

# Practical Exams

## First year prep 2024



Prepared by

**Mrs/Eman Mesalam**





## Exam 1

(1) Using the Scratch program, execute the following code segment and then take notes on the function of each of the following commands

- 1- .....
- 2- .....
- 3- .....
- 4- .....

As a Result of applying the code segment to the object

Write your notes .....

(2) Using the Scratch program, execute the following code segment and then take notes on the function of each of the following commands

- 1- .....
- 2- .....
- 3- .....
- 4- .....

As a Result of applying the code segment to the object

Write your notes .....

(3) Using the Scratch program, execute the following code segment and then take notes on the function of each of the following commands

- 1- .....
- 2- .....
- 3- .....
- 4- .....

As a Result of applying the code segment to the object

Write your notes .....



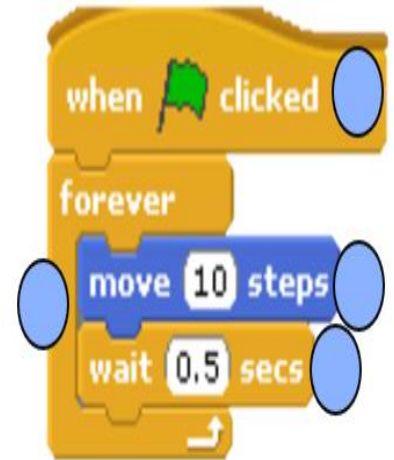
## Exam 2

(1) Using the Scratch program, execute the following code snippet and then place the correct number for each of the code's commands

- 1- Movement 10 steps
- 2- Wait for a time period of (0.5) seconds
- 3- Putting the previous commands inside an unlimited number of times
- 4- When the trigger icon is pressed, the commands are executed

As a Result of applying the code segment to the object

Write your notes .....

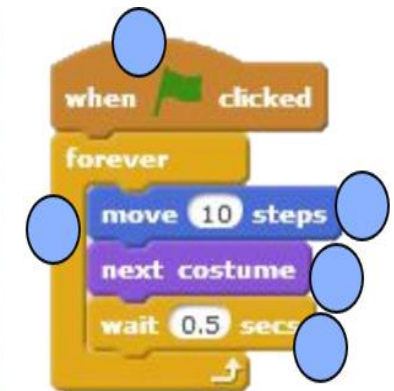


(2) Using the Scratch program, execute the following code snippet and then place the correct number for each of the code's commands

- 1- Movement 10 steps
- 2- Switch between object appearances
- 3- Waiting for a time period of (0.5) seconds
- 4- Putting the previous commands in an unlimited number of times
- 5- When the play icon is pressed, the commands are executed

As a Result of applying the code segment to the object

Write your notes .....



(3) Using the Scratch program, execute the following code snippet and then place the correct number for each of the code's commands

- 1- Place the pen
- 2- Change the pen color to red
- 3- Changing the size of the pen line
- 4- Movement of the object (150) steps
- 5- When the play icon is pressed, the commands are executed

As a Result of applying the code segment to the object

Write your notes .....







(6) In Scratch, review the appearance of the object in front of you and then rank the steps you performed

- ( ) Different variations of the same object are displayed
- ( ) The object is active in the Objects area
- ( ) Click on the Costumes tab from the tab bar








## Exam 4

(3) Through the Scratch program, point out the most important components of the program's interface and then rewrite them in the answer sheet

- 2- .....
- 3- .....
- 4- .....
- 5- .....

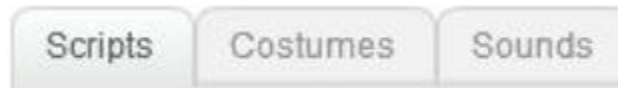


(4) In Scratch, execute three functions from the shapes in front of you on the object and then rewrite them in the following table

5	4	3	2	1
				
.....	.....	.....	.....	.....

(5) In Scratch, review these three tabs, noting the function of each

1- **Script tab** .....



.....

2- **Costumes- Backdrops tab** .....

.....

3- **Sounds tab**.....



## Exam 5

In the Scratch program, arrange and synthesize code segment commands to make the object move 10 steps

Blocks	Order	Task
	(   )	
	(   )	
	(   )	
	(   )	

(2) Through the Scratch program, arrange and synthesize the code segment commands to make the cat object make a sound when the dog object is touched

Blocks	Order	Task
	(   )	
	(   )	
	(   )	
	(   )	
	(   )	
	(   )	

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# Answers

**Mrs/Eman Mesalam**

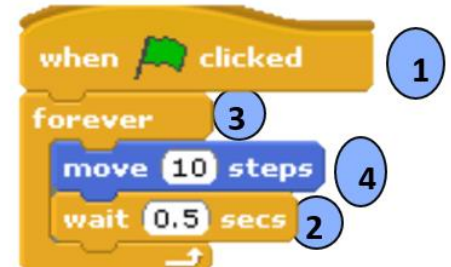




## Exam 1

(1) Using the Scratch program, execute the following code segment and then take notes on the function of each of the following commands

- 1- Movement 10 steps
- 2- Wait for a time period of (0.5) seconds
- 3- Place commands within an unlimited number of repetitions
- 4- When the play icon is pressed, the commands are executed



As a Result of applying the code segment to the object

**Write your notes** Repeat the movement of the object on the platform an unlimited number of times

(2) Using the Scratch program, execute the following code segment and then take notes on the function of each of the following commands

- 1- Movement 10 Steps
- 2- Switch between object appearances
- 3- Wait a period of time (0.5 seconds)
- 4- Place commands within an unspecified number of times
- 5- When the play icon is pressed, the commands are executed



As a Result of applying the code segment to the object

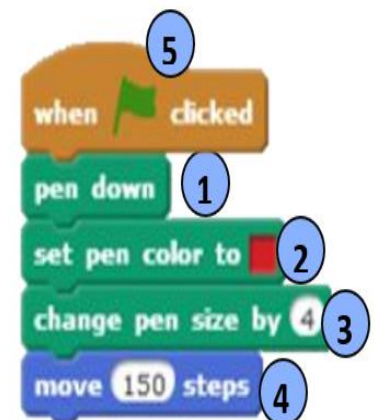
**Write your notes** Repeat the movement of the object on the stage an unlimited number of times

(3) Using the Scratch program, execute the following code segment and then take notes on the function of each of the following commands

- 1- Pen mode
- 2- Change the pen color to red
- 3- Change pen size
- 4- Object movement 150 steps
- 5- When the play icon is pressed, commands are executed

As a Result of applying the code segment to the object

**Write your notes** Draw a straight line in red while the object is moving on the platform





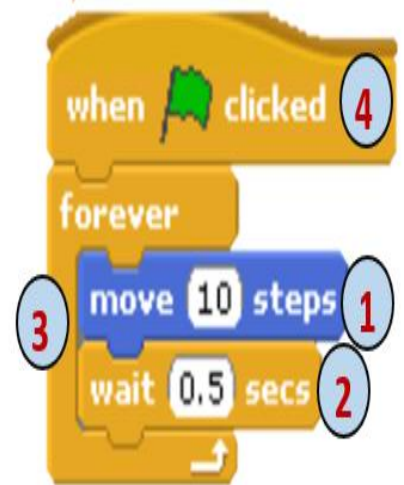
## Exam 2

(1) Using the Scratch program, execute the following code snippet and then place the correct number for each of the code's commands

- 1- Movement 10 steps
- 2- Wait for a time period of (0.5) seconds
- 3- Putting the previous commands inside an unlimited number of times
- 4- When the trigger icon is pressed, the commands are executed

As a Result of applying the code segment to the object

**Write your notes** the sprit will repeat movement unlimited number of times



(2) Using the Scratch program, execute the following code snippet and then place the correct number for each of the code's commands

- 6- Movement 10 steps
- 7- Switch between object appearances
- 8- Waiting for a time period of (0.5) seconds
- 9- Putting the previous commands in an unlimited number of times
- 10- When the play icon is pressed, the commands are executed

