In Problem 1, circle True or False.

1. In this Scratch block, "perimeter" is a loop.
   True  False

2. Which statement is a conditional?
   a. If number is 10, then say "hello world".
   b. If number is 10.
   c. Repeat 2 times: Say "hello world" for 2 seconds.
   d. Say "hello world" for 2 seconds.

3. Decomposing means breaking something down into parts. Decompose the number 12 into equal parts.

4. Andre has 9 cookies to give away to his friends Sally, Val, and Lee. He wants to give each friend an equal number of cookies. Andre wrote instructions for how to give away the cookies.
   Rewrite his instructions. Use the instruction “repeat 3 times” at least once.

   **Andre’s instructions:**
   - Give Sally 1 cookie
   - Give Val 1 cookie
   - Give Lee 1 cookie
   - Give Sally 1 cookie
   - Give Val 1 cookie
   - Give Lee 1 cookie
   - Give Sally 1 cookie
   - Give Val 1 cookie
   - Give Lee 1 cookie

   **Your instructions:**
⑤ What sound (or sounds) will play if you run this code? ____________________________

If 5 < 8, then play a “pop” sound.
If 5 > 7, then play a “bing” sound.

⑥ If you run the code below, will the "pop" sound play if the user inputs 2? __________

⑦ Kristi is playing a guessing game where she has to guess a number 0–9. She doesn't know it, but she has to guess "4."
Fill in the if condition in this Scratch script so the program will say "You win!" if Kristi guesses correctly.

![Scratch code diagram](image-url)
(8) Describe what will happen when the green flag is clicked.

(9) Helena wrote this code. How would you change the code so that it would use the user input for length and width of a rectangle to calculate the area of that rectangle?
10. a. You run this code:

```
when green旗子 clicked
set Points to 2
```

What is the value in `points` now? ________

What value is `points + 5` now? ________

b. You run this code:

```
when green旗子 clicked
set Points to 1
set Points to 4
```

What is the value in `points` now? ________

c. You run this code:

```
when green旗子 clicked
set Num1 to 10
set Num2 to 20
set Num1 to Num2
```

What is the value in `num1` now? ________

What is the value in `num2` now? ________