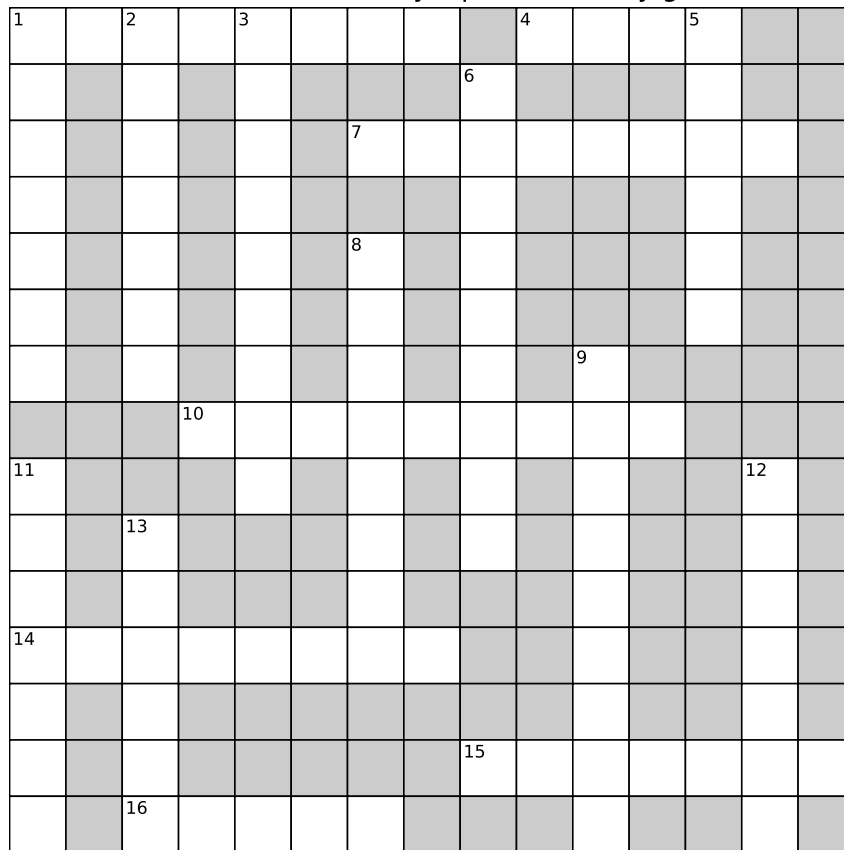


End-of-Year Crossword

Computer Programming with Scratch — Mr. Willingham

Name: _____

Solo activity. The first three students to fill in every square correctly get a treat.



Across

1. Background image on Scratch's stage
4. Block that repeats a set of instructions
7. Speed in a particular direction
10. Switching costumes to make a sprite appear to move
14. Named container that stores a value
15. A complete Scratch file you can save and share
16. Something like a key press that triggers a script

Down

1. Value that is either true or false
2. Alternate appearance for a sprite
3. Finding and fixing mistakes in your code
5. Text-based language we used in week 7
6. Step-by-step procedure for solving a problem
8. Text interface where you type commands
9. What happens when two sprites touch
11. Force that pulled your platformer hero downward
12. Block-based programming language we used most of the year
13. Character or object you program in a Scratch project

End-of-Year Crossword — Answer Key

Teacher copy. Do not distribute.

¹ B	A	² C	K	³ D	R	O	P		⁴ L	O	O	⁵ P		
O		O		E				⁶ A				Y		
O		S		B		⁷ V	E	L	O	C	I	T	Y	
L		T		U				G				H		
E		U		G		⁸ T		O				O		
A		M		G		E		R				N		
N		E		I		R		I		⁹ C				
			¹⁰ A	N	I	M	A	T	I	O	N			
¹¹ G				G		I		H		L			¹² S	
R		¹³ S				N		M		L			C	
A		P				A				I			R	
¹⁴ V	A	R	I	A	B	L	E			S			A	
I		I								I			T	
T		T						¹⁵ P	R	O	J	E	C	T
Y		¹⁶ E	V	E	N	T				N			H	