## SUGGESTED CLASS ACTIVITIES

### A. Match the following buttons with their names.

1.                     (a) Duplicate

2.                     (b) Delete

3.                     (c) Grow

4.                     (d) Shrink

### B. Reorder the following steps to create a simple script that moves a sprite 20 steps ahead.

1. Double-click on 10 and replace it with 20.
2. From the Actions Library, click the Motions Category
3. Drag the move 10 steps block onto the Programming Area.
4. Now double-click the block to see the sprite move on the stage