

# Year 2 – Programming B: Programming Quizzes

Save

Stage

Expand to full screen.

Change and add backgrounds.

Project information

Block categories: different types of script.

Menu of different blocks/scripts.

Programming script/area.

Undo / redo

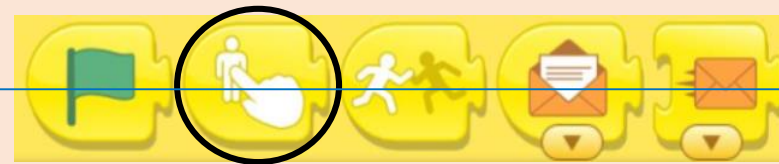
Just like in real life, when you run a program in ScratchJr the sequence of commands is followed and this results in an outcome.



Grouping your sequences will make your code more clear.



There are lots of different ways to start running your code. Using the tap sprite feature means you can have different outcomes based on the input.



Question	Background	Sprite	1. Start on tap	2. Yes or No	3. Stop or change to background
Who lives here?			Tap cat	Say 'No'	Stop
			Tap fish	Say 'Yes'	Change to empty room background

When the cat is tapped it will say "No"

When the cat is tapped it will say "Yes"