



Name _____ Class _____ Date _____

AFTER THIS WORKSHEET YOU CAN

✓ Move a catcher with keys ✓ Make items fall ✓ Detect touching ✓ Keep score with a variable



Section A • Concept Check

• BEGINNER

4 × 1 = 4

1 Falling is usually 'change y by':

- ☐ A. 10 ☐ B. -10 ☐ C. 0 ☐ D. 100

2 Catching is detected with:

- ☐ A. touching ? ☐ B. loudness ☐ C. timer
☐ D. distance to 0

3 Score is stored in a:

- ☐ A. costume ☐ B. variable ☐ C. backdrop
☐ D. sound

4 After being caught the apple should:

- ☐ A. stay ☐ B. go back to the top
☐ C. hide forever ☐ D. stop all



Section B • Problem Solving

• INTERMEDIATE

2 + 3 × 3 = 11

5 Score lives in a _____ you create.

6 Falling = forever [change y by _____].

7 Script for the bowl to follow left/right keys.

8 What does the apple do when it touches the bowl?

9 How do you make the game harder over time?



Section C • Challenge

• CHALLENGE

5

10 Reset score at game start – how?

Reflection — the most useful thing I learned: _____

A ___/4 B ___/11 C ___/5 Total ___/20

Teacher's Signature _____

Parent's Signature _____

⌘ ANSWER KEY — FOLD OR CUT BEFORE HANDING OUT

1-B 2-A 3-B 4-B | 5 variable 6 -10 (negative) 7 = when arrow pressed - change x by +/-10
(or forever follow keys) 8 = change score by 1, then go back to the top at a random x 9 =
Increase falling speed (bigger negative change y) | 10 = when flag clicked - set score to 0