle the script that would help him do that.



a. `when clicked`  
`move 1 step backward`  
`pick up hat`  
`move 2 steps backward`  
`move 1 step backward`  
`move 2 steps backward`  
`drop hat`


b. `when clicked`  
`move 2 steps backward`  
`move 1 step backward`  
`pick up hat`  
`move 2 steps backward`  
`move 1 step backward`  
`drop hat`

c. `when clicked`  
`move backward`  
`pick up hat`  
`move backward`  
`drop hat`

d. `when clicked`  
`move 1 step backward`  
`pick up hat`  
`move 2 steps backward`  
`move 1 step backward`  
`drop hat`

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# G3 Mid Assessment (continued)

NAME		
		
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- ③ Aisha has 8 toys that she wants to carry from the kitchen to her room. She can carry 1, 2, or 3 toys at once. Write two different ways that Aisha can carry the 8 toys to her room.

**One Way:**

- Carry \_\_\_\_\_ toys to room
- Carry \_\_\_\_\_ toys to room
- Carry \_\_\_\_\_ toys to room

**Another Way:**

- Carry \_\_\_\_\_ toys to room
- Carry \_\_\_\_\_ toys to room
- Carry \_\_\_\_\_ toys to room

- ④ Decomposing means breaking something down into parts. Decompose the number 12 into equivalent parts.

- ⑤ List the steps you would use to solve this multi-step problem:

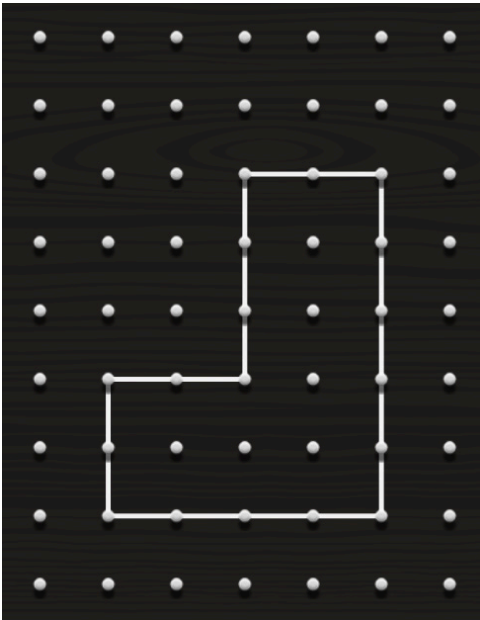
$$(5 \times 2) + (3 \times 2) = ?$$

# G3 Mid Assessment (continued)

NAME		
		
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- ⑥ Decomposing a problem means breaking it down into smaller problems. Why should you decompose a problem? CIRCLE ALL CORRECT ANSWERS.
- a. Sometimes it is easier for me to solve several smaller problems than one big problem.
  - b. I know I will find the correct answer.
  - c. It is the last step in solving a problem.
  - d. Sometimes it is faster to solve several smaller problems.

⑦ Pretend you want to find the area of the shape outlined in white.



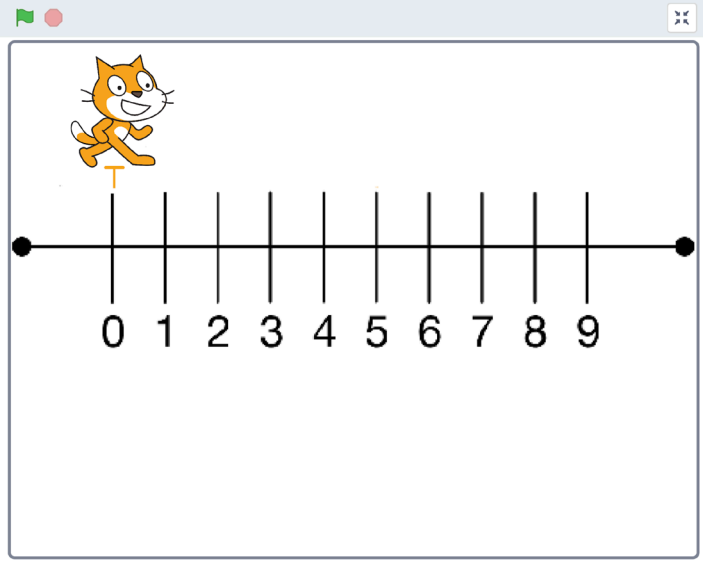
This problem requires multiple steps. Break down the problem into steps. Describe your steps.

# G3 Mid Assessment (continued)

NAME		
		
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8 Below is code for the cat to move so that he eventually lands at 5 on the number line.

```
when green flag clicked
  move 2 steps forward
  move 2 steps forward
  move 2 steps forward
  move 2 steps forward
  move 3 steps backward
```



Create a different way for the cat to land at 5. You may use any of the blocks below.

Code Costumes

**My Blocks**

Make a Block

- move 1 step backward
- move 2 steps forward
- move 3 steps backward
- move 8 steps forward

Motion  
Looks  
Sound  
Events  
Control  
Sensing  
Operators  
Variables  
My Blocks

Write or draw your script below:

```
when green flag clicked
```

# G3 Mid Assessment (continued)

NAME		
✓		
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The image shows the Scratch code editor interface. On the left, the 'My Blocks' palette contains a 'Make a Block' button and five custom blocks: 'move 1 step backward', 'move 1 step forward', 'move 2 steps backward', 'move 2 steps forward', and 'pick up hat'. The main workspace shows a 'when clicked' block. The stage features a number line from 0 to 9. A cat sprite is positioned at 5, and a hat sprite is positioned at 1. The 'Sprite' panel shows 'Sprite1' with x=32, y=125, size=100, and direction=90. The 'Stage' panel shows 4 backdrops.

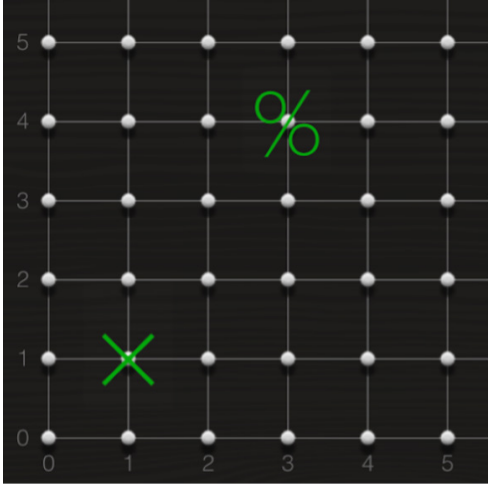
The cat forgot his hat! **Using only the blocks shown**, make him walk back, pick up his hat, and then walk forward until he stops at 6 on the number line. Write or draw your script below.



# G3 Mid Assessment (continued)

NAME		
		
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⑩ Pretend you are standing at the **X**. You can only move up, down, left, or right.  
Write instructions for moving from the **X** to the **%**.



Your instructions: