1) In what category is the move 10 steps block?
   a. Control
   b. Motion
   c. Sensing
   d. Variables
   e. Looks

2) What is the following an example of?
   a. Conditional execution
   b. Handling an event
   c. Sending a message
   d. Loop – repeated execution
   e. Modifying a variable

3) What is the following an example of?
   a. Conditional execution
   b. Handling an event
   c. Sending a message
   d. Loop – repeated execution
   e. Modifying a variable

4) What is the following an example of?
   a. Conditional execution
   b. Handling an event
   c. Sending a message
   d. Loop – repeated execution
   e. Modifying a variable
5) What is the following an example of?

- Conditional execution
- Handling an event
- Sending a message
- Loop – repeated execution
- Modifying a variable

6) What is the following an example of?

- Conditional execution
- Handling an event
- Sending a message
- Loop – repeated execution
- Modifying a variable

7) What does the following code do?

- Repeat a simple animation
- Draw a square using the pen
- Make a ball fall
- Increment the score
- Stamp the current costume at the current mouse location
8) What does the following code do?

```
pen down
repeat 4
  move 50 steps
turn -90 degrees
```

a. Repeat a simple animation
b. Draw a square using the pen
c. Make a ball fall
d. Increment the score
e. Stamp the current costume at the current mouse location

9) What will be said when the following executes and the user answers with No?

```
when <cat> clicked
  ask_do you like cats? Answer with Y or N and wait
  if answer = "Y"
    say "Great! for 2 secs"
  else
    say "I had better get out of here for 2 secs"
```

a. Great!
b. I had better get out of here
c. I don't know
d. It won't say anything
e. You will get an error message

10) Draw the result of executing the following script when the cat is in the center of the stage.

```
when <cat> clicked
  pen up
  go to x: 0 y: 0
  clear
  pen down
  go to x: 0 y: 180
  go to x: 240 y: 0
  go to x: 0 y: 0
```

---

The questions and code snippets are designed to test the understanding of basic Scratch programming concepts. The code snippets include actions like moving and turning to create simple animations, and the questions ask about the intended outcomes of these actions.