As a Result of applying the code segment to the object

**Write your notes** Repeat the movement of the object on the stage an unlimited number of times with changing customs

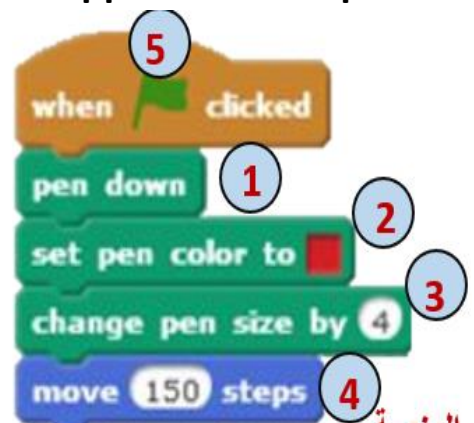


(3) Using the Scratch program, execute the following code snippet and then place the correct number for each of the code's commands

- 1- Place the pen
- 2- Change the pen color to red
- 3- Changing the size of the pen line
- 4- Movement of the object (150) steps
- 5- When the play icon is pressed, the commands are executed

As a Result of applying the code segment to the object

**Write your notes** the sprit will draw a red line while moving





## Exam 3

**(1)** Change the language of the Scratch interface to Arabic and then arrange the steps you performed

( 3 ) Select Arabic

( 1 ) Go to the menu bar

( 2 ) Click on the icon



**(2)** Using Scratch, add a background to the platform from the program's library and then arrange the steps you performed

( 2 ) Tap the icon  ( 3 ) to bring up the Backdrop Library window

( 1 ) From New Backdrop ( 5 ) Press Ok ( 4 ) Choose the appropriate image

**(3)** Using Scratch, duplicate (copy) the object and then arrange the steps you performed

( 2 ) From the drop-down menu, choose the Duplicate command

( 3 ) The object is duplicated from the platform

( 1 ) Right-click on the object you want to duplicate

**(4)** Using Scratch, add a new object to the platform and organize the steps you performed

( 2 ) Click on the icon  ( 3 ) The Object Library window appears

( 1 ) From New Spirt ( 5 ) click Ok ( 4 ) select the appropriate object

**(5)** Using Scratch, delete an object from the platform and then organize the steps you performed

( 2 ) From the drop-down menu, choose the Delete command

( 3 ) The object is deleted from the platform

( 1 ) Right-click on the object to be deleted



(6) In Scratch, review the appearance of the object in front of you and then rank the steps you performed

- ( 3 ) Different variations of the same object are displayed
- ( 1 ) The object is active in the Objects area
- ( 2 ) Click on the Costumes tab from the tab bar



## Exam 4

(1) Through the Scratch program, point out the most important components of the program's interface and then rewrite them in the answer sheet

1- Stage Area

2- Sprite Area.

3- Script Area

4- Blocks area



(2) In Scratch, execute three functions from the shapes in front of you on the object and then rewrite them in the following table

5	4	3	2	1
Help	Delete sprite	Duplicate sprite	Minimize sprite	Maximize sprite

(3) In Scratch, review these three tabs, noting the function of each

1- **Script tab** Dealing with blocks and programming

Scripts

Costumes

Sounds

area

2- **Costumes- Backdrops tab** Dealing with sprites

and background

3- **Sounds tab** Dealing with sounds



## Exam 5

In the Scratch program, arrange and synthesize code segment commands to make the object move 10 steps

Blocks	Order	Task
	( )	Move 10 steps
	( )	Repeat unlimited number of times
	( )	Running the code segment
	( )	Wait for 1 second

(2) Through the Scratch program, arrange and synthesize the code segment commands to make the cat object make a sound when the dog object is touched

Blocks	Order	Task
	( )	Move 10 steps
	( )	Repeat unlimited number of times
	( )	Running the code segment
	( )	Wait for 1 second
	( )	Play the cat sound
	( )	A conditional expression will be executed when touching the sprite