1°) Create a new scratch project "Test2 name surname class" in your folder D:\ including the 3 backdrops (backdrop1, Savanna and Light) and the 3 sprites: Mouse, Lion and Net ▦ (draw or download a Net).

The Lion
&
the Mouse Story

Created by Name Surname Class

Moral :
A kindness is never wasted.

The END

2°) Backdrop1 contains the title and your name, it's duration 3 seconds while all sprites hidden.

3°) Backdrop Savanna: Add these story elements in order (Use different costumes for the sprites).

- Mouse starts at position (0 ; 0), Lion starts at position (-140 ; -50) laying down and Net still hidden.

- Mouse glides to position (-40 ; -10), then glides to position (-60 ; -100) in correct direction.

- Lion stands up and says: "GRRR, I will kill you annoying mouse".

- Mouse says "Please let me go and someday I will surely repay you".

- Lion says "HHH, just go".

- Mouse says "Thanks" then glides to position (-210 ; -100), then the Mouse is hidden.

- Lion glides to position (130 ; 30), then Net appears and lion says "Help me."

- Mouse appears at position (170 ; -50) and says "Chomp Chomp".

- Lion says "You saved my life, thanks".

- Mouse says "You laughed when I said I would repay you".

- Mouse says "Now you see that even a Mouse can help a Lion".

4°) Backdrop Light: Contains the Moral and "THE END" while all sprites hidden.

Save your work as « Test2 name surname class » in your folder in local disk D:\

Marking Scale (pts)	1)	2)	3)	4)
	6	2	10	2

Pioneer Prep School - Sfax School year : 2023/2024 End term test N°2 in Computer Science	Teacher: Mr. Abdelkarim BEN AYED
	Classes : 7b 3
	Date: Monday 04 March 2024 Duration: 50 minutes

Name & Surname: ....PC N°.............	Mark :............. /20

1°) Create a new scratch project "Test2 name surname class" in your folder D:\ including the 3 backdrops (backdrop1, Woods and Stripes) and the 3 sprites (Dee, Devin and Bear) as follow.

The Two Friends AND The Bear Story

Created by Name Surname Class

Moral: True Friend is the one who always supports and stands by you in any situation.

THE END

2°) Backdrop1 contains the title and your name, it's duration 3 seconds while all sprites hidden.

3°) Backdrop Woods: Add these story elements in order (Use different costumes for the sprites).

- Dee starts at position (-140 ; -70), Devin starts at position (-50 ; -60) and the Bear still hidden.

- Devin says: "We would remain united in any case of danger."

- Dee says: "Sure, friends forever."

- Bear starts at position (150 ; -80) and says "GRRR ... GRRR"

- Dee says: "I am climbing a nearby tree.", then Dee glides to position (60 ; 90)

- Devin says: "Please help me, I don't know how to climb."

- Devin says: "I am pretending to be a dead man.", then Devin lays down.

- Bear glides to position (-20 ; -80), wait 2 seconds then glides to position (-240 ; -80) then hides.

- Dee glides to position (-140 ; -70) and says: "Friend, what did the bear tell you into your ears?"

- Devin stands up and says: "The bear advised me not to believe a false friend."

4°) Backdrop Stripes: Contains the Moral and "THE END" while all sprites hidden.

Save your work as « Test2 name surname class » in your folder in local disk D:\

Marking Scale (pts)	1)	2)	3)	4)
	6	2	10	2

☺ Good Work ☺

Pioneer Prep School - Sfax School year : 2023/2024 End term test N°2 in Computer Science	Teacher: Mr. Abdelkarim BEN AYED
	Classes : 8b 8
	Date: Monday 04 March 2024 Duration: 50 minutes

Name & Surname: ....PC N°............. Mark :............. /20

1°) Create a new scratch project "Test2 name surname class" in your folder D:\ including the 4 backdrops (backdrop1, Maze (you draw it), Win and Lose) and the 2 sprites (Bat and Apple).
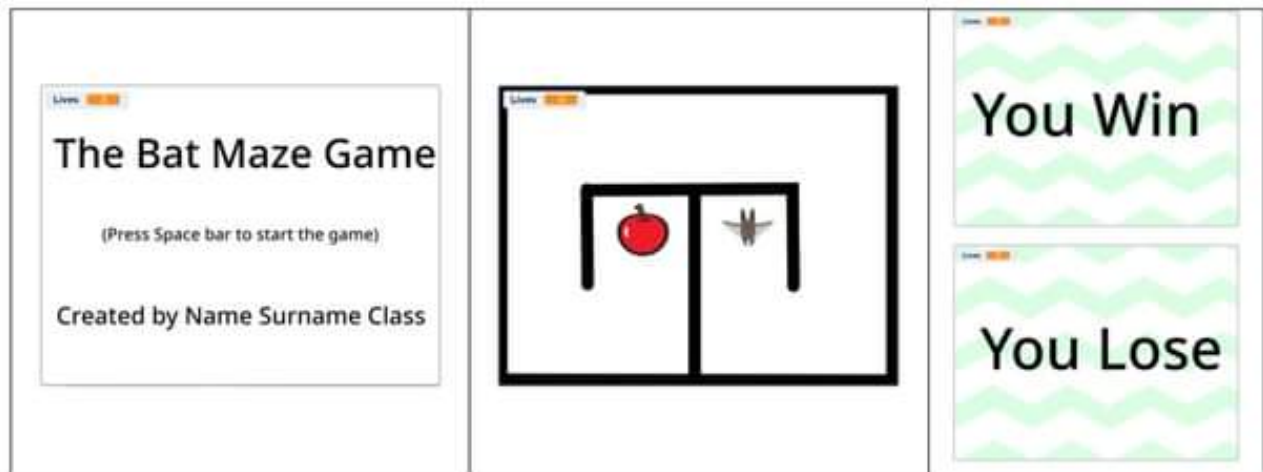
Add to the backdrop "backdrop1", the title "The Bat Maze game" and your name surname and class.

Add to the backdrops "Win", "Lose" the texts "You Win" and "You Lose". Add the variable "Lives".

2°) The game starts with "backdrop1" and the variable Lives = 3.

When the "Space bar" key is pressed, the backdrop switches from "backdrop1" to "Maze".

3°) The "Apple" sprite: Start with "Maze" backdrop at position (-70 ; 10) and it don't move.

4°) The "Bat" sprite: Starts with "Maze" backdrop at position (60 ; 10). Adjust the sprite's size.

   The "Bat" moves with keyboard keys and it changes costume each time it moves.

   When it touches "Apple", it says "Miam Miam", the backdrop changes to "Win" and play "Win" sound.

   When it touches the "Maze", the sound "Clang" is played, Lives -1 and it goes back to start position.

   When variable Lives = 0, it says "Game Over", the backdrop changes to "Lose" and play "Lose" sound.

5°) The sprites "Bat", and "Apple" are shown only with the "Maze" backdrop.

6°) When backdrop changes to "Win" / "Lose", then the game is stopped.

Save your work as « Test2 name surname class » in your folder in local disk D:\

Marking Scale (pts)	1)	2)	3)	4)	5)	6)
	6	2	2	8	1	1

Pioneer Prep School - Sfax	Teacher: Mr. Abdelkarim BEN AYED
School year : 2023/2024	Classes : 8b 3, 7
End term test N°2	Date: Thursday 07 March 2024
in Computer Science	Duration: 50 minutes

Name & Surname: ....PC N°.............. | Mark :.............. /20

1°) Create a new scratch project "Test2 name surname class" in your folder D:\ including the 4 backdrops (backdrop1, Maze (you draw it), Win and Lose) and the 2 sprites (Parrot and Bananas).

The Parrot Maze Game

(Press Space bar to start the game)

Created by Name Surname Class
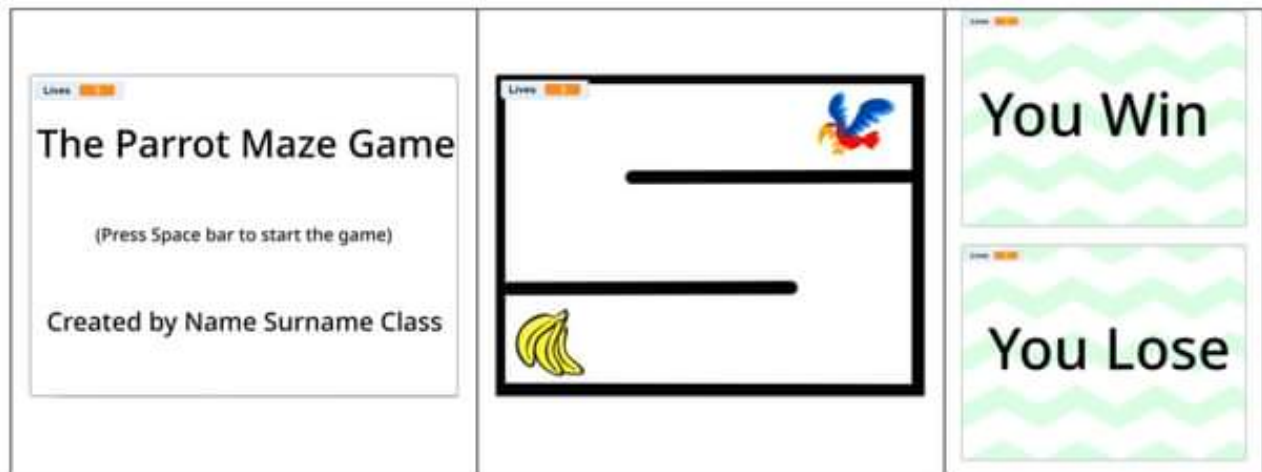
You Win

You Lose

Add to the backdrop "backdrop1", the title "The Parrot Maze game" and your name surname and class.

Add to the backdrops "Win", "Lose" the texts "You Win" and "You Lose". Add the variable "Lives".

2°) The game starts with "backdrop1" and the variable Lives = 3.

When the "Space bar" key is pressed, the backdrop switches from "backdrop1" to "Maze".

3°) The "Bananas" sprite: Start with "Maze" backdrop at position (-180 ; -120) and it don't move.

4°) The "Parrot" sprite: Starts with "Maze" backdrop at position (160 ; 120). Adjust the sprite's size.

The "Parrot" moves with keyboard keys and it changes costume each time it moves in correct direction.

When it touches "Bananas" it says "Miam Miam" the backdrop changes to "Win" and plays "Win" sound

When it touches the "Maze", the sound "Bird" is played, Lives -1 and it goes back to start position.

When variable Lives = 0, it says "Game Over", the backdrop changes to "Lose" and play "Lose" sound.

5°) The sprites "Parrot", and "Bananas" are shown only with the "Maze" backdrop.

6°) When backdrop changes to "Win" / "Lose", then the game is stopped.

Save your work as « Test2 name surname class » in your folder in local disk D:\

Marking Scale (pts)	1)	2)	3)	4)	5)	6)
	6	2	2	8	1	1